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Text Part Number: 78EE117C99-1748030685

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1.2 feign-core 8.15.1

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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/SynchronousMethodHandler.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/InvocationHandlerFactory.java
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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/codec/Encoder.java

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jar/feign/RequestTemplate.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/auth/BasicAuthRequestInterceptor.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/RetryableException.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/ReflectiveFeign.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/ErrorDecoder.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Logger.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Request.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/EncodeException.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/StringDecoder.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Retryer.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/DecodeException.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Util.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/auth/Base64.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/FeignException.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Client.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/MethodMetadata.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Response.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Feign.java
```

```
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-  
jar/feign/RequestInterceptor.java  
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Contract.java  
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Target.java
```

1.3 jackson-databind 2.13.5

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```
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```

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1.4 log4j-slf4j-impl 2.17.1

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1.5 lua 5.4.4.1

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```
@Ci{$Id: manual.of $}  
@C{[(------)]  
@manual{  
  
@sect1 { @title{Introduction}
```

Lua is a powerful, efficient, lightweight, embeddable scripting language. It supports procedural programming, object-oriented programming, functional programming, data-driven programming, and data description.

Lua combines simple procedural syntax with powerful data description constructs based on associative arrays and extensible semantics.

Lua is dynamically typed, runs by interpreting bytecode with a register-based virtual machine, and has automatic memory management with a generational garbage collection, making it ideal for configuration, scripting, and rapid prototyping.

Lua is implemented as a library, written in *clean C*, the common subset of *Standard C* and C++.

The Lua distribution includes a host program called *lua*, which uses the Lua library to offer a complete, standalone Lua interpreter, for interactive or batch use.

Lua is intended to be used both as a powerful, lightweight, embeddable scripting language for any program that needs one, and as a powerful but lightweight and efficient stand-alone language.

As an extension language, Lua has no notion of a `@Q{main}` program: it works `@emph{embedded}` in a host client, called the `@emph{embedding program}` or simply the `@emphx{host}`. (Frequently, this host is the stand-alone `@id{lua}` program.) The host program can invoke functions to execute a piece of Lua code, can write and read Lua variables, and can register `@N{C functions}` to be called by Lua code. Through the use of `@N{C functions}`, Lua can be augmented to cope with a wide range of different domains, thus creating customized programming languages sharing a syntactical framework.

Lua is free software, and is provided as usual with no guarantees, as stated in its license. The implementation described in this manual is available at Lua's official web site, `@id{www.lua.org}`.

Like any other reference manual, this document is dry in places. For a discussion of the decisions behind the design of Lua, see the technical papers available at Lua's web site. For a detailed introduction to programming in Lua, see Roberto's book, `@emphx{Programming in Lua}`.

}

`@C{-----}`

`@sect1{basic| @title{Basic Concepts}`

`@simplesect{`

This section describes the basic concepts of the language.

}

`@sect2{TypesSec| @title{Values and Types}`

Lua is a dynamically typed language.

This means that

variables do not have types; only values do.

There are no type definitions in the language.

All values carry their own type.

All values in Lua are first-class values.

This means that all values can be stored in variables,

passed as arguments to other functions, and returned as results.

There are eight @x{basic types} in Lua:
@def{nil}, @def{boolean}, @def{number},
@def{string}, @def{function}, @def{userdata},
@def{thread}, and @def{table}.

The type @emph{nil} has one single value, @nil,
whose main property is to be different from any other value;
it often represents the absence of a useful value.

The type @emph{boolean} has two values, @false and @true.

Both @nil and @false make a condition false;
they are collectively called @def{false values}.

Any other value makes a condition true.

Despite its name,

@false is frequently used as an alternative to @nil,
with the key difference that @false behaves
like a regular value in a table,
while a @nil in a table represents an absent key.

The type @emph{number} represents both
integer numbers and real (floating-point) numbers,
using two @x{subtypes}: @def{integer} and @def{float}.

Standard Lua uses 64-bit integers and double-precision (64-bit) floats,
but you can also compile Lua so that it
uses 32-bit integers and/or single-precision (32-bit) floats.

The option with 32 bits for both integers and floats
is particularly attractive
for small machines and embedded systems.

(See macro @id{LUA_32BITS} in file @id{luaconf.h}.)

Unless stated otherwise,

any overflow when manipulating integer values @def{wrap around},
according to the usual rules of two-complement arithmetic.

(In other words,

the actual result is the unique representable integer
that is equal modulo 2^M to the mathematical result,
where M is the number of bits of the integer type.)

Lua has explicit rules about when each subtype is used,

but it also converts between them automatically as needed @see{coercion}.

Therefore,

the programmer may choose to mostly ignore the difference
between integers and floats

or to assume complete control over the representation of each number.

The type @emph{string} represents immutable sequences of bytes.

@index{eight-bit clean}

Lua is 8-bit clean:

strings can contain any 8-bit value,

including @x{embedded zeros} (@Char{0}).

Lua is also encoding-agnostic;
it makes no assumptions about the contents of a string.
The length of any string in Lua must fit in a Lua integer.

Lua can call (and manipulate) functions written in Lua and
functions written in C @see{functioncall}.
Both are represented by the type @emph{function}.

The type @emph{userdata} is provided to allow arbitrary @N{C data} to
be stored in Lua variables.

A userdata value represents a block of raw memory.

There are two kinds of userdata:

@emphx{full userdata},
which is an object with a block of memory managed by Lua,
and @emphx{light userdata},
which is simply a @N{C pointer} value.

Userdata has no predefined operations in Lua,
except assignment and identity test.

By using @emph{metatables},
the programmer can define operations for full userdata values
@see{metatable}.

Userdata values cannot be created or modified in Lua,
only through the @N{C API}.

This guarantees the integrity of data owned by
the host program and @N{C libraries}.

The type @def{thread} represents independent threads of execution
and it is used to implement coroutines @see{coroutine}.

Lua threads are not related to operating-system threads.

Lua supports coroutines on all systems,
even those that do not support threads natively.

The type @emph{table} implements @x{associative arrays},
that is, @x{arrays} that can have as indices not only numbers,
but any Lua value except @nil and @x{NaN}.

(@emphx{Not a Number} is a special floating-point value
used by the @x{IEEE 754} standard to represent
undefined numerical results, such as @T{0/0}.)

Tables can be @emph{heterogeneous};
that is, they can contain values of all types (except @nil).

Any key associated to the value @nil is not considered part of the table.

Conversely, any key that is not part of a table has
an associated value @nil.

Tables are the sole data-structuring mechanism in Lua;

they can be used to represent ordinary arrays, lists,
symbol tables, sets, records, graphs, trees, etc.

To represent @x{records}, Lua uses the field name as an index.

The language supports this representation by providing `@id{a.name}` as syntactic sugar for `@T{a["name"]}`. There are several convenient ways to create tables in Lua `@see{tableconstructor}`.

Like indices, the values of table fields can be of any type. In particular, because functions are first-class values, table fields can contain functions. Thus tables can also carry `@emph{methods}` `@see{func-def}`.

The indexing of tables follows the definition of raw equality in the language. The expressions `@T{a[i]}` and `@T{a[j]}` denote the same table element if and only if `@id{i}` and `@id{j}` are raw equal (that is, equal without metamethods). In particular, floats with integral values are equal to their respective integers (e.g., `@T{1.0 == 1}`). To avoid ambiguities, any float used as a key that is equal to an integer is converted to that integer. For instance, if you write `@T{a[2.0] = true}`, the actual key inserted into the table will be the integer `@T{2}`.

Tables, functions, threads, and (full) userdata values are `@emph{objects}`: variables do not actually `@emph{contain}` these values, only `@emph{references}` to them. Assignment, parameter passing, and function returns always manipulate references to such values; these operations do not imply any kind of copy.

The library function `@Lid{type}` returns a string describing the type of a given value `@seeF{type}`.

}

`@sect2{globalenv| @title{Environments and the Global Environment}`

As we will discuss further in `@refsec{variables}` and `@refsec{assignment}`, any reference to a free name (that is, a name not bound to any declaration) `@id{var}` is syntactically translated to `@T{_ENV.var}`. Moreover, every chunk is compiled in the scope of an external local variable named `@id{_ENV}` `@see{chunks}`,

so `@id{ _ENV }` itself is never a free name in a chunk.

Despite the existence of this external `@id{ _ENV }` variable and the translation of free names,

`@id{ _ENV }` is a completely regular name.

In particular,

you can define new variables and parameters with that name.

Each reference to a free name uses the `@id{ _ENV }` that is

visible at that point in the program,

following the usual visibility rules of Lua @see{visibility}.

Any table used as the value of `@id{ _ENV }` is called an @def{environment}.

Lua keeps a distinguished environment called the @def{global environment}.

This value is kept at a special index in the C registry @see{registry}.

In Lua, the global variable `@Lid{ _G }` is initialized with this same value.

(`@Lid{ _G }` is never used internally,

so changing its value will affect only your own code.)

When Lua loads a chunk,

the default value for its `@id{ _ENV }` variable

is the global environment @seeF{load}.

Therefore, by default,

free names in Lua code refer to entries in the global environment

and, therefore, they are also called @def{global variables}.

Moreover, all standard libraries are loaded in the global environment

and some functions there operate on that environment.

You can use `@Lid{load}` (or `@Lid{loadfile}`)

to load a chunk with a different environment.

(In C, you have to load the chunk and then change the value

of its first upvalue; see @See{lua_setupvalue}.)

}

@sect2{error| @title{Error Handling}}

Several operations in Lua can @emph{raise} an error.

An error interrupts the normal flow of the program,

which can continue by @emph{catching} the error.

Lua code can explicitly raise an error by calling the

`@Lid{error}` function.

(This function never returns.)

To catch errors in Lua,

you can do a @def{protected call},

using `@Lid{pcall}` (or `@Lid{xpcall}`).

The function `@Lid{pcall}` calls a given function in @def{protected mode}.

Any error while running the function stops its execution, and control returns immediately to `@id{pcall}`, which returns a status code.

Because Lua is an embedded extension language, Lua code starts running by a call from `@N{C code}` in the host program. (When you use Lua standalone, the `@id{lua}` application is the host program.) Usually, this call is protected; so, when an otherwise unprotected error occurs during the compilation or execution of a Lua chunk, control returns to the host, which can take appropriate measures, such as printing an error message.

Whenever there is an error, an `@def{error object}` is propagated with information about the error. Lua itself only generates errors whose error object is a string, but programs may generate errors with any value as the error object. It is up to the Lua program or its host to handle such error objects. For historical reasons, an error object is often called an `@def{error message}`, even though it does not have to be a string.

When you use `@Lid{xpcall}` (or `@Lid{lua_pcall}`, in C) you may give a `@def{message handler}` to be called in case of errors. This function is called with the original error object and returns a new error object. It is called before the error unwinds the stack, so that it can gather more information about the error, for instance by inspecting the stack and creating a stack traceback. This message handler is still protected by the protected call; so, an error inside the message handler will call the message handler again. If this loop goes on for too long, Lua breaks it and returns an appropriate message. The message handler is called only for regular runtime errors. It is not called for memory-allocation errors nor for errors while running finalizers or other message handlers.

Lua also offers a system of `@emph{warnings}` `@seeF{warn}`. Unlike errors, warnings do not interfere in any way with program execution.

They typically only generate a message to the user,
although this behavior can be adapted from C @seeC{lua_setwarnf}.

}

@sect2{metatable| @title{Metatables and Metamethods}}

Every value in Lua can have a @emph{metatable}.

This @def{metatable} is an ordinary Lua table
that defines the behavior of the original value
under certain events.

You can change several aspects of the behavior
of a value by setting specific fields in its metatable.

For instance, when a non-numeric value is the operand of an addition,
Lua checks for a function in the field @idx{__add} of the value's metatable.

If it finds one,

Lua calls this function to perform the addition.

The key for each event in a metatable is a string
with the event name prefixed by two underscores;
the corresponding value is called a @def{metavalue}.

For most events, the metavalue must be a function,
which is then called a @def{metamethod}.

In the previous example, the key is the string @St{__add}
and the metamethod is the function that performs the addition.

Unless stated otherwise,

a metamethod may in fact be any @x{callable value},
which is either a function or a value with a @idx{__call} metamethod.

You can query the metatable of any value
using the @Lid{getmetatable} function.

Lua queries metamethods in metatables using a raw access @seeF{rawget}.

You can replace the metatable of tables
using the @Lid{setmetatable} function.

You cannot change the metatable of other types from Lua code,
except by using the @link{debuglib|debug library}.

Tables and full userdata have individual metatables,
although multiple tables and userdata can share their metatables.

Values of all other types share one single metatable per type;
that is, there is one single metatable for all numbers,
one for all strings, etc.

By default, a value has no metatable,

but the string library sets a metatable for the string type @see{strlib}.

A detailed list of operations controlled by metatables is given next.

Each event is identified by its corresponding key.

By convention, all metatable keys used by Lua are composed by two underscores followed by lowercase Latin letters.

```
@description{
```

```
  @item{ @idx{__add}|
```

```
  the addition (@T{+}) operation.
```

```
  If any operand for an addition is not a number,
```

```
  Lua will try to call a metamethod.
```

```
  It starts by checking the first operand (even if it is a number);
```

```
  if that operand does not define a metamethod for @idx{__add},
```

```
  then Lua will check the second operand.
```

```
  If Lua can find a metamethod,
```

```
  it calls the metamethod with the two operands as arguments,
```

```
  and the result of the call
```

```
  (adjusted to one value)
```

```
  is the result of the operation.
```

```
  Otherwise, if no metamethod is found,
```

```
  Lua raises an error.
```

```
}
```

```
  @item{ @idx{__sub}|
```

```
  the subtraction (@T{-}) operation.
```

```
  Behavior similar to the addition operation.
```

```
}
```

```
  @item{ @idx{__mul}|
```

```
  the multiplication (@T{*}) operation.
```

```
  Behavior similar to the addition operation.
```

```
}
```

```
  @item{ @idx{__div}|
```

```
  the division (@T{/}) operation.
```

```
  Behavior similar to the addition operation.
```

```
}
```

```
  @item{ @idx{__mod}|
```

```
  the modulo (@T{%}) operation.
```

```
  Behavior similar to the addition operation.
```

```
}
```

```
  @item{ @idx{__pow}|
```

```
  the exponentiation (@T{^}) operation.
```

```
  Behavior similar to the addition operation.
```

```
}
```

```
  @item{ @idx{__unm}|
```

```
  the negation (unary @T{-}) operation.
```

Behavior similar to the addition operation.

}

@item{ @idx{__idiv}|

the floor division (@T{//}) operation.

Behavior similar to the addition operation.

}

@item{ @idx{__band}|

the bitwise AND (@T{&}) operation.

Behavior similar to the addition operation,

except that Lua will try a metamethod

if any operand is neither an integer

nor a float coercible to an integer @see{coercion}.

}

@item{ @idx{__bor}|

the bitwise OR (@T{|}) operation.

Behavior similar to the bitwise AND operation.

}

@item{ @idx{__bxor}|

the bitwise exclusive OR (binary @T{~}) operation.

Behavior similar to the bitwise AND operation.

}

@item{ @idx{__bnot}|

the bitwise NOT (unary @T{~}) operation.

Behavior similar to the bitwise AND operation.

}

@item{ @idx{__shl}|

the bitwise left shift (@T{<<}) operation.

Behavior similar to the bitwise AND operation.

}

@item{ @idx{__shr}|

the bitwise right shift (@T{>>}) operation.

Behavior similar to the bitwise AND operation.

}

@item{ @idx{__concat}|

the concatenation (@T{..}) operation.

Behavior similar to the addition operation,

except that Lua will try a metamethod

if any operand is neither a string nor a number

(which is always coercible to a string).

}

@item{ @idx{__len}|
the length (@T{#}) operation.
If the object is not a string,
Lua will try its metamethod.
If there is a metamethod,
Lua calls it with the object as argument,
and the result of the call
(always adjusted to one value)
is the result of the operation.
If there is no metamethod but the object is a table,
then Lua uses the table length operation @see{len-op}.
Otherwise, Lua raises an error.
}

@item{ @idx{__eq}|
the equal (@T{==}) operation.
Behavior similar to the addition operation,
except that Lua will try a metamethod only when the values
being compared are either both tables or both full userdata
and they are not primitively equal.
The result of the call is always converted to a boolean.
}

@item{ @idx{__lt}|
the less than (@T{<}) operation.
Behavior similar to the addition operation,
except that Lua will try a metamethod only when the values
being compared are neither both numbers nor both strings.
Moreover, the result of the call is always converted to a boolean.
}

@item{ @idx{__le}|
the less equal (@T{<=}) operation.
Behavior similar to the less than operation.
}

@item{ @idx{__index}|
The indexing access operation @T{table[key]}.
This event happens when @id{table} is not a table or
when @id{key} is not present in @id{table}.
The metavalue is looked up in the metatable of @id{table}.

The metavalue for this event can be either a function, a table,
or any value with an @idx{__index} metavalue.
If it is a function,
it is called with @id{table} and @id{key} as arguments,
and the result of the call

(adjusted to one value)
is the result of the operation.
Otherwise,
the final result is the result of indexing this metavalue with @id{key}.
This indexing is regular, not raw,
and therefore can trigger another @idx{__index} metavalue.
}

@item{ @idx{__newindex}|
The indexing assignment @T{table[key] = value}.
Like the index event,
this event happens when @id{table} is not a table or
when @id{key} is not present in @id{table}.
The metavalue is looked up in the metatable of @id{table}.

Like with indexing,
the metavalue for this event can be either a function, a table,
or any value with an @idx{__newindex} metavalue.
If it is a function,
it is called with @id{table}, @id{key}, and @id{value} as arguments.
Otherwise,
Lua repeats the indexing assignment over this metavalue
with the same key and value.
This assignment is regular, not raw,
and therefore can trigger another @idx{__newindex} metavalue.

Whenever a @idx{__newindex} metavalue is invoked,
Lua does not perform the primitive assignment.
If needed,
the metamethod itself can call @Lid{rawset}
to do the assignment.
}

@item{ @idx{__call}|
The call operation @T{func(args)}.
This event happens when Lua tries to call a non-function value
(that is, @id{func} is not a function).
The metamethod is looked up in @id{func}.
If present,
the metamethod is called with @id{func} as its first argument,
followed by the arguments of the original call (@id{args}).
All results of the call
are the results of the operation.
This is the only metamethod that allows multiple results.
}

}

In addition to the previous list,
the interpreter also respects the following keys in metatables:
`@idx{__gc}` `@see{finalizers}`,
`@idx{__close}` `@see{to-be-closed}`,
`@idx{__mode}` `@see{weak-table}`,
and `@idx{__name}`.
(The entry `@idx{__name}`,
when it contains a string,
may be used by `@Lid{tostring}` and in error messages.)

For the unary operators (negation, length, and bitwise NOT),
the metamethod is computed and called with a dummy second operand,
equal to the first one.

This extra operand is only to simplify Lua's internals
(by making these operators behave like a binary operation)
and may be removed in future versions.
For most uses this extra operand is irrelevant.

Because metatables are regular tables,
they can contain arbitrary fields,
not only the event names defined above.
Some functions in the standard library
(e.g., `@Lid{tostring}`)
use other fields in metatables for their own purposes.

It is a good practice to add all needed metamethods to a table
before setting it as a metatable of some object.
In particular, the `@idx{__gc}` metamethod works only when this order
is followed `@see{finalizers}`.
It is also a good practice to set the metatable of an object
right after its creation.

}

`@sect2{GC| @title{Garbage Collection}`

`@simplesect{`

Lua performs automatic memory management.
This means that
you do not have to worry about allocating memory for new objects
or freeing it when the objects are no longer needed.
Lua manages memory automatically by running
a `@def{garbage collector}` to collect all `@emph{dead}` objects.
All memory used by Lua is subject to automatic management:
strings, tables, userdata, functions, threads, internal structures, etc.

An object is considered `@def{dead}`

as soon as the collector can be sure the object will not be accessed again in the normal execution of the program.

(@Q{Normal execution} here excludes finalizers, which can resurrect dead objects @see{finalizers}, and excludes also operations using the debug library.)

Note that the time when the collector can be sure that an object is dead may not coincide with the programmer's expectations.

The only guarantees are that Lua will not collect an object that may still be accessed in the normal execution of the program, and it will eventually collect an object that is inaccessible from Lua.

(Here,

@emph{inaccessible from Lua} means that neither a variable nor another live object refer to the object.)

Because Lua has no knowledge about @N{C code}, it never collects objects accessible through the registry @see{registry}, which includes the global environment @see{globalenv}.

The garbage collector (GC) in Lua can work in two modes: incremental and generational.

The default GC mode with the default parameters are adequate for most uses.

However, programs that waste a large proportion of their time allocating and freeing memory can benefit from other settings.

Keep in mind that the GC behavior is non-portable both across platforms and across different Lua releases; therefore, optimal settings are also non-portable.

You can change the GC mode and parameters by calling

@Lid{lua_gc} @N{in C}

or @Lid{collectgarbage} in Lua.

You can also use these functions to control the collector directly (e.g., to stop and restart it).

}

@sect3{incmode| @title{Incremental Garbage Collection}}

In incremental mode, each GC cycle performs a mark-and-sweep collection in small steps interleaved with the program's execution.

In this mode,

the collector uses three numbers to control its garbage-collection cycles:

the @def{garbage-collector pause},

the @def{garbage-collector step multiplier},

and the @def{garbage-collector step size}.

The garbage-collector pause controls how long the collector waits before starting a new cycle. The collector starts a new cycle when the use of memory hits $M\{n\}$ of the use after the previous collection. Larger values make the collector less aggressive. Values equal to or less than 100 mean the collector will not wait to start a new cycle. A value of 200 means that the collector waits for the total memory in use to double before starting a new cycle. The default value is 200; the maximum value is 1000.

The garbage-collector step multiplier controls the speed of the collector relative to memory allocation, that is, how many elements it marks or sweeps for each kilobyte of memory allocated. Larger values make the collector more aggressive but also increase the size of each incremental step. You should not use values less than 100, because they make the collector too slow and can result in the collector never finishing a cycle. The default value is 100; the maximum value is 1000.

The garbage-collector step size controls the size of each incremental step, specifically how many bytes the interpreter allocates before performing a step. This parameter is logarithmic: A value of $M\{n\}$ means the interpreter will allocate $M\{2\sp{n}\}$ bytes between steps and perform equivalent work during the step. A large value (e.g., 60) makes the collector a stop-the-world (non-incremental) collector. The default value is 13, which means steps of approximately $N\{8\}$ Kbytes.

}

@sect3{genmode| @title{Generational Garbage Collection}}

In generational mode, the collector does frequent *minor* collections, which traverses only objects recently created. If after a minor collection the use of memory is still above a limit, the collector does a stop-the-world *major* collection, which traverses all objects. The generational mode uses two parameters:

the @def{minor multiplier} and the @def{the major multiplier}.

The minor multiplier controls the frequency of minor collections.

For a minor multiplier @M{x},

a new minor collection will be done when memory grows @M{x%} larger than the memory in use after the previous major collection.

For instance, for a multiplier of 20,

the collector will do a minor collection when the use of memory gets 20% larger than the use after the previous major collection.

The default value is 20; the maximum value is 200.

The major multiplier controls the frequency of major collections.

For a major multiplier @M{x},

a new major collection will be done when memory grows @M{x%} larger than the memory in use after the previous major collection.

For instance, for a multiplier of 100,

the collector will do a major collection when the use of memory gets larger than twice the use after the previous collection.

The default value is 100; the maximum value is 1000.

}

@sect3{finalizers| @title{Garbage-Collection Metamethods}}

You can set garbage-collector metamethods for tables

and, using the @N{C API},

for full userdata @see{metatable}.

These metamethods, called @def{finalizers},

are called when the garbage collector detects that the corresponding table or userdata is dead.

Finalizers allow you to coordinate Lua's garbage collection

with external resource management such as closing files,

network or database connections,

or freeing your own memory.

For an object (table or userdata) to be finalized when collected,

you must @emph{mark} it for finalization.

@index{mark (for finalization)}

You mark an object for finalization when you set its metatable

and the metatable has a @idx{__gc} metamethod.

Note that if you set a metatable without a @idx{__gc} field

and later create that field in the metatable,

the object will not be marked for finalization.

When a marked object becomes dead,

it is not collected immediately by the garbage collector.

Instead, Lua puts it in a list.
After the collection,
Lua goes through that list.
For each object in the list,
it checks the object's `@idx{__gc}` metamethod:
If it is present,
Lua calls it with the object as its single argument.

At the end of each garbage-collection cycle,
the finalizers are called in
the reverse order that the objects were marked for finalization,
among those collected in that cycle;
that is, the first finalizer to be called is the one associated
with the object marked last in the program.
The execution of each finalizer may occur at any point during
the execution of the regular code.

Because the object being collected must still be used by the finalizer,
that object (and other objects accessible only through it)
must be *resurrected* by Lua.`@index{resurrection}`
Usually, this resurrection is transient,
and the object memory is freed in the next garbage-collection cycle.
However, if the finalizer stores the object in some global place
(e.g., a global variable),
then the resurrection is permanent.
Moreover, if the finalizer marks a finalizing object for finalization again,
its finalizer will be called again in the next cycle where the
object is dead.
In any case,
the object memory is freed only in a GC cycle where
the object is dead and not marked for finalization.

When you close a state `@seeF{lua_close}`,
Lua calls the finalizers of all objects marked for finalization,
following the reverse order that they were marked.
If any finalizer marks objects for collection during that phase,
these marks have no effect.

Finalizers cannot yield nor run the garbage collector.
Because they can run in unpredictable times,
it is good practice to restrict each finalizer
to the minimum necessary to properly release
its associated resource.

Any error while running a finalizer generates a warning;
the error is not propagated.

}

@sect3{weak-table| @title{Weak Tables}

A @def{weak table} is a table whose elements are @def{weak references}.

A weak reference is ignored by the garbage collector.

In other words,

if the only references to an object are weak references, then the garbage collector will collect that object.

A weak table can have weak keys, weak values, or both.

A table with weak values allows the collection of its values, but prevents the collection of its keys.

A table with both weak keys and weak values allows the collection of both keys and values.

In any case, if either the key or the value is collected, the whole pair is removed from the table.

The weakness of a table is controlled by the

@idx{__mode} field of its metatable.

This metavalue, if present, must be one of the following strings:

@St{k}, for a table with weak keys;

@St{v}, for a table with weak values;

or @St{kv}, for a table with both weak keys and values.

A table with weak keys and strong values

is also called an @def{ephemeron table}.

In an ephemeron table,

a value is considered reachable only if its key is reachable.

In particular,

if the only reference to a key comes through its value, the pair is removed.

Any change in the weakness of a table may take effect only at the next collect cycle.

In particular, if you change the weakness to a stronger mode,

Lua may still collect some items from that table

before the change takes effect.

Only objects that have an explicit construction are removed from weak tables.

Values, such as numbers and @x{light @N{C functions}}, are not subject to garbage collection,

and therefore are not removed from weak tables

(unless their associated values are collected).

Although strings are subject to garbage collection,

they do not have an explicit construction and

their equality is by value;

they behave more like values than like objects.

Therefore, they are not removed from weak tables.

Resurrected objects

(that is, objects being finalized
and objects accessible only through objects being finalized)
have a special behavior in weak tables.

They are removed from weak values before running their finalizers,
but are removed from weak keys only in the next collection
after running their finalizers, when such objects are actually freed.
This behavior allows the finalizer to access properties
associated with the object through weak tables.

If a weak table is among the resurrected objects in a collection cycle,
it may not be properly cleared until the next cycle.

}

}

@sect2{coroutine| @title{Coroutines}

Lua supports coroutines,

also called @emph{collaborative multithreading}.

A coroutine in Lua represents an independent thread of execution.

Unlike threads in multithread systems, however,
a coroutine only suspends its execution by explicitly calling
a yield function.

You create a coroutine by calling @Lid{coroutine.create}.

Its sole argument is a function
that is the main function of the coroutine.

The @id{create} function only creates a new coroutine and
returns a handle to it (an object of type @emph{thread});
it does not start the coroutine.

You execute a coroutine by calling @Lid{coroutine.resume}.

When you first call @Lid{coroutine.resume},
passing as its first argument
a thread returned by @Lid{coroutine.create},
the coroutine starts its execution by
calling its main function.

Extra arguments passed to @Lid{coroutine.resume} are passed
as arguments to that function.

After the coroutine starts running,
it runs until it terminates or @emph{yields}.

A coroutine can terminate its execution in two ways:

normally, when its main function returns

(explicitly or implicitly, after the last instruction);
and abnormally, if there is an unprotected error.
In case of normal termination,
`@Lid{coroutine.resume}` returns `@true`,
plus any values returned by the coroutine main function.
In case of errors, `@Lid{coroutine.resume}` returns `@false`
plus the error object.
In this case, the coroutine does not unwind its stack,
so that it is possible to inspect it after the error
with the debug API.

A coroutine yields by calling `@Lid{coroutine.yield}`.
When a coroutine yields,
the corresponding `@Lid{coroutine.resume}` returns immediately,
even if the yield happens inside nested function calls
(that is, not in the main function,
but in a function directly or indirectly called by the main function).
In the case of a yield, `@Lid{coroutine.resume}` also returns `@true`,
plus any values passed to `@Lid{coroutine.yield}`.
The next time you resume the same coroutine,
it continues its execution from the point where it yielded,
with the call to `@Lid{coroutine.yield}` returning any extra
arguments passed to `@Lid{coroutine.resume}`.

Like `@Lid{coroutine.create}`,
the `@Lid{coroutine.wrap}` function also creates a coroutine,
but instead of returning the coroutine itself,
it returns a function that, when called, resumes the coroutine.
Any arguments passed to this function
go as extra arguments to `@Lid{coroutine.resume}`.
`@Lid{coroutine.wrap}` returns all the values returned by `@Lid{coroutine.resume}`,
except the first one (the boolean error code).
Unlike `@Lid{coroutine.resume}`,
the function created by `@Lid{coroutine.wrap}`
propagates any error to the caller.
In this case,
the function also closes the coroutine `@seeF{coroutine.close}`.

As an example of how coroutines work,
consider the following code:

```
@verbatim{
function foo (a)
  print("foo", a)
  return coroutine.yield(2*a)
end

co = coroutine.create(function (a,b)
  print("co-body", a, b)
```

```

    local r = foo(a+1)
    print("co-body", r)
    local r, s = coroutine.yield(a+b, a-b)
    print("co-body", r, s)
    return b, "end"
end)

print("main", coroutine.resume(co, 1, 10))
print("main", coroutine.resume(co, "r"))
print("main", coroutine.resume(co, "x", "y"))
print("main", coroutine.resume(co, "x", "y"))
}

```

When you run it, it produces the following output:

```

@verbatim{
co-body 1    10
foo  2
main  true  4
co-body r
main  true  11  -9
co-body x   y
main  true  10  end
main  false cannot resume dead coroutine
}

```

You can also create and manipulate coroutines through the C API:

see functions @Lid{lua_newthread}, @Lid{lua_resume},
and @Lid{lua_yield}.

}

}

```
@C{-----}
```

```
@sect1 {language| @title{The Language}}
```

```
@simplesect{
```

This section describes the lexis, the syntax, and the semantics of Lua.

In other words,

this section describes

which tokens are valid,

how they can be combined,

and what their combinations mean.

Language constructs will be explained using the usual extended BNF notation,

in which

@N{ @bnfrep{ @rep{a} } means 0} or more @rep{a}'s, and

@N{ @bnfopt{ @rep{a} } means } an optional @rep{a}.
Non-terminals are shown like @bnfNter{non-terminal},
keywords are shown like @rw{kword},
and other terminal symbols are shown like @bnfter{=}.
The complete syntax of Lua can be found in @refsec{BNF}
at the end of this manual.

}

@sect2{lexical| @title{Lexical Conventions}}

Lua is a @x{free-form} language.

It ignores spaces and comments between lexical elements (@x{tokens}),
except as delimiters between two tokens.

In source code,

Lua recognizes as spaces the standard ASCII whitespace
characters space, form feed, newline,
carriage return, horizontal tab, and vertical tab.

@def{Names}

(also called @def{identifiers})

in Lua can be any string of Latin letters,

Arabic-Indic digits, and underscores,

not beginning with a digit and

not being a reserved word.

Identifiers are used to name variables, table fields, and labels.

The following @def{keywords} are reserved
and cannot be used as names:

@index{reserved words}

@verbatim{

and break do else elseif end
false for function goto if in
local nil not or repeat return
then true until while

}

Lua is a case-sensitive language:

@id{and} is a reserved word, but @id{And} and @id{AND}
are two different, valid names.

As a convention,

programs should avoid creating

names that start with an underscore followed by

one or more uppercase letters (such as @Lid{_VERSION}).

The following strings denote other @x{tokens}:

@verbatim{

+ - * / % ^ #

```

& ~ | << >> //
== ~= <= >= < > =
( ) { } [ ] ::
; : , . .. ...
}

```

A `@def{short literal string}`

can be delimited by matching single or double quotes,
and can contain the following C-like escape sequences:

```

@Char{\a} (bell),
@Char{\b} (backspace),
@Char{\f} (form feed),
@Char{\n} (newline),
@Char{\r} (carriage return),
@Char{\t} (horizontal tab),
@Char{\v} (vertical tab),
@Char{\\} (backslash),
@Char{\"} (quotation mark [double quote]),
and @Char{' } (apostrophe [single quote]).

```

A backslash followed by a line break
results in a newline in the string.

The escape sequence `@Char{\z}` skips the following span
of whitespace characters,
including line breaks;

it is particularly useful to break and indent a long literal string
into multiple lines without adding the newlines and spaces
into the string contents.

A short literal string cannot contain unescaped line breaks
nor escapes not forming a valid escape sequence.

We can specify any byte in a short literal string,
including `@x{embedded zeros}`,
by its numeric value.

This can be done

with the escape sequence `@T{\x@rep{XX}}`,

where `@rep{XX}` is a sequence of exactly two hexadecimal digits,

or with the escape sequence `@T{\@rep{ddd}}`,

where `@rep{ddd}` is a sequence of up to three decimal digits.

(Note that if a decimal escape sequence is to be followed by a digit,
it must be expressed using exactly three digits.)

The `@x{UTF-8}` encoding of a `@x{Unicode}` character
can be inserted in a literal string with

the escape sequence `@T{\u{@rep{XXX}}}`

(with mandatory enclosing braces),

where `@rep{XXX}` is a sequence of one or more hexadecimal digits
representing the character code point.

This code point can be any value less than `@M{2@sp{31}}`.

(Lua uses the original UTF-8 specification here, which is not restricted to valid Unicode code points.)

Literal strings can also be defined using a long format enclosed by `@def{long brackets}`.

We define an `@def{opening long bracket of level @rep{n}}` as an opening square bracket followed by `@rep{n}` equal signs followed by another opening square bracket.

So, an opening long bracket of `@N{level 0}` is written as `@T{[[, @C{]]}` an opening long bracket of `@N{level 1}` is written as `@T{[=[, @C{]]}` and so on.

A `@emph{closing long bracket}` is defined similarly; for instance,

a closing long bracket of `@N{level 4}` is written as `@C{[[@T{]====}]}`.

A `@def{long literal}` starts with an opening long bracket of any level and ends at the first closing long bracket of the same level.

It can contain any text except a closing bracket of the same level.

Literals in this bracketed form can run for several lines, do not interpret any escape sequences, and ignore long brackets of any other level.

Any kind of end-of-line sequence

(carriage return, newline, carriage return followed by newline, or newline followed by carriage return)

is converted to a simple newline.

When the opening long bracket is immediately followed by a newline, the newline is not included in the string.

As an example, in a system using ASCII

(in which `@Char{a}` is coded `@N{as 97}`,

newline is coded `@N{as 10}`, and `@Char{1}` is coded `@N{as 49}`),

the five literal strings below denote the same string:

```
@verbatim{
a = 'alo\n123'
a = "alo\n123\"
a = "\97lo\10\04923"
a = [[alo
123]]
a = [==[
alo
123"]==]
}
```

Any byte in a literal string not explicitly affected by the previous rules represents itself.

However, Lua opens files for parsing in text mode, and the system's file functions may have problems with some control characters.

So, it is safer to represent

binary data as a quoted literal with explicit escape sequences for the non-text characters.

A `@def{numeric constant}` (or `@def{numeral}`) can be written with an optional fractional part and an optional decimal exponent, marked by a letter `@Char{e}` or `@Char{E}`. Lua also accepts `@x{hexadecimal constants}`, which start with `@T{0x}` or `@T{0X}`. Hexadecimal constants also accept an optional fractional part plus an optional binary exponent, marked by a letter `@Char{p}` or `@Char{P}`.

A numeric constant with a radix point or an exponent denotes a float; otherwise, if its value fits in an integer or it is a hexadecimal constant, it denotes an integer; otherwise (that is, a decimal integer numeral that overflows), it denotes a float. Hexadecimal numerals with neither a radix point nor an exponent always denote an integer value; if the value overflows, it `@emph{wraps around}` to fit into a valid integer.

Examples of valid integer constants are

```
@verbatim{
3 345 0xff 0xBEBADA
}
```

Examples of valid float constants are

```
@verbatim{
3.0 3.1416 314.16e-2 0.31416E1 34e1
0x0.1E 0xA23p-4 0X1.921FB54442D18P+1
}
```

A `@def{comment}` starts with a double hyphen (`@T{--}`) anywhere outside a string. If the text immediately after `@T{--}` is not an opening long bracket, the comment is a `@def{short comment}`, which runs until the end of the line. Otherwise, it is a `@def{long comment}`, which runs until the corresponding closing long bracket.

```
}
```

```
@sect2{variables| @title{Variables}}
```

Variables are places that store values.

There are three kinds of variables in Lua:
global variables, local variables, and table fields.

A single name can denote a global variable or a local variable
(or a function's formal parameter,
which is a particular kind of local variable):

```
@Produc{
@producname{var}@producbody{@bnfNter{Name}}
}
@bnfNter{Name} denotes identifiers @see{lexical}.
```

Any variable name is assumed to be global unless explicitly declared
as a local @see{localvar}.

@x{Local variables} are @emph{lexically scoped}:
local variables can be freely accessed by functions
defined inside their scope @see{visibility}.

Before the first assignment to a variable, its value is @nil.

Square brackets are used to index a table:

```
@Produc{
@producname{var}@producbody{prefixexp @bnfter{[] exp @bnfter{[]}}
}

```

The meaning of accesses to table fields can be changed via metatables
@see{metatable}.

The syntax @id{var.Name} is just syntactic sugar for

```
@T{var["Name"]}:
@Produc{
@producname{var}@producbody{prefixexp @bnfter{.} @bnfNter{Name}}
}

```

An access to a global variable @id{x}
is equivalent to @id{_ENV.x}.

Due to the way that chunks are compiled,
the variable @id{_ENV} itself is never global @see{globalenv}.

```
}
```

```
@sect2{stats| @title{Statements}}
```

```
@simplesect{
```

Lua supports an almost conventional set of @x{statements},
similar to those in other conventional languages.

This set includes
blocks, assignments, control structures, function calls,
and variable declarations.

```
}
```

```
@sect3{ @title{Blocks}
```

A `@x{block}` is a list of statements,
which are executed sequentially:

```
@Produc{  
@producname{block}@producbody{ @bnfrep{stat} }  
}
```

Lua has `@def{empty statements}`
that allow you to separate statements with semicolons,
start a block with a semicolon
or write two semicolons in sequence:

```
@Produc{  
@producname{stat}@producbody{ @bnfter{;} }  
}
```

Both function calls and assignments
can start with an open parenthesis.
This possibility leads to an ambiguity in Lua's grammar.
Consider the following fragment:

```
@verbatim{  
a = b + c  
(print or io.write)('done')  
}
```

The grammar could see this fragment in two ways:

```
@verbatim{  
a = b + c(print or io.write)('done')
```

```
a = b + c; (print or io.write)('done')  
}
```

The current parser always sees such constructions
in the first way,
interpreting the open parenthesis
as the start of the arguments to a call.
To avoid this ambiguity,
it is a good practice to always precede with a semicolon
statements that start with a parenthesis:

```
@verbatim{  
;(print or io.write)('done')  
}
```

A block can be explicitly delimited to produce a single statement:

```
@Produc{  
@producname{stat}@producbody{ @Rw{do} block @Rw{end} }  
}
```

Explicit blocks are useful

to control the scope of variable declarations.
Explicit blocks are also sometimes used to
add a `@Rw{return}` statement in the middle
of another block `@see{control}`.

```
}
```

```
@sect3{chunks| @title{Chunks}}
```

The unit of compilation of Lua is called a `@def{chunk}`.

Syntactically,

a chunk is simply a block:

```
@Produc{  
  @producname{chunk} @producbody{block}  
}
```

Lua handles a chunk as the body of an anonymous function
with a variable number of arguments

`@see{func-def}`.

As such, chunks can define local variables,
receive arguments, and return values.

Moreover, such anonymous function is compiled as in the
scope of an external local variable called `@id{_ENV}` `@see{globalenv}`.

The resulting function always has `@id{_ENV}` as its only external variable,
even if it does not use that variable.

A chunk can be stored in a file or in a string inside the host program.

To execute a chunk,

Lua first `@emph{loads}` it,

precompiling the chunk's code into instructions for a virtual machine,

and then Lua executes the compiled code

with an interpreter for the virtual machine.

Chunks can also be precompiled into binary form;

see the program `@idx{luac}` and the function `@Lid{string.dump}` for details.

Programs in source and compiled forms are interchangeable;

Lua automatically detects the file type and acts accordingly `@seeF{load}`.

```
}
```

```
@sect3{assignment| @title{Assignment}}
```

Lua allows `@x{multiple assignments}`.

Therefore, the syntax for assignment

defines a list of variables on the left side

and a list of expressions on the right side.

The elements in both lists are separated by commas:

```
@Produc{
```

```

@producible{stat}@produciblebody{varlist @bnfter{=} explist}
@producible{varlist}@produciblebody{var @bnfrep{@bnfter{,} var}}
@producible{explist}@produciblebody{exp @bnfrep{@bnfter{,} exp}}
}

```

Expressions are discussed in @See{expressions}.

Before the assignment,
the list of values is @emph{adjusted} to the length of
the list of variables.@index{adjustment}
If there are more values than needed,
the excess values are thrown away.
If there are fewer values than needed,
the list is extended with @nil's.
If the list of expressions ends with a function call,
then all values returned by that call enter the list of values,
before the adjustment
(except when the call is enclosed in parentheses; see @See{expressions}).

If a variable is both assigned and read
inside a multiple assignment,
Lua ensures all reads get the value of the variable
before the assignment.

Thus the code

```

@verbatim{
i = 3
i, a[i] = i+1, 20
}

```

sets @T{a[3]} to 20, without affecting @T{a[4]}
because the @id{i} in @T{a[i]} is evaluated (to 3)
before it is @N{assigned 4}.

Similarly, the line

```

@verbatim{
x, y = y, x
}

```

exchanges the values of @id{x} and @id{y},
and

```

@verbatim{
x, y, z = y, z, x
}

```

cyclically permutes the values of @id{x}, @id{y}, and @id{z}.

Note that this guarantee covers only accesses
syntactically inside the assignment statement.
If a function or a metamethod called during the assignment
changes the value of a variable,
Lua gives no guarantees about the order of that access.

An assignment to a global name @T{x = val}

is equivalent to the assignment
`@T{ _ENV.x = val } @see{globalenv}`.

The meaning of assignments to table fields and
global variables (which are actually table fields, too)
can be changed via metatables `@see{metatable}`.

}

`@sect3{control} @title{Control Structures}`

The control structures

`@Rw{if}`, `@Rw{while}`, and `@Rw{repeat}` have the usual meaning and
familiar syntax:

`@index{while-do statement}`

`@index{repeat-until statement}`

`@index{if-then-else statement}`

`@Produc{`

`@producname{stat} @producbody{ @Rw{while} exp @Rw{do} block @Rw{end} }`

`@producname{stat} @producbody{ @Rw{repeat} block @Rw{until} exp }`

`@producname{stat} @producbody{ @Rw{if} exp @Rw{then} block`

`@bnfrep{ @Rw{elseif} exp @Rw{then} block }`

`@bnfopt{ @Rw{else} block } @Rw{end} }`

}

Lua also has a `@Rw{for}` statement, in two flavors `@see{for}`.

The `@x{condition expression}` of a
control structure can return any value.

Both `@false` and `@nil` test false.

All values different from `@nil` and `@false` test true.

In particular, the number 0 and the empty string also test true.

In the `@Rw{repeat} @En@Rw{until}` loop,
the inner block does not end at the `@Rw{until}` keyword,
but only after the condition.

So, the condition can refer to local variables
declared inside the loop block.

The `@Rw{goto}` statement transfers the program control to a label.

For syntactical reasons,

labels in Lua are considered statements too:

`@index{goto statement}`

`@index{label}`

`@Produc{`

`@producname{stat} @producbody{ @Rw{goto} Name }`

`@producname{stat} @producbody{label}`

`@producname{label} @producbody{ @bnfter{::} Name @bnfter{::} }`

}

A label is visible in the entire block where it is defined, except inside nested functions.

A goto may jump to any visible label as long as it does not enter into the scope of a local variable.

A label should not be declared where a label with the same name is visible, even if this other label has been declared in an enclosing block.

Labels and empty statements are called @def{void statements}, as they perform no actions.

The @Rw{break} statement terminates the execution of a @Rw{while}, @Rw{repeat}, or @Rw{for} loop, skipping to the next statement after the loop:

```
@index{break statement}
@Produc{
@producname{stat} @producbody{ @Rw{break} }
}
```

A @Rw{break} ends the innermost enclosing loop.

The @Rw{return} statement is used to return values from a function or a chunk (which is handled as an anonymous function).

```
@index{return statement}
```

Functions can return more than one value, so the syntax for the @Rw{return} statement is

```
@Produc{
@producname{stat} @producbody{ @Rw{return} @bnfoft{explist} @bnfoft{ @bnfter{;} }}
}
```

The @Rw{return} statement can only be written as the last statement of a block.

If it is necessary to @Rw{return} in the middle of a block, then an explicit inner block can be used, as in the idiom @T{do return end}, because now @Rw{return} is the last statement in its (inner) block.

```
}
```

```
@sect3{for| @title{For Statement}
```

```
@index{for statement}
```

The @Rw{for} statement has two forms: one numerical and one generic.

```
@sect4{ @title{The numerical @Rw{for} loop}
```

The numerical @Rw{for} loop repeats a block of code while a

control variable goes through an arithmetic progression.

It has the following syntax:

```
@Produc{
@producname{stat} @proclubody{ @Rw{for} @bnfNter{Name} @bnfter{=}
exp @bnfter{,} exp @bnfoft{ @bnfter{,} exp} @Rw{do} block @Rw{end}}
}
```

The given identifier (`@bnfNter{Name}`) defines the control variable, which is a new variable local to the loop body (`@emph{block}`).

The loop starts by evaluating once the three control expressions.

Their values are called respectively

the `@emph{initial value}`, the `@emph{limit}`, and the `@emph{step}`.

If the step is absent, it defaults `@N{to 1}`.

If both the initial value and the step are integers,

the loop is done with integers;

note that the limit may not be an integer.

Otherwise, the three values are converted to

floats and the loop is done with floats.

Beware of floating-point accuracy in this case.

After that initialization,

the loop body is repeated with the value of the control variable

going through an arithmetic progression,

starting at the initial value,

with a common difference given by the step.

A negative step makes a decreasing sequence;

a step equal to zero raises an error.

The loop continues while the value is less than

or equal to the limit

(greater than or equal to for a negative step).

If the initial value is already greater than the limit

(or less than, if the step is negative),

the body is not executed.

For integer loops,

the control variable never wraps around;

instead, the loop ends in case of an overflow.

You should not change the value of the control variable

during the loop.

If you need its value after the loop,

assign it to another variable before exiting the loop.

```
}
```

```
@sect4{ @title{The generic @Rw{for} loop}
```

The generic `@Rw{for}` statement works over functions, called `@def{iterators}`.

On each iteration, the iterator function is called to produce a new value, stopping when this new value is `@nil`.

The generic `@Rw{for}` loop has the following syntax:

```
@Produc{
  @producname{stat}@proclubody{ @Rw{for} namelist @Rw{in} explist
    @Rw{do} block @Rw{end}}
  @producname{namelist}@proclubody{ @bnfNter{Name} @bnfrep{ @bnfter{,} @bnfNter{Name}}}
}
```

A `@Rw{for}` statement like

```
@verbatim{
for @rep{var_1}, @Cdots, @rep{var_n} in @rep{explist} do @rep{body} end
}
```

works as follows.

The names `@rep{var_i}` declare loop variables local to the loop body.

The first of these variables is the `@emph{control variable}`.

The loop starts by evaluating `@rep{explist}`

to produce four values:

an `@emph{iterator function}`,

a `@emph{state}`,

an initial value for the control variable,

and a `@emph{closing value}`.

Then, at each iteration,

Lua calls the iterator function with two arguments:

the state and the control variable.

The results from this call are then assigned to the loop variables, following the rules of multiple assignments `@see{assignment}`.

If the control variable becomes `@nil`,

the loop terminates.

Otherwise, the body is executed and the loop goes

to the next iteration.

The closing value behaves like a

to-be-closed variable `@see{to-be-closed}`,

which can be used to release resources when the loop ends.

Otherwise, it does not interfere with the loop.

You should not change the value of the control variable during the loop.

```
}
```

```
}
```

@sect3{funcstat| @title{Function Calls as Statements}}

To allow possible side-effects,
function calls can be executed as statements:

```
@Produc{  
  @producname{stat} @producbody{functioncall}  
}
```

In this case, all returned values are thrown away.
Function calls are explained in @See{functioncall}.

```
}
```

@sect3{localvar| @title{Local Declarations}}

@x{Local variables} can be declared anywhere inside a block.

The declaration can include an initialization:

```
@Produc{  
  @producname{stat} @producbody{ @Rw{local} atnamelist @bnfopt{ @bnfter{=} explist}  
  @producname{atnamelist} @producbody{  
    @bnfNter{Name} attrib @bnfrep{ @bnfter{,} @bnfNter{Name} attrib}  
  }  
}
```

If present, an initial assignment has the same semantics
of a multiple assignment @see{assignment}.
Otherwise, all variables are initialized with @nil.

Each variable name may be postfixed by an attribute
(a name between angle brackets):

```
@Produc{  
  @producname{attrib} @producbody{ @bnfopt{ @bnfter{<} @bnfNter{Name} @bnfter{>}}  
}
```

There are two possible attributes:

@id{const}, which declares a @x{constant variable},
that is, a variable that cannot be assigned to
after its initialization;
and @id{close}, which declares a to-be-closed variable @see{to-be-closed}.
A list of variables can contain at most one to-be-closed variable.

A chunk is also a block @see{chunks},
and so local variables can be declared in a chunk outside any explicit block.

The visibility rules for local variables are explained in @See{visibility}.

```
}
```

@sect3{to-be-closed| @title{To-be-closed Variables}}

A to-be-closed variable behaves like a constant local variable,
except that its value is @emph{closed} whenever the variable
goes out of scope, including normal block termination,

exiting its block by `@Rw{break}/@Rw{goto}/@Rw{return}`,
or exiting by an error.

Here, to `@emph{close}` a value means
to call its `@idx{__close}` metamethod.
When calling the metamethod,
the value itself is passed as the first argument
and the error object that caused the exit (if any)
is passed as a second argument;
if there was no error, the second argument is `@nil`.

The value assigned to a to-be-closed variable
must have a `@idx{__close}` metamethod
or be a false value.
(`@nil` and `@false` are ignored as to-be-closed values.)

If several to-be-closed variables go out of scope at the same event,
they are closed in the reverse order that they were declared.

If there is any error while running a closing method,
that error is handled like an error in the regular code
where the variable was defined.
After an error,
the other pending closing methods will still be called.

If a coroutine yields and is never resumed again,
some variables may never go out of scope,
and therefore they will never be closed.
(These variables are the ones created inside the coroutine
and in scope at the point where the coroutine yielded.)
Similarly, if a coroutine ends with an error,
it does not unwind its stack,
so it does not close any variable.
In both cases,
you can either use finalizers
or call `@Lid{coroutine.close}` to close the variables.
However, if the coroutine was created
through `@Lid{coroutine.wrap}`,
then its corresponding function will close the coroutine
in case of errors.

}

}

`@sect2{expressions| @title{Expressions}}`

`@simplesect{`

The basic expressions in Lua are the following:

```
@Produc{
  @producname{exp}@producbody{prefixexp}
  @producname{exp}@producbody{@Rw{nil} @Or @Rw{false} @Or @Rw{true}}
  @producname{exp}@producbody{@bnfNter{Numeral}}
  @producname{exp}@producbody{@bnfNter{LiteralString}}
  @producname{exp}@producbody{functiondef}
  @producname{exp}@producbody{tableconstructor}
  @producname{exp}@producbody{@bnfter{...}}
  @producname{exp}@producbody{exp binop exp}
  @producname{exp}@producbody{unop exp}
  @producname{prefixexp}@producbody{var @Or functioncall @Or
    @bnfter{() exp @bnfter{}}
}
}
```

Numerals and literal strings are explained in @See{lexical};

variables are explained in @See{variables};

function definitions are explained in @See{func-def};

function calls are explained in @See{functioncall};

table constructors are explained in @See{tableconstructor}.

Vararg expressions,

denoted by three dots (@Char{...}), can only be used when

directly inside a vararg function;

they are explained in @See{func-def}.

Binary operators comprise arithmetic operators @see{arith},

bitwise operators @see{bitwise},

relational operators @see{rel-ops}, logical operators @see{logic},

and the concatenation operator @see{concat}.

Unary operators comprise the unary minus @see{arith},

the unary bitwise NOT @see{bitwise},

the unary logical @Rw{not} @see{logic},

and the unary @def{length operator} @see{len-op}.

Both function calls and vararg expressions can result in multiple values.

If a function call is used as a statement @see{funcstat},

then its return list is adjusted to zero elements,

thus discarding all returned values.

If an expression is used as the last (or the only) element

of a list of expressions,

then no adjustment is made

(unless the expression is enclosed in parentheses).

In all other contexts,

Lua adjusts the result list to one element,

either discarding all values except the first one

or adding a single @nil if there are no values.

Here are some examples:

```
@verbatim{
f()          -- adjusted to 0 results
g(f(), x)    -- f() is adjusted to 1 result
g(x, f())    -- g gets x plus all results from f()
a,b,c = f(), x -- f() is adjusted to 1 result (c gets nil)
a,b = ...    -- a gets the first vararg argument, b gets
              -- the second (both a and b can get nil if there
              -- is no corresponding vararg argument)

a,b,c = x, f() -- f() is adjusted to 2 results
a,b,c = f()    -- f() is adjusted to 3 results
return f()    -- returns all results from f()
return ...    -- returns all received vararg arguments
return x,y,f() -- returns x, y, and all results from f()
{f()}        -- creates a list with all results from f()
{...}       -- creates a list with all vararg arguments
{f(), nil}   -- f() is adjusted to 1 result
}

```

Any expression enclosed in parentheses always results in only one value.

Thus,

`@T{(f(x,y,z))}` is always a single value,

even if `@id{f}` returns several values.

(The value of `@T{(f(x,y,z))}` is the first value returned by `@id{f}`

or `@nil` if `@id{f}` does not return any values.)

```
}
```

```
@sect3{arith| @title{Arithmetic Operators}
```

Lua supports the following `@x{arithmetic operators}`:

```
@description{
@item{ @T{+}|addition}
@item{ @T{-}|subtraction}
@item{ @T{*}|multiplication}
@item{ @T{/}|float division}
@item{ @T{//}|floor division}
@item{ @T{%}|modulo}
@item{ @T{^}|exponentiation}
@item{ @T{-}|unary minus}
}

```

With the exception of exponentiation and float division,
the arithmetic operators work as follows:

If both operands are integers,

the operation is performed over integers and the result is an integer.

Otherwise, if both operands are numbers,

then they are converted to floats,
the operation is performed following the machine's rules
for floating-point arithmetic
(usually the @x{IEEE 754} standard),
and the result is a float.
(The string library coerces strings to numbers in
arithmetic operations; see @See{coercion} for details.)

Exponentiation and float division (@T{/})
always convert their operands to floats
and the result is always a float.
Exponentiation uses the @ANSI{pow},
so that it works for non-integer exponents too.

Floor division (@T{//}) is a division
that rounds the quotient towards minus infinity,
resulting in the floor of the division of its operands.

Modulo is defined as the remainder of a division
that rounds the quotient towards minus infinity (floor division).

In case of overflows in integer arithmetic,
all operations @emphx{wrap around}.
}

@sect3{bitwise| @title{Bitwise Operators}
Lua supports the following @x{bitwise operators}:
@description{
@item{ @T{&}|bitwise AND}
@item{ @T{@VerBar}|bitwise OR}
@item{ @T{~}|bitwise exclusive OR}
@item{ @T{>>}|right shift}
@item{ @T{<<}|left shift}
@item{ @T{~}|unary bitwise NOT}
}

All bitwise operations convert its operands to integers
@see{coercion},
operate on all bits of those integers,
and result in an integer.

Both right and left shifts fill the vacant bits with zeros.
Negative displacements shift to the other direction;
displacements with absolute values equal to or higher than
the number of bits in an integer
result in zero (as all bits are shifted out).

}

@sect3{coercion| @title{Coercions and Conversions}}

Lua provides some automatic conversions between some types and representations at run time.

Bitwise operators always convert float operands to integers.

Exponentiation and float division

always convert integer operands to floats.

All other arithmetic operations applied to mixed numbers (integers and floats) convert the integer operand to a float.

The C API also converts both integers to floats and floats to integers, as needed.

Moreover, string concatenation accepts numbers as arguments, besides strings.

In a conversion from integer to float, if the integer value has an exact representation as a float, that is the result.

Otherwise,

the conversion gets the nearest higher or the nearest lower representable value.

This kind of conversion never fails.

The conversion from float to integer checks whether the float has an exact representation as an integer (that is, the float has an integral value and it is in the range of integer representation).

If it does, that representation is the result.

Otherwise, the conversion fails.

Several places in Lua coerce strings to numbers when necessary.

In particular,

the string library sets metamethods that try to coerce strings to numbers in all arithmetic operations.

If the conversion fails,

the library calls the metamethod of the other operand (if present) or it raises an error.

Note that bitwise operators do not do this coercion.

Nonetheless, it is always a good practice not to rely on these implicit coercions, as they are not always applied; in particular, `@T{"1"==1}` is false and `@T{"1"<1}` raises an error @see{rel-ops}.

These coercions exist mainly for compatibility and may be removed in future versions of the language.

A string is converted to an integer or a float following its syntax and the rules of the Lua lexer.

The string may have also leading and trailing whitespaces and a sign.

All conversions from strings to numbers accept both a dot and the current locale mark as the radix character.

(The Lua lexer, however, accepts only a dot.)

If the string is not a valid numeral, the conversion fails.

If necessary, the result of this first step is then converted to a specific number subtype following the previous rules for conversions between floats and integers.

The conversion from numbers to strings uses a non-specified human-readable format.

To convert numbers to strings in any specific way, use the function `@Lid{string.format}`.

}

@sect3{rel-ops| @title{Relational Operators}

Lua supports the following @x{relational operators}:

@description{

@item{ @T{==}|equality }

@item{ @T{~=}|inequality }

@item{ @T{<}|less than }

@item{ @T{>}|greater than }

@item{ @T{<=}|less or equal }

@item{ @T{>=}|greater or equal }

}

These operators always result in @false or @true.

Equality (@T{==}) first compares the type of its operands.

If the types are different, then the result is @false.

Otherwise, the values of the operands are compared.

Strings are equal if they have the same byte content.

Numbers are equal if they denote the same mathematical value.

Tables, userdata, and threads

are compared by reference:

two objects are considered equal only if they are the same object.

Every time you create a new object

(a table, a userdata, or a thread),

this new object is different from any previously existing object.

A function is always equal to itself.

Functions with any detectable difference

(different behavior, different definition) are always different.

Functions created at different times but with no detectable differences

may be classified as equal or not

(depending on internal caching details).

You can change the way that Lua compares tables and userdata by using the `@idx{__eq}` metamethod `@see{metatable}`.

Equality comparisons do not convert strings to numbers or vice versa.

Thus, `@T{"0"}==0` evaluates to `@false`, and `@T{t[0]}` and `@T{t["0"]}` denote different entries in a table.

The operator `@T{~=}` is exactly the negation of equality (`@T{==}`).

The order operators work as follows.

If both arguments are numbers, then they are compared according to their mathematical values, regardless of their subtypes.

Otherwise, if both arguments are strings, then their values are compared according to the current locale. Otherwise, Lua tries to call the `@idx{__lt}` or the `@idx{__le}` metamethod `@see{metatable}`.

A comparison `@T{a > b}` is translated to `@T{b < a}` and `@T{a >= b}` is translated to `@T{b <= a}`.

Following the `@x{IEEE 754}` standard, the special value `@x{NaN}` is considered neither less than, nor equal to, nor greater than any value, including itself.

}

`@sect3{logic| @title{Logical Operators}`

The `@x{logical operators}` in Lua are `@Rw{and}`, `@Rw{or}`, and `@Rw{not}`.

Like the control structures `@see{control}`, all logical operators consider both `@false` and `@nil` as false and anything else as true.

The negation operator `@Rw{not}` always returns `@false` or `@true`.

The conjunction operator `@Rw{and}` returns its first argument if this value is `@false` or `@nil`;

otherwise, `@Rw{and}` returns its second argument.

The disjunction operator `@Rw{or}` returns its first argument if this value is different from `@nil` and `@false`;

otherwise, `@Rw{or}` returns its second argument.

Both `@Rw{and}` and `@Rw{or}` use `@x{short-circuit evaluation}`; that is,

the second operand is evaluated only if necessary.

Here are some examples:

```
@verbatim{
10 or 20    --> 10
```

```

10 or error() --> 10
nil or "a" --> "a"
nil and 10 --> nil
false and error() --> false
false and nil --> false
false or nil --> nil
10 and 20 --> 20
}
}

```

@sect3{concat| @title{Concatenation}}

The string @x{concatenation} operator in Lua is denoted by two dots (@Char{..}).

If both operands are strings or numbers, then the numbers are converted to strings in a non-specified format @see{coercion}.

Otherwise, the @idx{__concat} metamethod is called @see{metatable}.

}

@sect3{len-op| @title{The Length Operator}}

The length operator is denoted by the unary prefix operator @T{#}.

The length of a string is its number of bytes. (That is the usual meaning of string length when each character is one byte.)

The length operator applied on a table returns a @x{border} in that table.

A @def{border} in a table @id{t} is any non-negative integer that satisfies the following condition:

```

@verbatim{
(border == 0 or t[border] ~= nil) and
(t[border + 1] == nil or border == math.maxinteger)
}

```

In words,

a border is any positive integer index present in the table that is followed by an absent index,

plus two limit cases:

zero, when index 1 is absent;

and the maximum value for an integer, when that index is present.

Note that keys that are not positive integers do not interfere with borders.

A table with exactly one border is called a @def{sequence}.

For instance, the table @T{{10, 20, 30, 40, 50}} is a sequence,

as it has only one border (5).
 The table `@T{{10, 20, 30, nil, 50}}` has two borders (3 and 5),
 and therefore it is not a sequence.
 (The `@nil` at index 4 is called a `@emphx{hole}`.)
 The table `@T{{nil, 20, 30, nil, nil, 60, nil}}`
 has three borders (0, 3, and 6),
 so it is not a sequence, too.
 The table `@T{{}}` is a sequence with border 0.

When `@id{t}` is a sequence,
`@T{#t}` returns its only border,
 which corresponds to the intuitive notion of the length of the sequence.
 When `@id{t}` is not a sequence,
`@T{#t}` can return any of its borders.
 (The exact one depends on details of
 the internal representation of the table,
 which in turn can depend on how the table was populated and
 the memory addresses of its non-numeric keys.)

The computation of the length of a table
 has a guaranteed worst time of `@M{O(log n)}`,
 where `@M{n}` is the largest integer key in the table.

A program can modify the behavior of the length operator for
 any value but strings through the `@idx{__len}` metamethod `@see{metatable}`.

}

`@sect3{prec| @title{Precedence}`
`@x{Operator precedence}` in Lua follows the table below,
 from lower to higher priority:
`@verbatim{`
 or
 and
`< > <= >= ~= ==`
`|`
`~`
`&`
`<< >>`
`..`
`+ -`
`* / // %`
 unary operators (not # - ~)
`^`
`}`

As usual,
 you can use parentheses to change the precedences of an expression.
 The concatenation (`@Char{..}`) and exponentiation (`@Char{^}`)

operators are right associative.
All other binary operators are left associative.

}

@sect3{tableconstructor| @title{Table Constructors}}

Table @x{constructors} are expressions that create tables.

Every time a constructor is evaluated, a new table is created.

A constructor can be used to create an empty table

or to create a table and initialize some of its fields.

The general syntax for constructors is

@Produc{

@producname{tableconstructor}@prodocbody{ @bnfter{ @Open } @bnfopt{fieldlist} @bnfter{ @Close } }

@producname{fieldlist}@prodocbody{field @bnfrep{fieldsep field} @bnfopt{fieldsep} }

@producname{field}@prodocbody{ @bnfter{[] exp @bnfter{[] } @bnfter{=} exp @Or

@bnfNter{Name} @bnfter{=} exp @Or exp }

@producname{fieldsep}@prodocbody{ @bnfter{,} @Or @bnfter{;} }

}

Each field of the form @T{[exp1] = exp2} adds to the new table an entry with key @id{exp1} and value @id{exp2}.

A field of the form @T{name = exp} is equivalent to

@T{["name"] = exp}.

Fields of the form @id{exp} are equivalent to

@T{[i] = exp}, where @id{i} are consecutive integers starting with 1;

fields in the other formats do not affect this counting.

For example,

@verbatim{

a = { [f(1)] = g; "x", "y"; x = 1, f(x), [30] = 23; 45 }

}

is equivalent to

@verbatim{

do

local t = { }

t[f(1)] = g

t[1] = "x" -- 1st exp

t[2] = "y" -- 2nd exp

t.x = 1 -- t["x"] = 1

t[3] = f(x) -- 3rd exp

t[30] = 23

t[4] = 45 -- 4th exp

a = t

end

}

The order of the assignments in a constructor is undefined.

(This order would be relevant only when there are repeated keys.)

If the last field in the list has the form `@id{exp}`
and the expression is a function call or a vararg expression,
then all values returned by this expression enter the list consecutively
`@see{functioncall}`.

The field list can have an optional trailing separator,
as a convenience for machine-generated code.

```
}
```

```
@sect3{functioncall| @title{Function Calls}
A @x{function call} in Lua has the following syntax:
@Produc{
@producname{functioncall}@producbody{prefixexp args}
}
```

In a function call,
first `@bnfNter{prefixexp}` and `@bnfNter{args}` are evaluated.
If the value of `@bnfNter{prefixexp}` has type `@emph{function}`,
then this function is called
with the given arguments.
Otherwise, if present,
the `@bnfNter{prefixexp} @idx{__call}` metamethod is called:
its first argument is the value of `@bnfNter{prefixexp}`,
followed by the original call arguments
`@see{metatable}`.

The form

```
@Produc{
@producname{functioncall}@producbody{prefixexp @bnfter{:} @bnfNter{Name} args}
}
```

can be used to emulate methods.

A call `@T{v.name(@rep{args})}`
is syntactic sugar for `@T{v.name(v,@rep{args})}`,
except that `@id{v}` is evaluated only once.

Arguments have the following syntax:

```
@Produc{
@producname{args}@producbody{@bnfter{() @bnfopt{explist} @bnfter{}}
@producname{args}@producbody{tableconstructor}
@producname{args}@producbody{@bnfNter{LiteralString}}
}
```

All argument expressions are evaluated before the call.

A call of the form `@T{f{@rep{fields}}}` is
syntactic sugar for `@T{f({@rep{fields}})}`;
that is, the argument list is a single new table.

A call of the form `@T{f'@rep{string}'}`
(or `@T{f"@rep{string}"}` or `@T{f[[@rep{string}]}`)

is syntactic sugar for `@T{f('@rep{string}')}`;
that is, the argument list is a single literal string.

A call of the form `@T{return @rep{functioncall}}` not in the scope of a to-be-closed variable is called a `@def{tail call}`.

Lua implements `@def{proper tail calls}`

(or `@def{proper tail recursion}`):

in a tail call,

the called function reuses the stack entry of the calling function.

Therefore, there is no limit on the number of nested tail calls that a program can execute.

However, a tail call erases any debug information about the calling function.

Note that a tail call only happens with a particular syntax, where the `@Rw{return}` has one single function call as argument, and it is outside the scope of any to-be-closed variable.

This syntax makes the calling function return exactly the returns of the called function, without any intervening action.

So, none of the following examples are tail calls:

```
@verbatim{
return (f(x))    -- results adjusted to 1
return 2 * f(x) -- result multiplied by 2
return x, f(x)  -- additional results
f(x); return    -- results discarded
return x or f(x) -- results adjusted to 1
}

}
```

```
@sect3{func-def| @title{Function Definitions}
```

The syntax for function definition is

```
@Produc{
@producname{functiondef}@producbody{@Rw{function} funcbody}
@producname{funcbody}@producbody{@bnfter{() @bnfopt{parlist} @bnfter{}} block @Rw{end}}
}
```

The following syntactic sugar simplifies function definitions:

```
@Produc{
@producname{stat}@producbody{@Rw{function} funcname funcbody}
@producname{stat}@producbody{@Rw{local} @Rw{function} @bnfNter{Name} funcbody}
@producname{funcname}@producbody{@bnfNter{Name} @bnfrep{@bnfter{.} @bnfNter{Name}}
@bnfopt{@bnfter{:} @bnfNter{Name}}}
}
```

The statement

```
@verbatim{
function f () @rep{body} end
```

```

}
translates to
@verbatim{
f = function () @rep{body} end
}

```

The statement

```

@verbatim{
function t.a.b.c.f () @rep{body} end
}

```

translates to

```

@verbatim{
t.a.b.c.f = function () @rep{body} end
}

```

The statement

```

@verbatim{
local function f () @rep{body} end
}

```

translates to

```

@verbatim{
local f; f = function () @rep{body} end
}

```

not to

```

@verbatim{
local f = function () @rep{body} end
}

```

(This only makes a difference when the body of the function contains references to @id{f}.)

A function definition is an executable expression, whose value has type @emph{function}.

When Lua precompiles a chunk, all its function bodies are precompiled too, but they are not created yet.

Then, whenever Lua executes the function definition, the function is @emph{instantiated} (or @emph{closed}).

This function instance, or @emphx{closure}, is the final value of the expression.

Parameters act as local variables that are initialized with the argument values:

```

@Produc{
@producname{parlist}@producbody{namelist @bnfopt{@bnfter{,} @bnfter{...}} @Or
@bnfter{...}}
}

```

When a Lua function is called, it adjusts its list of @x{arguments} to the length of its list of parameters, unless the function is a @def{vararg function},

which is indicated by three dots (@Char{...})

at the end of its parameter list.

A vararg function does not adjust its argument list; instead, it collects all extra arguments and supplies them to the function through a @def{vararg expression}, which is also written as three dots.

The value of this expression is a list of all actual extra arguments, similar to a function with multiple results.

If a vararg expression is used inside another expression or in the middle of a list of expressions, then its return list is adjusted to one element.

If the expression is used as the last element of a list of expressions, then no adjustment is made (unless that last expression is enclosed in parentheses).

As an example, consider the following definitions:

```
@verbatim{
function f(a, b) end
function g(a, b, ...) end
function r() return 1,2,3 end
}
```

Then, we have the following mapping from arguments to parameters and to the vararg expression:

```
@verbatim{
CALL          PARAMETERS
```

```
f(3)          a=3, b=nil
```

```
f(3, 4)       a=3, b=4
```

```
f(3, 4, 5)    a=3, b=4
```

```
f(r(), 10)    a=1, b=10
```

```
f(r())        a=1, b=2
```

```
g(3)          a=3, b=nil, ... --> (nothing)
```

```
g(3, 4)       a=3, b=4, ... --> (nothing)
```

```
g(3, 4, 5, 8) a=3, b=4, ... --> 5 8
```

```
g(5, r())     a=5, b=1, ... --> 2 3
```

```
}
```

Results are returned using the @Rw{return} statement @see{control}.

If control reaches the end of a function without encountering a @Rw{return} statement, then the function returns with no results.

```
@index{multiple return}
```

There is a system-dependent limit on the number of values that a function may return.

This limit is guaranteed to be greater than 1000.

The `@emphx{colon}` syntax
is used to emulate `@def{methods}`,
adding an implicit extra parameter `@idx{self}` to the function.

Thus, the statement

```
@verbatim{  
function t.a.b.c:f (@rep{params}) @rep{body} end  
}
```

is syntactic sugar for

```
@verbatim{  
t.a.b.c.f = function (self, @rep{params}) @rep{body} end  
}
```

```
}
```

```
}
```

```
@sect2{visibility| @title{Visibility Rules}
```

```
@index{visibility}
```

Lua is a lexically scoped language.

The scope of a local variable begins at the first statement after
its declaration and lasts until the last non-void statement
of the innermost block that includes the declaration.

Consider the following example:

```
@verbatim{  
x = 10          -- global variable  
do             -- new block  
  local x = x   -- new 'x', with value 10  
  print(x)     --> 10  
  x = x+1  
do            -- another block  
  local x = x+1 -- another 'x'  
  print(x)     --> 12  
end  
print(x)      --> 11  
end  
print(x)      --> 10 (the global one)  
}
```

Notice that, in a declaration like `@T{local x = x}`,
the new `@id{x}` being declared is not in scope yet,
and so the second `@id{x}` refers to the outside variable.

Because of the `@x{lexical scoping}` rules,
local variables can be freely accessed by functions
defined inside their scope.

A local variable used by an inner function is called an `@def{upvalue}`

(or `@emphx{external local variable}`, or simply `@emphx{external variable}`) inside the inner function.

Notice that each execution of a `@Rw{local}` statement defines new local variables.

Consider the following example:

```
@verbatim{
a = {}
local x = 20
for i = 1, 10 do
  local y = 0
  a[i] = function () y = y + 1; return x + y end
end
}
```

The loop creates ten closures

(that is, ten instances of the anonymous function).

Each of these closures uses a different `@id{y}` variable, while all of them share the same `@id{x}`.

```
}
```

```
}
```

```
@C{-----}
@sect1{API | @title{The Application Program Interface}}
```

```
@simplesect{
```

```
@index{C API}
```

This section describes the `@N{C API}` for Lua, that is, the set of `@N{C functions}` available to the host program to communicate with Lua.

All API functions and related types and constants are declared in the header file `@defid{lua.h}`.

Even when we use the term `@Q{function}`, any facility in the API may be provided as a macro instead. Except where stated otherwise, all such macros use each of their arguments exactly once (except for the first argument, which is always a Lua state), and so do not generate any hidden side-effects.

As in most `@N{C libraries}`, the Lua API functions do not check their arguments for validity or consistency. However, you can change this behavior by compiling Lua with the macro `@defid{LUA_USE_APICHECK}` defined.

The Lua library is fully reentrant:
it has no global variables.
It keeps all information it needs in a dynamic structure,
called the @def{Lua state}.

Each Lua state has one or more threads,
which correspond to independent, cooperative lines of execution.
The type @Lid{lua_State} (despite its name) refers to a thread.
(Indirectly, through the thread, it also refers to the
Lua state associated to the thread.)

A pointer to a thread must be passed as the first argument to
every function in the library, except to @Lid{lua_newstate},
which creates a Lua state from scratch and returns a pointer
to the @emph{main thread} in the new state.

}

@sect2{ @title{The Stack}

@simplesect{

Lua uses a @emph{virtual stack} to pass values to and from C.
Each element in this stack represents a Lua value
(@nil, number, string, etc.).
Functions in the API can access this stack through the
Lua state parameter that they receive.

Whenever Lua calls C, the called function gets a new stack,
which is independent of previous stacks and of stacks of
@N{C functions} that are still active.
This stack initially contains any arguments to the @N{C function}
and it is where the @N{C function} can store temporary
Lua values and must push its results
to be returned to the caller @seeC{lua_CFunction}.

For convenience,
most query operations in the API do not follow a strict stack discipline.
Instead, they can refer to any element in the stack
by using an @emph{index}:@index{index (API stack)}
A positive index represents an absolute stack position,
starting @N{at 1} as the bottom of the stack;
a negative index represents an offset relative to the top of the stack.
More specifically, if the stack has @rep{n} elements,
then @N{index 1} represents the first element
(that is, the element that was pushed onto the stack first)

and
@N{index @rep{n}} represents the last element;
@N{index @num{-1}} also represents the last element
(that is, the element at @N{the top})
and index @M{-n} represents the first element.

}

@sect3{stacksize| @title{Stack Size}}

When you interact with the Lua API,
you are responsible for ensuring consistency.
In particular,
@emph{you are responsible for controlling stack overflow}.When you call any API function,
you must ensure the stack has enough room to accommodate the results.

There is one exception to the above rule:
When you call a Lua function
without a fixed number of results @seeF{lua_call},
Lua ensures that the stack has enough space for all results.
However, it does not ensure any extra space.
So, before pushing anything on the stack after such a call
you should use @Lid{lua_checkstack}.

Whenever Lua calls C,
it ensures that the stack has space for
at least @defid{LUA_MINSTACK} extra elements;
that is, you can safely push up to @id{LUA_MINSTACK} values into it.
@id{LUA_MINSTACK} is defined as 20,
so that usually you do not have to worry about stack space
unless your code has loops pushing elements onto the stack.
Whenever necessary,
you can use the function @Lid{lua_checkstack}
to ensure that the stack has enough space for pushing new elements.

}

@sect3{@title{Valid and Acceptable Indices}}

Any function in the API that receives stack indices
works only with @emphx{valid indices} or @emphx{acceptable indices}.

A @def{valid index} is an index that refers to a
position that stores a modifiable Lua value.
It comprises stack indices @N{between 1} and the stack top
(@T{1 @leq abs(index) @leq top})
@index{stack index}

plus @def{pseudo-indices},
which represent some positions that are accessible to @N{C code}
but that are not in the stack.
Pseudo-indices are used to access the registry @see{registry}
and the upvalues of a @N{C function} @see{c-closure}.

Functions that do not need a specific mutable position,
but only a value (e.g., query functions),
can be called with acceptable indices.
An @def{acceptable index} can be any valid index,
but it also can be any positive index after the stack top
within the space allocated for the stack,
that is, indices up to the stack size.
(Note that 0 is never an acceptable index.)
Indices to upvalues @see{c-closure} greater than the real number
of upvalues in the current @N{C function} are also acceptable (but invalid).
Except when noted otherwise,
functions in the API work with acceptable indices.

Acceptable indices serve to avoid extra tests
against the stack top when querying the stack.
For instance, a @N{C function} can query its third argument
without the need to check whether there is a third argument,
that is, without the need to check whether 3 is a valid index.

For functions that can be called with acceptable indices,
any non-valid index is treated as if it
contains a value of a virtual type @defid{LUA_TNONE},
which behaves like a nil value.

}

@sect3{constchar|@title{Pointers to strings}}

Several functions in the API return pointers (@T{const char*})
to Lua strings in the stack.
(See @Lid{lua_pushfstring}, @Lid{lua_pushlstring},
@Lid{lua_pushstring}, and @Lid{lua_tolstring}.
See also @Lid{luaL_checklstring}, @Lid{luaL_checkstring},
and @Lid{luaL_tolstring} in the auxiliary library.)

In general,
Lua's garbage collection can free or move internal memory
and then invalidate pointers to internal strings.
To allow a safe use of these pointers,
The API guarantees that any pointer to a string in a stack index
is valid while the string value at that index is not removed from the stack.
(It can be moved to another index, though.)

When the index is a pseudo-index (referring to an upvalue), the pointer is valid while the corresponding call is active and the corresponding upvalue is not modified.

Some functions in the debug interface also return pointers to strings, namely `@Lid{lua_getlocal}`, `@Lid{lua_getupvalue}`, `@Lid{lua_setlocal}`, and `@Lid{lua_setupvalue}`. For these functions, the pointer is guaranteed to be valid while the caller function is active and the given closure (if one was given) is in the stack.

Except for these guarantees, the garbage collector is free to invalidate any pointer to internal strings.

```
}  
  
}
```

`@sect2{c-closure| @title{C Closures}`

When a `@N{C function}` is created, it is possible to associate some values with it, thus creating a `@def{ @N{C closure} }` `@seeC{lua_pushcclosure}`; these values are called `@def{upvalues}` and are accessible to the function whenever it is called.

Whenever a `@N{C function}` is called, its upvalues are located at specific pseudo-indices. These pseudo-indices are produced by the macro `@Lid{lua_upvalueindex}`. The first upvalue associated with a function is at index `@T{lua_upvalueindex(1)}`, and so on. Any access to `@T{lua_upvalueindex(@rep{n})}`, where `@rep{n}` is greater than the number of upvalues of the current function (but not greater than 256, which is one plus the maximum number of upvalues in a closure), produces an acceptable but invalid index.

A `@N{C closure}` can also change the values of its corresponding upvalues.

```
}
```

`@sect2{registry| @title{Registry}`

Lua provides a `@def{registry}`, a predefined table that can be used by any `@N{C code}` to store whatever Lua values it needs to store. The registry table is always accessible at pseudo-index `@defid{LUA_REGISTRYINDEX}`. Any `@N{C library}` can store data into this table, but it must take care to choose keys that are different from those used by other libraries, to avoid collisions. Typically, you should use as key a string containing your library name, or a light userdata with the address of a `@N{C object}` in your code, or any Lua object created by your code. As with variable names, string keys starting with an underscore followed by uppercase letters are reserved for Lua.

The integer keys in the registry are used by the reference mechanism `@seeC{luaL_ref}` and by some predefined values. Therefore, integer keys in the registry must not be used for other purposes.

When you create a new Lua state, its registry comes with some predefined values. These predefined values are indexed with integer keys defined as constants in `@id{lua.h}`. The following constants are defined:

```
@description{
@item{ @defid{LUA_RIDX_MAINTHREAD}| At this index the registry has
the main thread of the state.
(The main thread is the one created together with the state.)
}

```

```
@item{ @defid{LUA_RIDX_GLOBALS}| At this index the registry has
the @x{global environment}.
}
}
}
```

```
@sect2{C-error|@title{Error Handling in C}
```

```
@simplesect{
```

Internally, Lua uses the C `@id{longjmp}` facility to handle errors. (Lua will use exceptions if you compile it as C++; search for `@id{LUA_THROW}` in the source code for details.)

When Lua faces any error,
such as a @x{memory allocation error} or a type error,
it @emph{raises} an error;
that is, it does a long jump.
A @emphx{protected environment} uses @id{setjmp}
to set a recovery point;
any error jumps to the most recent active recovery point.

Inside a @N{C function} you can raise an error explicitly
by calling @Lid{lua_error}.

Most functions in the API can raise an error,
for instance due to a @x{memory allocation error}.
The documentation for each function indicates whether
it can raise errors.

If an error happens outside any protected environment,
Lua calls a @def{panic function} (see @Lid{lua_atpanic})
and then calls @T{abort},
thus exiting the host application.
Your panic function can avoid this exit by
never returning
(e.g., doing a long jump to your own recovery point outside Lua).

The panic function,
as its name implies,
is a mechanism of last resort.
Programs should avoid it.
As a general rule,
when a @N{C function} is called by Lua with a Lua state,
it can do whatever it wants on that Lua state,
as it should be already protected.
However,
when C code operates on other Lua states
(e.g., a Lua-state argument to the function,
a Lua state stored in the registry, or
the result of @Lid{lua_newthread}),
it should use them only in API calls that cannot raise errors.

The panic function runs as if it were a @x{message handler} @see{error};
in particular, the error object is on the top of the stack.
However, there is no guarantee about stack space.
To push anything on the stack,
the panic function must first check the available space @see{stacksize}.

}

@sect3{statuscodes|@title{Status Codes}

Several functions that report errors in the API use the following status codes to indicate different kinds of errors or other conditions:

@description{

@item{ @defid{LUA_OK} (0)| no errors. }

@item{ @defid{LUA_ERRRUN}| a runtime error. }

@item{ @defid{LUA_ERRMEM}|

@x{memory allocation error}.

For such errors, Lua does not call the @x{message handler}.

}

@item{ @defid{LUA_ERRERR}| error while running the @x{message handler}. }

@item{ @defid{LUA_ERRSYNTAX}| syntax error during precompilation. }

@item{ @defid{LUA_YIELD}| the thread (coroutine) yields. }

@item{ @defid{LUA_ERRFILE}| a file-related error;

e.g., it cannot open or read the file. }

}

These constants are defined in the header file @id{lua.h}.

}

}

@sect2{continuations|@title{Handling Yields in C}

Internally, Lua uses the C @id{longjmp} facility to yield a coroutine.

Therefore, if a @N{C function} @id{foo} calls an API function

and this API function yields

(directly or indirectly by calling another function that yields),

Lua cannot return to @id{foo} any more,

because the @id{longjmp} removes its frame from the @N{C stack}.

To avoid this kind of problem,

Lua raises an error whenever it tries to yield across an API call,

except for three functions:

@Lid{lua_yieldk}, @Lid{lua_callk}, and @Lid{lua_pcallk}.

All those functions receive a @def{continuation function}

(as a parameter named @id{k}) to continue execution after a yield.

We need to set some terminology to explain continuations.

We have a @N{C function} called from Lua which we will call the @emph{original function}. This original function then calls one of those three functions in the C API, which we will call the @emph{callee function}, that then yields the current thread. This can happen when the callee function is @Lid{lua_yieldk}, or when the callee function is either @Lid{lua_callk} or @Lid{lua_pcallk} and the function called by them yields.

Suppose the running thread yields while executing the callee function. After the thread resumes, it eventually will finish running the callee function. However, the callee function cannot return to the original function, because its frame in the @N{C stack} was destroyed by the yield. Instead, Lua calls a @def{continuation function}, which was given as an argument to the callee function. As the name implies, the continuation function should continue the task of the original function.

As an illustration, consider the following function:

```
@verbatim{
int original_function (lua_State *L) {
... /* code 1 */
status = lua_pcall(L, n, m, h); /* calls Lua */
... /* code 2 */
}
}
```

Now we want to allow the Lua code being run by @Lid{lua_pcall} to yield. First, we can rewrite our function like here:

```
@verbatim{
int k (lua_State *L, int status, lua_KContext ctx) {
... /* code 2 */
}
}
```

```
int original_function (lua_State *L) {
... /* code 1 */
return k(L, lua_pcall(L, n, m, h), ctx);
}
}
```

In the above code, the new function @id{k} is a @emph{continuation function} (with type @Lid{lua_KFunction}), which should do all the work that the original function was doing after calling @Lid{lua_pcall}.

Now, we must inform Lua that it must call @id{k} if the Lua code

being executed by @Lid{lua_pcall} gets interrupted in some way (errors or yielding),

so we rewrite the code as here,

replacing @Lid{lua_pcall} by @Lid{lua_pcallk}:

```
@verbatim{
int original_function (lua_State *L) {
... /* code 1 */
return k(L, lua_pcallk(L, n, m, h, ctx2, k), ctx1);
}
}
```

Note the external, explicit call to the continuation:

Lua will call the continuation only if needed, that is, in case of errors or resuming after a yield.

If the called function returns normally without ever yielding,

@Lid{lua_pcallk} (and @Lid{lua_callk}) will also return normally.

(Of course, instead of calling the continuation in that case,

you can do the equivalent work directly inside the original function.)

Besides the Lua state,

the continuation function has two other parameters:

the final status of the call and the context value (@id{ctx}) that was passed originally to @Lid{lua_pcallk}.

Lua does not use this context value;

it only passes this value from the original function to the continuation function.

For @Lid{lua_pcallk},

the status is the same value that would be returned by @Lid{lua_pcallk}, except that it is @Lid{LUA_YIELD} when being executed after a yield (instead of @Lid{LUA_OK}).

For @Lid{lua_yieldk} and @Lid{lua_callk},

the status is always @Lid{LUA_YIELD} when Lua calls the continuation.

(For these two functions,

Lua will not call the continuation in case of errors, because they do not handle errors.)

Similarly, when using @Lid{lua_callk},

you should call the continuation function

with @Lid{LUA_OK} as the status.

(For @Lid{lua_yieldk}, there is not much point in calling directly the continuation function,

because @Lid{lua_yieldk} usually does not return.)

Lua treats the continuation function as if it were the original function.

The continuation function receives the same Lua stack from the original function,

in the same state it would be if the callee function had returned.

(For instance,

after a @Lid{lua_callk} the function and its arguments are

removed from the stack and replaced by the results from the call.)

It also has the same upvalues.
Whatever it returns is handled by Lua as if it were the return
of the original function.

```
}
```

```
@sect2{ @title{Functions and Types}
```

Here we list all functions and types from the @N{C API} in
alphabetical order.

Each function has an indicator like this:

```
@apii{o,p,x}
```

The first field, @T{o},

is how many elements the function pops from the stack.

The second field, @T{p},

is how many elements the function pushes onto the stack.

(Any function always pushes its results after popping its arguments.)

A field in the form @T{x|y} means the function can push (or pop)

@T{x} or @T{y} elements,

depending on the situation;

an interrogation mark @Char{?} means that

we cannot know how many elements the function pops/pushes

by looking only at its arguments.

(For instance, they may depend on what is in the stack.)

The third field, @T{x},

tells whether the function may raise errors:

@Char{-} means the function never raises any error;

@Char{m} means the function may raise only out-of-memory errors;

@Char{v} means the function may raise the errors explained in the text;

@Char{e} means the function can run arbitrary Lua code,

either directly or through metamethods,

and therefore may raise any errors.

```
@APIEntry{int lua_absindex (lua_State *L, int idx);|
```

```
@apii{0,0,-}
```

Converts the @x{acceptable index} @id{idx}

into an equivalent @x{absolute index}

(that is, one that does not depend on the stack size).

```
}
```

```
@APIEntry{
```

```
typedef void * (*lua_Alloc) (void *ud,
```

```
void *ptr,
```

```
size_t osize,  
size_t nsize);
```

The type of the @x{memory-allocation function} used by Lua states.

The allocator function must provide a functionality similar to @id{realloc}, but not exactly the same.

Its arguments are

@id{ud}, an opaque pointer passed to @Lid{lua_newstate};
@id{ptr}, a pointer to the block being allocated/reallocated/freed;
@id{osize}, the original size of the block or some code about what is being allocated;
and @id{nsize}, the new size of the block.

When @id{ptr} is not @id{NULL},
@id{osize} is the size of the block pointed by @id{ptr},
that is, the size given when it was allocated or reallocated.

When @id{ptr} is @id{NULL},
@id{osize} encodes the kind of object that Lua is allocating.
@id{osize} is any of
@Lid{LUA_TSTRING}, @Lid{LUA_TTABLE}, @Lid{LUA_TFUNCTION},
@Lid{LUA_TUSERDATA}, or @Lid{LUA_TTHREAD} when (and only when)
Lua is creating a new object of that type.
When @id{osize} is some other value,
Lua is allocating memory for something else.

Lua assumes the following behavior from the allocator function:

When @id{nsize} is zero,
the allocator must behave like @id{free}
and then return @id{NULL}.

When @id{nsize} is not zero,
the allocator must behave like @id{realloc}.
In particular, the allocator returns @id{NULL}
if and only if it cannot fulfill the request.

Here is a simple implementation for the @x{allocator function}.

It is used in the auxiliary library by @Lid{luaL_newstate}.

```
@verbatim{  
static void *l_alloc (void *ud, void *ptr, size_t osize,  
                     size_t nsize) {  
    (void)ud; (void)osize; /* not used */  
    if (nsize == 0) {  
        free(ptr);  
        return NULL;  
    }  
}
```



```

else
    return realloc(ptr, nsize);
}
}

```

Note that `@N{Standard C}` ensures that `@T{free(NULL)}` has no effect and that `@T{realloc(NULL,size)}` is equivalent to `@T{malloc(size)}`.

```

}

```

```

@APIEntry{void lua_arith (lua_State *L, int op);|
@apii{2|1,1,e}

```

Performs an arithmetic or bitwise operation over the two values (or one, in the case of negations) at the top of the stack, with the value on the top being the second operand, pops these values, and pushes the result of the operation. The function follows the semantics of the corresponding Lua operator (that is, it may call metamethods).

The value of `@id{op}` must be one of the following constants:

```

@description{

```

```

@item{@defid{LUA_OPADD}| performs addition (@T{+})}
@item{@defid{LUA_OPSUB}| performs subtraction (@T{-})}
@item{@defid{LUA_OPMUL}| performs multiplication (@T{*})}
@item{@defid{LUA_OPDIV}| performs float division (@T{/})}
@item{@defid{LUA_OPIDIV}| performs floor division (@T{//})}
@item{@defid{LUA_OPMOD}| performs modulo (@T{%})}
@item{@defid{LUA_OPPOW}| performs exponentiation (@T{^})}
@item{@defid{LUA_OPUNM}| performs mathematical negation (unary @T{-})}
@item{@defid{LUA_OPBNOT}| performs bitwise NOT (@T{~})}
@item{@defid{LUA_OPBAND}| performs bitwise AND (@T{&})}
@item{@defid{LUA_OPBOR}| performs bitwise OR (@T{|})}
@item{@defid{LUA_OPBXOR}| performs bitwise exclusive OR (@T{~})}
@item{@defid{LUA_OPSHL}| performs left shift (@T{<<})}
@item{@defid{LUA_OPSHR}| performs right shift (@T{>>})}

```

```

}

```

```

}

```

```

@APIEntry{lua_CFunction lua_atpanic (lua_State *L, lua_CFunction panicf);|
@apii{0,0,-}

```

Sets a new panic function and returns the old one @see{C-error}.

```
}
```

```
@APIEntry{void lua_call (lua_State *L, int nargs, int nresults);|  
@apii{nargs+1,nresults,e}
```

Calls a function.

Like regular Lua calls,

@id{lua_call} respects the @idx{__call} metamethod.

So, here the word @Q{function}

means any callable value.

To do a call you must use the following protocol:

first, the function to be called is pushed onto the stack;

then, the arguments to the call are pushed

in direct order;

that is, the first argument is pushed first.

Finally you call @Lid{lua_call};

@id{nargs} is the number of arguments that you pushed onto the stack.

When the function returns,

all arguments and the function value are popped

and the call results are pushed onto the stack.

The number of results is adjusted to @id{nresults},

unless @id{nresults} is @defid{LUA_MULTRET}.

In this case, all results from the function are pushed;

Lua takes care that the returned values fit into the stack space,

but it does not ensure any extra space in the stack.

The function results are pushed onto the stack in direct order

(the first result is pushed first),

so that after the call the last result is on the top of the stack.

Any error while calling and running the function is propagated upwards
(with a @id{longjmp}).

The following example shows how the host program can do the
equivalent to this Lua code:

```
@verbatim{  
a = f("how", t.x, 14)  
}
```

Here it is @N{in C}:

```
@verbatim{  
lua_getglobal(L, "f");           /* function to be called */  
lua_pushliteral(L, "how");       /* 1st argument */  
lua_getglobal(L, "t");           /* table to be indexed */  
lua_getfield(L, -1, "x");        /* push result of t.x (2nd arg) */  
lua_remove(L, -2);              /* remove 't' from the stack */  
lua_pushinteger(L, 14);         /* 3rd argument */  
lua_call(L, 3, 1);              /* call 'f' with 3 arguments and 1 result */  
lua_setglobal(L, "a");          /* set global 'a' */
```

```
}
```

Note that the code above is `@emph{balanced}`:
at its end, the stack is back to its original configuration.
This is considered good programming practice.

```
}
```

```
@APIEntry{  
void lua_callk (lua_State *L,  
               int nargs,  
               int nresults,  
               lua_KContext ctx,  
               lua_KFunction k);  
@apii{nargs + 1,nresults,e}
```

This function behaves exactly like `@Lid{lua_call}`,
but allows the called function to yield `@see{continuations}`.

```
}
```

```
@APIEntry{typedef int (*lua_CFunction) (lua_State *L);}
```

Type for `@N{C functions}`.

In order to communicate properly with Lua,
a `@N{C function}` must use the following protocol,
which defines the way parameters and results are passed:
a `@N{C function}` receives its arguments from Lua in its stack
in direct order (the first argument is pushed first).
So, when the function starts,
`@T{lua_gettop(L)}` returns the number of arguments received by the function.
The first argument (if any) is at index 1
and its last argument is at index `@T{lua_gettop(L)}`.
To return values to Lua, a `@N{C function}` just pushes them onto the stack,
in direct order (the first result is pushed first),
and returns in `C` the number of results.
Any other value in the stack below the results will be properly
discarded by Lua.
Like a Lua function, a `@N{C function}` called by Lua can also return
many results.

As an example, the following function receives a variable number
of numeric arguments and returns their average and their sum:

```
@verbatim{  
static int foo (lua_State *L) {  
    int n = lua_gettop(L); /* number of arguments */  
    lua_Number sum = 0.0;  
    int i;
```

```
for (i = 1; i <= n; i++) {
  if (!lua_isnumber(L, i)) {
    lua_pushliteral(L, "incorrect argument");
    lua_error(L);
  }
  sum += lua_tonumber(L, i);
}
lua_pushnumber(L, sum/n);    /* first result */
lua_pushnumber(L, sum);     /* second result */
return 2;                    /* number of results */
}
}
```

```
}
```

```
@APIEntry{int lua_checkstack (lua_State *L, int n);|
@api{0,0,-}}
```

Ensures that the stack has space for at least @id{n} extra elements,
that is, that you can safely push up to @id{n} values into it.

It returns false if it cannot fulfill the request,
either because it would cause the stack
to be greater than a fixed maximum size
(typically at least several thousand elements) or
because it cannot allocate memory for the extra space.

This function never shrinks the stack;
if the stack already has space for the extra elements,
it is left unchanged.

```
}
```

```
@APIEntry{void lua_close (lua_State *L);|
@api{0,0,-}}
```

Close all active to-be-closed variables in the main thread,
release all objects in the given Lua state
(calling the corresponding garbage-collection metamethods, if any),
and frees all dynamic memory used by this state.

On several platforms, you may not need to call this function,
because all resources are naturally released when the host program ends.
On the other hand, long-running programs that create multiple states,
such as daemons or web servers,
will probably need to close states as soon as they are not needed.

}

```
@APIEntry{void lua_closeslot (lua_State *L, int index);|
@apii{0,0,e}
```

Close the to-be-closed slot at the given index and set its value to @nil.
The index must be the last index previously marked to be closed
@see{lua_toclose} that is still active (that is, not closed yet).

A @idx{__close} metamethod cannot yield
when called through this function.

(Exceptionally, this function was introduced in release 5.4.3.
It is not present in previous 5.4 releases.)

}

```
@APIEntry{int lua_compare (lua_State *L, int index1, int index2, int op);|
@apii{0,0,e}
```

Compares two Lua values.
Returns 1 if the value at index @id{index1} satisfies @id{op}
when compared with the value at index @id{index2},
following the semantics of the corresponding Lua operator
(that is, it may call metamethods).
Otherwise @N{returns 0}.
Also @N{returns 0} if any of the indices is not valid.

The value of @id{op} must be one of the following constants:
@description{

- @item{@defid{LUA_OPEQ}| compares for equality (@T{==})}
- @item{@defid{LUA_OPLT}| compares for less than (@T{<})}
- @item{@defid{LUA_OPLE}| compares for less or equal (@T{<=})}

}

}

```
@APIEntry{void lua_concat (lua_State *L, int n);|
@apii{n,1,e}
```

Concatenates the @id{n} values at the top of the stack,
pops them, and leaves the result on the top.
If @N{@T{n} is 1}, the result is the single value on the stack
(that is, the function does nothing);
if @id{n} is 0, the result is the empty string.
Concatenation is performed following the usual semantics of Lua

@see{concat}.

}

```
@APIEntry{void lua_copy (lua_State *L, int fromidx, int toidx);|
@apii{0,0,-}}
```

Copies the element at index @id{fromidx} into the valid index @id{toidx}, replacing the value at that position. Values at other positions are not affected.

}

```
@APIEntry{void lua_createtable (lua_State *L, int narr, int nrec);|
@apii{0,1,m}}
```

Creates a new empty table and pushes it onto the stack. Parameter @id{narr} is a hint for how many elements the table will have as a sequence; parameter @id{nrec} is a hint for how many other elements the table will have. Lua may use these hints to preallocate memory for the new table. This preallocation may help performance when you know in advance how many elements the table will have. Otherwise you can use the function @Lid{lua_newtable}.

}

```
@APIEntry{int lua_dump (lua_State *L,
    lua_Writer writer,
    void *data,
    int strip);|
@apii{0,0,-}}
```

Dumps a function as a binary chunk. Receives a Lua function on the top of the stack and produces a binary chunk that, if loaded again, results in a function equivalent to the one dumped. As it produces parts of the chunk, @Lid{lua_dump} calls function @id{writer} @seeC{lua_Writer} with the given @id{data} to write them.

If @id{strip} is true, the binary representation may not include all debug information about the function,

to save space.

The value returned is the error code returned by the last call to the writer;

@N{0 means} no errors.

This function does not pop the Lua function from the stack.

}

@APIEntry{int lua_error (lua_State *L);|

@apii{1,0,v}

Raises a Lua error,

using the value on the top of the stack as the error object.

This function does a long jump,

and therefore never returns

@seeC{luaL_error}.

}

@APIEntry{int lua_gc (lua_State *L, int what, ...);|

@apii{0,0,-}

Controls the garbage collector.

This function performs several tasks,

according to the value of the parameter @id{what}.

For options that need extra arguments,

they are listed after the option.

@description{

@item{@id{LUA_GCCOLLECT}}|

Performs a full garbage-collection cycle.

}

@item{@id{LUA_GCSTOP}}|

Stops the garbage collector.

}

@item{@id{LUA_GCRESTART}}|

Restarts the garbage collector.

}

@item{@id{LUA_GCCOUNT}}|

Returns the current amount of memory (in Kbytes) in use by Lua.

}

@item{@id{LUA_GCCOUNTB}}|

Returns the remainder of dividing the current amount of bytes of memory in use by Lua by 1024.

}

@item{@id{LUA_GCSTEP} @T{(int stepsize)}|

Performs an incremental step of garbage collection, corresponding to the allocation of @id{stepsize} Kbytes.

}

@item{@id{LUA_GCISRUNNING}}|

Returns a boolean that tells whether the collector is running (i.e., not stopped).

}

@item{@id{LUA_GCINC} (int pause, int stepmul, stepsize)|

Changes the collector to incremental mode with the given parameters @see{incmode}.

Returns the previous mode (@id{LUA_GCGEN} or @id{LUA_GCINC}).

}

@item{@id{LUA_GCGEN} (int minormul, int majormul)|

Changes the collector to generational mode with the given parameters @see{genmode}.

Returns the previous mode (@id{LUA_GCGEN} or @id{LUA_GCINC}).

}

}

For more details about these options, see @Lid{collectgarbage}.

This function should not be called by a finalizer.

}

@APIEntry{lua_Alloc lua_getallocf (lua_State *L, void **ud);|

@apii{0,0,-}

Returns the @x{memory-allocation function} of a given state.

If @id{ud} is not @id{NULL}, Lua stores in @T{*ud} the opaque pointer given when the memory-allocator function was set.

}

@APIEntry{int lua_getfield (lua_State *L, int index, const char *k);|

@apii{0,1,e}

Pushes onto the stack the value @T{t[k]},

where @id{t} is the value at the given index.
As in Lua, this function may trigger a metamethod
for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{void *lua_getextraspace (lua_State *L);|
@apii{0,0,-}}
```

Returns a pointer to a raw memory area associated with the
given Lua state.

The application can use this area for any purpose;
Lua does not use it for anything.

Each new thread has this area initialized with a copy
of the area of the @x{main thread}.

By default, this area has the size of a pointer to void,
but you can recompile Lua with a different size for this area.
(See @id{LUA_EXTRASPACE} in @id{luaconf.h}.)

}

```
@APIEntry{int lua_getglobal (lua_State *L, const char *name);|
@apii{0,1,e}}
```

Pushes onto the stack the value of the global @id{name}.
Returns the type of that value.

}

```
@APIEntry{int lua_geti (lua_State *L, int index, lua_Integer i);|
@apii{0,1,e}}
```

Pushes onto the stack the value @T{t[i]},
where @id{t} is the value at the given index.
As in Lua, this function may trigger a metamethod
for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{int lua_getmetatable (lua_State *L, int index);|
@apii{0,0|1,-}}
```

If the value at the given index has a metatable,
the function pushes that metatable onto the stack and @N{returns 1 }.
Otherwise,
the function @N{returns 0} and pushes nothing on the stack.

}

```
@APIEntry{int lua_gettable (lua_State *L, int index);|
@apii{1,1,e}
```

Pushes onto the stack the value @T{t[k]},
where @id{t} is the value at the given index
and @id{k} is the value on the top of the stack.

This function pops the key from the stack,
pushing the resulting value in its place.
As in Lua, this function may trigger a metamethod
for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{int lua_gettop (lua_State *L);|
@apii{0,0,-}
```

Returns the index of the top element in the stack.
Because indices start @N{at 1},
this result is equal to the number of elements in the stack;
in particular, @N{0 means} an empty stack.

}

```
@APIEntry{int lua_getiuservalue (lua_State *L, int index, int n);|
@apii{0,1,-}
```

Pushes onto the stack the @id{n}-th user value associated with the
full userdata at the given index and
returns the type of the pushed value.

If the userdata does not have that value,
pushes @nil and returns @Lid{LUA_TNONE}.

}

```
@APIEntry{void lua_insert (lua_State *L, int index);|
@apii{1,1,-}
```

Moves the top element into the given valid index, shifting up the elements above this index to open space. This function cannot be called with a pseudo-index, because a pseudo-index is not an actual stack position.

```
}
```

```
@APIEntry{typedef @ldots lua_Integer;|
```

The type of integers in Lua.

By default this type is @id{long long}, (usually a 64-bit two-complement integer), but that can be changed to @id{long} or @id{int} (usually a 32-bit two-complement integer). (See @id{LUA_INT_TYPE} in @id{luaconf.h}.)

Lua also defines the constants

@defid{LUA_MININTEGER} and @defid{LUA_MAXINTEGER}, with the minimum and the maximum values that fit in this type.

```
}
```

```
@APIEntry{int lua_isboolean (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is a boolean, and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_iscfunction (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is a @N{C function}, and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isfunction (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is a function (either C or Lua), and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isinteger (lua_State *L, int index);|
```

```
@apii{0,0,-}
```

Returns 1 if the value at the given index is an integer
(that is, the value is a number and is represented as an integer),
and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_islightuserdata (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is a light userdata,
and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isnil (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is @nil,
and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isnone (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the given index is not valid,
and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isnoneornil (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the given index is not valid
or if the value at this index is @nil,
and @N{0 otherwise}.

```
}
```

```
@APIEntry{int lua_isnumber (lua_State *L, int index);|  
@apii{0,0,-}
```

Returns 1 if the value at the given index is a number
or a string convertible to a number,
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isstring (lua_State *L, int index);|
@apii{0,0,-}
```

Returns 1 if the value at the given index is a string or a number (which is always convertible to a string), and @N{0 otherwise}.

}

```
@APIEntry{int lua_istable (lua_State *L, int index);|
@apii{0,0,-}
```

Returns 1 if the value at the given index is a table, and @N{0 otherwise}.

}

```
@APIEntry{int lua_isthread (lua_State *L, int index);|
@apii{0,0,-}
```

Returns 1 if the value at the given index is a thread, and @N{0 otherwise}.

}

```
@APIEntry{int lua_isuserdata (lua_State *L, int index);|
@apii{0,0,-}
```

Returns 1 if the value at the given index is a userdata (either full or light), and @N{0 otherwise}.

}

```
@APIEntry{int lua_isyieldable (lua_State *L);|
@apii{0,0,-}
```

Returns 1 if the given coroutine can yield, and @N{0 otherwise}.

}

```
@APIEntry{typedef @ldots lua_KContext};
```

The type for continuation-function contexts.

It must be a numeric type.

This type is defined as @id{intptr_t}

when @id{intptr_t} is available,
so that it can store pointers too.
Otherwise, it is defined as @id{ptrdiff_t}.

}

```
@APIEntry{
typedef int (*lua_KFunction) (lua_State *L, int status, lua_KContext ctx);
```

Type for continuation functions @see{continuations}.

}

```
@APIEntry{void lua_len (lua_State *L, int index);
@apii{0,1,e}
```

Returns the length of the value at the given index.
It is equivalent to the @Char{#} operator in Lua @see{len-op} and
may trigger a metamethod for the @Q{length} event @see{metatable}.
The result is pushed on the stack.

}

```
@APIEntry{
int lua_load (lua_State *L,
             lua_Reader reader,
             void *data,
             const char *chunkname,
             const char *mode);
@apii{0,1,-}
```

Loads a Lua chunk without running it.
If there are no errors,
@id{lua_load} pushes the compiled chunk as a Lua
function on top of the stack.
Otherwise, it pushes an error message.

The @id{lua_load} function uses a user-supplied @id{reader} function
to read the chunk @seeC{lua_Reader}.
The @id{data} argument is an opaque value passed to the reader function.

The @id{chunkname} argument gives a name to the chunk,
which is used for error messages and in debug information @see{debugI}.

@id{lua_load} automatically detects whether the chunk is text or binary
and loads it accordingly (see program @idx{luac}).
The string @id{mode} works as in function @Lid{load},
with the addition that

a @id{NULL} value is equivalent to the string @St{bt}.

@id{lua_load} uses the stack internally,
so the reader function must always leave the stack
unmodified when returning.

@id{lua_load} can return
@Lid{LUA_OK}, @Lid{LUA_ERRSYNTAX}, or @Lid{LUA_ERRMEM}.
The function may also return other values corresponding to
errors raised by the read function @see{statuscodes}.

If the resulting function has upvalues,
its first upvalue is set to the value of the @x{global environment}
stored at index @id{LUA_RIDX_GLOBALS} in the registry @see{registry}.
When loading main chunks,
this upvalue will be the @id{_ENV} variable @see{globalenv}.
Other upvalues are initialized with @nil.

}

```
@APIEntry{lua_State *lua_newstate (lua_Alloc f, void *ud);|  
@apii{0,0,-}}
```

Creates a new independent state and returns its main thread.
Returns @id{NULL} if it cannot create the state
(due to lack of memory).
The argument @id{f} is the @x{allocator function};
Lua will do all memory allocation for this state
through this function @seeF{lua_Alloc}.
The second argument, @id{ud}, is an opaque pointer that Lua
passes to the allocator in every call.

}

```
@APIEntry{void lua_newtable (lua_State *L);|  
@apii{0,1,m}}
```

Creates a new empty table and pushes it onto the stack.
It is equivalent to @T{lua_createtable(L, 0, 0)}.

}

```
@APIEntry{lua_State *lua_newthread (lua_State *L);|  
@apii{0,1,m}}
```

Creates a new thread, pushes it on the stack,
and returns a pointer to a @Lid{lua_State} that represents this new thread.
The new thread returned by this function shares with the original thread

its global environment,
but has an independent execution stack.

Threads are subject to garbage collection,
like any Lua object.

```
}
```

```
@APIEntry{void *lua_newuserdatauv (lua_State *L, size_t size, int nuvalue);|  
@apii{0,1,m}}
```

This function creates and pushes on the stack a new full userdata,
with @id{nuvalue} associated Lua values, called @id{user values},
plus an associated block of raw memory with @id{size} bytes.
(The user values can be set and read with the functions
@Lid{lua_setiuservalue} and @Lid{lua_getiuservalue}.)

The function returns the address of the block of memory.
Lua ensures that this address is valid as long as
the corresponding userdata is alive @see{GC}.
Moreover, if the userdata is marked for finalization @see{finalizers},
its address is valid at least until the call to its finalizer.

```
}
```

```
@APIEntry{int lua_next (lua_State *L, int index);|  
@apii{1,2|0,v}}
```

Pops a key from the stack,
and pushes a key@En{ }value pair from the table at the given index,
the @Q{next} pair after the given key.
If there are no more elements in the table,
then @Lid{lua_next} returns 0 and pushes nothing.

A typical table traversal looks like this:

```
@verbatim{  
/* table is in the stack at index 't' */  
lua_pushnil(L); /* first key */  
while (lua_next(L, t) != 0) {  
/* uses 'key' (at index -2) and 'value' (at index -1) */  
printf("%s - %s\n",  
lua_typename(L, lua_type(L, -2)),  
lua_typename(L, lua_type(L, -1)));  
/* removes 'value'; keeps 'key' for next iteration */  
lua_pop(L, 1);  
}  
}
```


While traversing a table,
avoid calling `@Lid{lua_tolstring}` directly on a key,
unless you know that the key is actually a string.
Recall that `@Lid{lua_tolstring}` may change
the value at the given index;
this confuses the next call to `@Lid{lua_next}`.

This function may raise an error if the given key
is neither `@nil` nor present in the table.
See function `@Lid{next}` for the caveats of modifying
the table during its traversal.

```
}
```

```
@APIEntry{typedef @ldots lua_Number;|
```

The type of floats in Lua.

By default this type is double,
but that can be changed to a single float or a long double.
(See `@id{LUA_FLOAT_TYPE}` in `@id{luaconf.h}`.)

```
}
```

```
@APIEntry{int lua_numbertointeger (lua_Number n, lua_Integer *p);|
```

Tries to convert a Lua float to a Lua integer;
the float `@id{n}` must have an integral value.
If that value is within the range of Lua integers,
it is converted to an integer and assigned to `@T{*p}`.
The macro results in a boolean indicating whether the
conversion was successful.
(Note that this range test can be tricky to do
correctly without this macro, due to rounding.)

This macro may evaluate its arguments more than once.

```
}
```

```
@APIEntry{int lua_pcall (lua_State *L, int nargs, int nresults, int msgh);|  
@apii{nargs + 1,nresults|1,-}
```

Calls a function (or a callable object) in protected mode.

Both `@id{nargs}` and `@id{nresults}` have the same meaning as
in `@Lid{lua_call}`.

If there are no errors during the call,
`@Lid{lua_pcall}` behaves exactly like `@Lid{lua_call}`.

However, if there is any error,
`@Lid{lua_pcall}` catches it,
pushes a single value on the stack (the error object),
and returns an error code.

Like `@Lid{lua_call}`,
`@Lid{lua_pcall}` always removes the function
and its arguments from the stack.

If `@id{msg}` is 0,
then the error object returned on the stack
is exactly the original error object.
Otherwise, `@id{msg}` is the stack index of a
`@emph{message handler}`.
(This index cannot be a pseudo-index.)
In case of runtime errors,
this handler will be called with the error object
and its return value will be the object
returned on the stack by `@Lid{lua_pcall}`.

Typically, the message handler is used to add more debug
information to the error object, such as a stack traceback.
Such information cannot be gathered after the return of `@Lid{lua_pcall}`,
since by then the stack has unwound.

The `@Lid{lua_pcall}` function returns one of the following status codes:
`@Lid{LUA_OK}`, `@Lid{LUA_ERRRUN}`, `@Lid{LUA_ERRMEM}`, or `@Lid{LUA_ERRERR}`.

}

```
@APIEntry{
int lua_pcallk (lua_State *L,
               int nargs,
               int nresults,
               int msg,
               lua_KContext ctx,
               lua_KFunction k);
@api{nargs + 1,nresults|1,-}
```

This function behaves exactly like `@Lid{lua_pcall}`,
except that it allows the called function to yield `@see{continuations}`.

}

```
@APIEntry{void lua_pop (lua_State *L, int n);
@api{n,0,e}
```

Pops `@id{n}` elements from the stack.
It is implemented as a macro over `@Lid{lua_settop}`.

}

```
@APIEntry{void lua_pushboolean (lua_State *L, int b);|
@apii{0,1,-}}
```

Pushes a boolean value with value @id{b} onto the stack.

}

```
@APIEntry{void lua_pushcclosure (lua_State *L, lua_CFunction fn, int n);|
@apii{n,1,m}}
```

Pushes a new @N{C closure} onto the stack.

This function receives a pointer to a @N{C function}

and pushes onto the stack a Lua value of type @id{function} that,

when called, invokes the corresponding @N{C function}.

The parameter @id{n} tells how many upvalues this function will have

@see{c-closure}.

Any function to be callable by Lua must

follow the correct protocol to receive its parameters

and return its results @seeC{lua_CFunction}.

When a @N{C function} is created,

it is possible to associate some values with it,

the so called upvalues;

these upvalues are then accessible to the function whenever it is called.

This association is called a @x{@N{C closure}} @see{c-closure}.

To create a @N{C closure},

first the initial values for its upvalues must be pushed onto the stack.

(When there are multiple upvalues, the first value is pushed first.)

Then @Lid{lua_pushcclosure}

is called to create and push the @N{C function} onto the stack,

with the argument @id{n} telling how many values will be

associated with the function.

@Lid{lua_pushcclosure} also pops these values from the stack.

The maximum value for @id{n} is 255.

When @id{n} is zero,

this function creates a @def{light @N{C function}},

which is just a pointer to the @N{C function}.

In that case, it never raises a memory error.

}

```
@APIEntry{void lua_pushcfunction (lua_State *L, lua_CFunction f);|
```

```
@apii{0,1,-}
```

Pushes a @N{C function} onto the stack.

This function is equivalent to @Lid{lua_pushcclosure} with no upvalues.

```
}
```

```
@APIEntry{const char *lua_pushfstring (lua_State *L, const char *fmt, ...);|
```

```
@apii{0,1,v}
```

Pushes onto the stack a formatted string
and returns a pointer to this string @see{constchar}.

It is similar to the @ANSI{sprintf},

but has two important differences.

First,

you do not have to allocate space for the result;

the result is a Lua string and Lua takes care of memory allocation

(and deallocation, through garbage collection).

Second,

the conversion specifiers are quite restricted.

There are no flags, widths, or precisions.

The conversion specifiers can only be

@Char{%%} (inserts the character @Char{%}),

@Char{%s} (inserts a zero-terminated string, with no size restrictions),

@Char{%f} (inserts a @Lid{lua_Number}),

@Char{%I} (inserts a @Lid{lua_Integer}),

@Char{%p} (inserts a pointer),

@Char{%d} (inserts an @T{int}),

@Char{%c} (inserts an @T{int} as a one-byte character), and

@Char{%U} (inserts a @T{long int} as a @x{UTF-8} byte sequence).

This function may raise errors due to memory overflow
or an invalid conversion specifier.

```
}
```

```
@APIEntry{void lua_pushglobaltable (lua_State *L);|
```

```
@apii{0,1,-}
```

Pushes the @x{global environment} onto the stack.

```
}
```

```
@APIEntry{void lua_pushinteger (lua_State *L, lua_Integer n);|
```

```
@apii{0,1,-}
```

Pushes an integer with value @id{n} onto the stack.

```
}
```

```
@APIEntry{void lua_pushlightuserdata (lua_State *L, void *p);|  
@apii{0,1,-}}
```

Pushes a light userdata onto the stack.

Userdata represent @N{C values} in Lua.

A @def{light userdata} represents a pointer, a @T{void*}.

It is a value (like a number):

you do not create it, it has no individual metatable,

and it is not collected (as it was never created).

A light userdata is equal to @Q{any}

light userdata with the same @N{C address}.

```
}
```

```
@APIEntry{const char *lua_pushliteral (lua_State *L, const char *s);|  
@apii{0,1,m}}
```

This macro is equivalent to @Lid{lua_pushstring},

but should be used only when @id{s} is a literal string.

(Lua may optimize this case.)

```
}
```

```
@APIEntry{const char *lua_pushlstring (lua_State *L, const char *s, size_t len);|  
@apii{0,1,m}}
```

Pushes the string pointed to by @id{s} with size @id{len}
onto the stack.

Lua will make or reuse an internal copy of the given string,
so the memory at @id{s} can be freed or reused immediately after
the function returns.

The string can contain any binary data,
including @x{embedded zeros}.

Returns a pointer to the internal copy of the string @see{constchar}.

```
}
```

```
@APIEntry{void lua_pushnil (lua_State *L);|  
@apii{0,1,-}}
```

Pushes a nil value onto the stack.

```
}
```

```
@APIEntry{void lua_pushnumber (lua_State *L, lua_Number n);|
@apii{0,1,-}}
```

Pushes a float with value @id{n} onto the stack.

```
}
```

```
@APIEntry{const char *lua_pushstring (lua_State *L, const char *s);|
@apii{0,1,m}}
```

Pushes the zero-terminated string pointed to by @id{s} onto the stack.

Lua will make or reuse an internal copy of the given string, so the memory at @id{s} can be freed or reused immediately after the function returns.

Returns a pointer to the internal copy of the string @see{constchar}.

If @id{s} is @id{NULL}, pushes @nil and returns @id{NULL}.

```
}
```

```
@APIEntry{int lua_pushthread (lua_State *L);|
@apii{0,1,-}}
```

Pushes the thread represented by @id{L} onto the stack.

Returns 1 if this thread is the @x{main thread} of its state.

```
}
```

```
@APIEntry{void lua_pushvalue (lua_State *L, int index);|
@apii{0,1,-}}
```

Pushes a copy of the element at the given index onto the stack.

```
}
```

```
@APIEntry{
const char *lua_pushvfstring (lua_State *L,
                             const char *fmt,
                             va_list argp);|
@apii{0,1,v}}
```

Equivalent to @Lid{lua_pushstring}, except that it receives a @id{va_list} instead of a variable number of arguments.

```
}
```

```
@APIEntry{int lua_rawequal (lua_State *L, int index1, int index2);|
@apii{0,0,-}}
```

Returns 1 if the two values in indices @id{index1} and @id{index2} are primitively equal (that is, equal without calling the @idx{__eq} metamethod). Otherwise @N{returns 0}. Also @N{returns 0} if any of the indices are not valid.

```
}
```

```
@APIEntry{int lua_rawget (lua_State *L, int index);|
@apii{1,1,-}}
```

Similar to @Lid{lua_gettable}, but does a raw access (i.e., without metamethods).

```
}
```

```
@APIEntry{int lua_rawgeti (lua_State *L, int index, lua_Integer n);|
@apii{0,1,-}}
```

Pushes onto the stack the value @T{t[n]}, where @id{t} is the table at the given index. The access is raw, that is, it does not use the @idx{__index} metavalue.

Returns the type of the pushed value.

```
}
```

```
@APIEntry{int lua_rawgetp (lua_State *L, int index, const void *p);|
@apii{0,1,-}}
```

Pushes onto the stack the value @T{t[k]}, where @id{t} is the table at the given index and @id{k} is the pointer @id{p} represented as a light userdata. The access is raw; that is, it does not use the @idx{__index} metavalue.

Returns the type of the pushed value.

```
}
```

```
@APIEntry{lua_Unsigned lua_rawlen (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns the raw `@Q{length}` of the value at the given index:
for strings, this is the string length;
for tables, this is the result of the length operator (`@Char{#}`)
with no metamethods;
for userdata, this is the size of the block of memory allocated
for the userdata.
For other values, this call `@N{returns 0}`.

```
}
```

```
@APIEntry{void lua_rawset (lua_State *L, int index);|  
@apii{2,0,m}}
```

Similar to `@Lid{lua_settable}`, but does a raw assignment
(i.e., without metamethods).

```
}
```

```
@APIEntry{void lua_rawseti (lua_State *L, int index, lua_Integer i);|  
@apii{1,0,m}}
```

Does the equivalent of `@T{t[i] = v}`,
where `@id{t}` is the table at the given index
and `@id{v}` is the value on the top of the stack.

This function pops the value from the stack.
The assignment is raw,
that is, it does not use the `@idx{__newindex}` metavalue.

```
}
```

```
@APIEntry{void lua_rawsetp (lua_State *L, int index, const void *p);|  
@apii{1,0,m}}
```

Does the equivalent of `@T{t[p] = v}`,
where `@id{t}` is the table at the given index,
`@id{p}` is encoded as a light userdata,
and `@id{v}` is the value on the top of the stack.

This function pops the value from the stack.
The assignment is raw,
that is, it does not use the `@idx{__newindex}` metavalue.

```
}
```

```
@APIEntry{  
typedef const char * (*lua_Reader) (lua_State *L,  
void *data,
```



```
size_t *size);|
```

The reader function used by @Lid{lua_load}.

Every time @Lid{lua_load} needs another piece of the chunk, it calls the reader,

passing along its @id{data} parameter.

The reader must return a pointer to a block of memory with a new piece of the chunk

and set @id{size} to the block size.

The block must exist until the reader function is called again.

To signal the end of the chunk,

the reader must return @id{NULL} or set @id{size} to zero.

The reader function may return pieces of any size greater than zero.

```
}|
```

```
@APIEntry{void lua_register (lua_State *L, const char *name, lua_CFunction f);|
@apii{0,0,e}
```

Sets the @N{C function} @id{f} as the new value of global @id{name}.

It is defined as a macro:

```
@verbatim{
```

```
#define lua_register(L,n,f) \
    (lua_pushcfunction(L, f), lua_setglobal(L, n))
}
```

```
}|
```

```
@APIEntry{void lua_remove (lua_State *L, int index);|
@apii{1,0,-}
```

Removes the element at the given valid index, shifting down the elements above this index to fill the gap.

This function cannot be called with a pseudo-index, because a pseudo-index is not an actual stack position.

```
}|
```

```
@APIEntry{void lua_replace (lua_State *L, int index);|
@apii{1,0,-}
```

Moves the top element into the given valid index without shifting any element (therefore replacing the value at that given index), and then pops the top element.

```
}|
```

```
@APIEntry{int lua_resetthread (lua_State *L);|
@apii{0,?,-}}
```

Resets a thread, cleaning its call stack and closing all pending to-be-closed variables.

Returns a status code:

@Lid{LUA_OK} for no errors in the thread (either the original error that stopped the thread or errors in closing methods), or an error status otherwise.

In case of error,

leaves the error object on the top of the stack.

```
}
```

```
@APIEntry{int lua_resume (lua_State *L, lua_State *from, int nargs,
int *nresults);|
@apii{?,?,-}}
```

Starts and resumes a coroutine in the given thread @id{L}.

To start a coroutine,

you push the main function plus any arguments onto the empty stack of the thread.

then you call @Lid{lua_resume},

with @id{nargs} being the number of arguments.

This call returns when the coroutine suspends or finishes its execution.

When it returns,

@id{*nresults} is updated and

the top of the stack contains

the @id{*nresults} values passed to @Lid{lua_yield}

or returned by the body function.

@Lid{lua_resume} returns

@Lid{LUA_YIELD} if the coroutine yields,

@Lid{LUA_OK} if the coroutine finishes its execution

without errors,

or an error code in case of errors @see{statuscodes}.

In case of errors,

the error object is on the top of the stack.

To resume a coroutine,

you remove the @id{*nresults} yielded values from its stack,

push the values to be passed as results from @id{yield},

and then call @Lid{lua_resume}.

The parameter @id{from} represents the coroutine that is resuming @id{L}.

If there is no such coroutine,

this parameter can be @id{NULL}.

}

```
@APIEntry{void lua_rotate (lua_State *L, int idx, int n);|
@apii{0,0,-}}
```

Rotates the stack elements between the valid index @id{idx} and the top of the stack.

The elements are rotated @id{n} positions in the direction of the top, for a positive @id{n},

or @T{-n} positions in the direction of the bottom,

for a negative @id{n}.

The absolute value of @id{n} must not be greater than the size of the slice being rotated.

This function cannot be called with a pseudo-index, because a pseudo-index is not an actual stack position.

}

```
@APIEntry{void lua_setallocf (lua_State *L, lua_Alloc f, void *ud);|
@apii{0,0,-}}
```

Changes the @x{allocator function} of a given state to @id{f} with user data @id{ud}.

}

```
@APIEntry{void lua_setfield (lua_State *L, int index, const char *k);|
@apii{1,0,e}}
```

Does the equivalent to @T{t[k] = v},

where @id{t} is the value at the given index

and @id{v} is the value on the top of the stack.

This function pops the value from the stack.

As in Lua, this function may trigger a metamethod

for the @Q{newindex} event @see{metatable}.

}

```
@APIEntry{void lua_setglobal (lua_State *L, const char *name);|
@apii{1,0,e}}
```

Pops a value from the stack and

sets it as the new value of global @id{name}.

}

```
@APIEntry{void lua_seti (lua_State *L, int index, lua_Integer n);|
@apii{1,0,e}
```

Does the equivalent to `@T{t[n] = v}`,
where `@id{t}` is the value at the given index
and `@id{v}` is the value on the top of the stack.

This function pops the value from the stack.
As in Lua, this function may trigger a metamethod
for the `@Q{newindex}` event `@see{metatable}`.

```
}
```

```
@APIEntry{int lua_setiuservalue (lua_State *L, int index, int n);|
@apii{1,0,-}
```

Pops a value from the stack and sets it as
the new `@id{n}`-th user value associated to the
full userdata at the given index.
Returns 0 if the userdata does not have that value.

```
}
```

```
@APIEntry{int lua_setmetatable (lua_State *L, int index);|
@apii{1,0,-}
```

Pops a table or `@nil` from the stack and
sets that value as the new metatable for the value at the given index.
(`@nil` means no metatable.)

(For historical reasons, this function returns an `@id{int}`,
which now is always 1.)

```
}
```

```
@APIEntry{void lua_settable (lua_State *L, int index);|
@apii{2,0,e}
```

Does the equivalent to `@T{t[k] = v}`,
where `@id{t}` is the value at the given index,
`@id{v}` is the value on the top of the stack,
and `@id{k}` is the value just below the top.

This function pops both the key and the value from the stack.
As in Lua, this function may trigger a metamethod
for the `@Q{newindex}` event `@see{metatable}`.

```
}
```

```
@APIEntry{void lua_settop (lua_State *L, int index);|
@apii{?,?,e}
```

Accepts any index, @N{or 0},
and sets the stack top to this index.
If the new top is greater than the old one,
then the new elements are filled with @nil.
If @id{index} @N{is 0}, then all stack elements are removed.

This function can run arbitrary code when removing an index
marked as to-be-closed from the stack.

```
}
```

```
@APIEntry{void lua_setwarnf (lua_State *L, lua_WarnFunction f, void *ud);|
@apii{0,0,-}
```

Sets the @x{warning function} to be used by Lua to emit warnings
@see{lua_WarnFunction}.
The @id{ud} parameter sets the value @id{ud} passed to
the warning function.

```
}
```

```
@APIEntry{typedef struct lua_State lua_State;|
```

An opaque structure that points to a thread and indirectly
(through the thread) to the whole state of a Lua interpreter.
The Lua library is fully reentrant:
it has no global variables.
All information about a state is accessible through this structure.

A pointer to this structure must be passed as the first argument to
every function in the library, except to @Lid{lua_newstate},
which creates a Lua state from scratch.

```
}
```

```
@APIEntry{int lua_status (lua_State *L);|
@apii{0,0,-}
```

Returns the status of the thread @id{L}.

The status can be @Lid{LUA_OK} for a normal thread,
an error code if the thread finished the execution
of a @Lid{lua_resume} with an error,
or @Lid{LUA_YIELD} if the thread is suspended.

You can call functions only in threads with status @Lid{LUA_OK}.
You can resume threads with status @Lid{LUA_OK}
(to start a new coroutine) or @Lid{LUA_YIELD}
(to resume a coroutine).

}

```
@APIEntry{size_t lua_stringtonumber (lua_State *L, const char *s);|  
@apii{0,1,-}}
```

Converts the zero-terminated string @id{s} to a number,
pushes that number into the stack,
and returns the total size of the string,
that is, its length plus one.

The conversion can result in an integer or a float,
according to the lexical conventions of Lua @see{lexical}.
The string may have leading and trailing whitespaces and a sign.
If the string is not a valid numeral,
returns 0 and pushes nothing.
(Note that the result can be used as a boolean,
true if the conversion succeeds.)

}

```
@APIEntry{int lua_toboolean (lua_State *L, int index);|  
@apii{0,0,-}}
```

Converts the Lua value at the given index to a @N{C boolean}
value (@N{0 or 1}).

Like all tests in Lua,
@Lid{lua_toboolean} returns true for any Lua value
different from @false and @nil;
otherwise it returns false.
(If you want to accept only actual boolean values,
use @Lid{lua_isboolean} to test the value's type.)

}

```
@APIEntry{lua_CFunction lua_tocfunction (lua_State *L, int index);|  
@apii{0,0,-}}
```

Converts a value at the given index to a @N{C function}.
That value must be a @N{C function};
otherwise, returns @id{NULL}.

}

```
@APIEntry{void lua_toclose (lua_State *L, int index);|
@apii{0,0,m}
```

Marks the given index in the stack as a to-be-closed slot @see{to-be-closed}.

Like a to-be-closed variable in Lua, the value at that slot in the stack will be closed when it goes out of scope.

Here, in the context of a C function, to go out of scope means that the running function returns to Lua, or there is an error,

or the slot is removed from the stack through

@Lid{lua_settop} or @Lid{lua_pop},

or there is a call to @Lid{lua_closeslot}.

A slot marked as to-be-closed should not be removed from the stack by any other function in the API except @Lid{lua_settop} or @Lid{lua_pop}, unless previously deactivated by @Lid{lua_closeslot}.

This function should not be called for an index that is equal to or below an active to-be-closed slot.

Note that, both in case of errors and of a regular return, by the time the @idx{__close} metamethod runs, the @N{C stack} was already unwound, so that any automatic @N{C variable} declared in the calling function (e.g., a buffer) will be out of scope.

```
}
```

```
@APIEntry{lua_Integer lua_tointeger (lua_State *L, int index);|
@apii{0,0,-}
```

Equivalent to @Lid{lua_tointegerx} with @id{isnum} equal to @id{NULL}.

```
}
```

```
@APIEntry{lua_Integer lua_tointegerx (lua_State *L, int index, int *isnum);|
@apii{0,0,-}
```

Converts the Lua value at the given index to the signed integral type @Lid{lua_Integer}.

The Lua value must be an integer,

or a number or string convertible to an integer @see{coercion};

otherwise, @id{lua_tointegerx} @N{returns 0}.

If @id{isnum} is not @id{NULL},

its referent is assigned a boolean value that

indicates whether the operation succeeded.

}

```
@APIEntry{const char *lua_tolstring (lua_State *L, int index, size_t *len);|
@apii{0,0,m}
```

Converts the Lua value at the given index to a @N{C string}.

If @id{len} is not @id{NULL},

it sets @T{*len} with the string length.

The Lua value must be a string or a number;

otherwise, the function returns @id{NULL}.

If the value is a number,

then @id{lua_tolstring} also

@emph{changes the actual value in the stack to a string}.

(This change confuses @Lid{lua_next}

when @id{lua_tolstring} is applied to keys during a table traversal.)

@id{lua_tolstring} returns a pointer

to a string inside the Lua state @see{constchar}.

This string always has a zero (@Char{\0})

after its last character (as @N{in C}),

but can contain other zeros in its body.

}

```
@APIEntry{lua_Number lua_tonumber (lua_State *L, int index);|
@apii{0,0,-}
```

Equivalent to @Lid{lua_tonumberx} with @id{isnum} equal to @id{NULL}.

}

```
@APIEntry{lua_Number lua_tonumberx (lua_State *L, int index, int *isnum);|
@apii{0,0,-}
```

Converts the Lua value at the given index

to the @N{C type} @Lid{lua_Number} @seeC{lua_Number}.

The Lua value must be a number or a string convertible to a number

@see{coercion};

otherwise, @Lid{lua_tonumberx} @N{returns 0}.

If @id{isnum} is not @id{NULL},

its referent is assigned a boolean value that

indicates whether the operation succeeded.

}

```
@APIEntry{const void *lua_topointer (lua_State *L, int index);|
```


@apii{0,0,-}

Converts the value at the given index to a generic

@N{C pointer} (@T{void*}).

The value can be a userdata, a table, a thread, a string, or a function;

otherwise, @id{lua_topointer} returns @id{NULL}.

Different objects will give different pointers.

There is no way to convert the pointer back to its original value.

Typically this function is used only for hashing and debug information.

}

@APIEntry{const char *lua_tostring (lua_State *L, int index);|

@apii{0,0,m}

Equivalent to @Lid{lua_tolstring} with @id{len} equal to @id{NULL}.

}

@APIEntry{lua_State *lua_tothread (lua_State *L, int index);|

@apii{0,0,-}

Converts the value at the given index to a Lua thread

(represented as @T{lua_State*}).

This value must be a thread;

otherwise, the function returns @id{NULL}.

}

@APIEntry{void *lua_touserdata (lua_State *L, int index);|

@apii{0,0,-}

If the value at the given index is a full userdata,

returns its memory-block address.

If the value is a light userdata,

returns its value (a pointer).

Otherwise, returns @id{NULL}.

}

@APIEntry{int lua_type (lua_State *L, int index);|

@apii{0,0,-}

Returns the type of the value in the given valid index,

or @id{LUA_TNONE} for a non-valid but acceptable index.

The types returned by @Lid{lua_type} are coded by the following constants

defined in @id{lua.h}:

```

@defid{LUA_TNIL},
@defid{LUA_TNUMBER},
@defid{LUA_TBOOLEAN},
@defid{LUA_TSTRING},
@defid{LUA_TTABLE},
@defid{LUA_TFUNCTION},
@defid{LUA_TUSERDATA},
@defid{LUA_TTHREAD},
and
@defid{LUA_TLIGHTUSERDATA}.

```

```

}

```

```

@APIEntry{const char *lua_typename (lua_State *L, int tp);|
@apii{0,0,-}

```

Returns the name of the type encoded by the value @id{tp}, which must be one the values returned by @Lid{lua_type}.

```

}

```

```

@APIEntry{typedef @ldots lua_Unsigned;|

```

The unsigned version of @Lid{lua_Integer}.

```

}

```

```

@APIEntry{int lua_upvalueindex (int i);|
@apii{0,0,-}

```

Returns the pseudo-index that represents the @id{i}-th upvalue of the running function @see{c-closure}.

@id{i} must be in the range @M{[1,256]}.

```

}

```

```

@APIEntry{lua_Number lua_version (lua_State *L);|
@apii{0,0,-}

```

Returns the version number of this core.

```

}

```

```

@APIEntry{
typedef void (*lua_WarnFunction) (void *ud, const char *msg, int tocont);|

```

The type of @x{warning function}s, called by Lua to emit warnings.

The first parameter is an opaque pointer

set by @Lid{lua_setwarnf}.

The second parameter is the warning message.

The third parameter is a boolean that indicates whether the message is to be continued by the message in the next call.

See @Lid{warn} for more details about warnings.

```
}
```

```
@APIEntry{
void lua_warning (lua_State *L, const char *msg, int tocont);|
@apii{0,0,-}
```

Emits a warning with the given message.

A message in a call with @id{tocont} true should be continued in another call to this function.

See @Lid{warn} for more details about warnings.

```
}
```

```
@APIEntry{
typedef int (*lua_Writer) (lua_State *L,
    const void* p,
    size_t sz,
    void* ud);|
```

The type of the writer function used by @Lid{lua_dump}.
Every time @Lid{lua_dump} produces another piece of chunk, it calls the writer, passing along the buffer to be written (@id{p}), its size (@id{sz}), and the @id{ud} parameter supplied to @Lid{lua_dump}.

The writer returns an error code:

@N{0 means} no errors;
any other value means an error and stops @Lid{lua_dump} from calling the writer again.

```
}
```

```
@APIEntry{void lua_xmove (lua_State *from, lua_State *to, int n);|
@apii{?,?,-}
```

Exchange values between different threads of the same state.

This function pops @id{n} values from the stack @id{from},

and pushes them onto the stack @id{to}.

```
}
```

```
@APIEntry{int lua_yield (lua_State *L, int nresults);|
@apii{?,?,v}
```

This function is equivalent to @Lid{lua_yieldk},
but it has no continuation @see{continuations}.

Therefore, when the thread resumes,
it continues the function that called
the function calling @id{lua_yield}.

To avoid surprises,
this function should be called only in a tail call.

```
}
```

```
@APIEntry{
int lua_yieldk (lua_State *L,
               int nresults,
               lua_KContext ctx,
               lua_KFunction k);|
@apii{?,?,v}
```

Yields a coroutine (thread).

When a @N{C function} calls @Lid{lua_yieldk},
the running coroutine suspends its execution,
and the call to @Lid{lua_resume} that started this coroutine returns.
The parameter @id{nresults} is the number of values from the stack
that will be passed as results to @Lid{lua_resume}.

When the coroutine is resumed again,
Lua calls the given @x{continuation function} @id{k} to continue
the execution of the @N{C function} that yielded @see{continuations}.
This continuation function receives the same stack
from the previous function,
with the @id{n} results removed and
replaced by the arguments passed to @Lid{lua_resume}.
Moreover,
the continuation function receives the value @id{ctx}
that was passed to @Lid{lua_yieldk}.

Usually, this function does not return;
when the coroutine eventually resumes,
it continues executing the continuation function.
However, there is one special case,

which is when this function is called from inside a line or a count hook @see{debugI}. In that case, @id{lua_yieldk} should be called with no continuation (probably in the form of @Lid{lua_yield}) and no results, and the hook should return immediately after the call. Lua will yield and, when the coroutine resumes again, it will continue the normal execution of the (Lua) function that triggered the hook.

This function can raise an error if it is called from a thread with a pending C call with no continuation function (what is called a @emphx{C-call boundary}), or it is called from a thread that is not running inside a resume (typically the main thread).

```
}
}
```

@sect2{debugI} @title{The Debug Interface}

Lua has no built-in debugging facilities. Instead, it offers a special interface by means of functions and @emph{hooks}. This interface allows the construction of different kinds of debuggers, profilers, and other tools that need @Q{inside information} from the interpreter.

```
@APIEntry{
typedef struct lua_Debug {
int event;
const char *name;      /* (n) */
const char *namewhat; /* (n) */
const char *what;     /* (S) */
const char *source;   /* (S) */
size_t srclen;       /* (S) */
int currentline;     /* (l) */
int linedefined;    /* (S) */
int lastlinedefined; /* (S) */
unsigned char nups;  /* (u) number of upvalues */
unsigned char nparams; /* (u) number of parameters */
char isvararg;      /* (u) */
char istailcall;    /* (t) */
unsigned short ftransfer; /* (r) index of first value transferred */
unsigned short ntransfer; /* (r) number of transferred values */
char short_src[LUA_IDSIZE]; /* (S) */
```

```

/* private part */
@rep{other fields}
} lua_Debug;
|

```

A structure used to carry different pieces of information about a function or an activation record.

@Lid{lua_getstack} fills only the private part of this structure, for later use.

To fill the other fields of @Lid{lua_Debug} with useful information, you must call @Lid{lua_getinfo} with an appropriate parameter.

(Specifically, to get a field, you must add the letter between parentheses in the field's comment to the parameter @id{what} of @Lid{lua_getinfo}.)

The fields of @Lid{lua_Debug} have the following meaning:

@description{

@item{ @id{source} |

the source of the chunk that created the function.

If @T{source} starts with a @Char{ @At},

it means that the function was defined in a file where

the file name follows the @Char{ @At}.

If @T{source} starts with a @Char{=},

the remainder of its contents describes the source in a user-dependent manner.

Otherwise,

the function was defined in a string where

@T{source} is that string.

}

@item{ @id{srclen} |

The length of the string @id{source}.

}

@item{ @id{short_src} |

a @Q{printable} version of @T{source}, to be used in error messages.

}

@item{ @id{linedefined} |

the line number where the definition of the function starts.

}

@item{ @id{lastlinedefined} |

the line number where the definition of the function ends.

}

@item{ @id{what} |

the string @T{"Lua"} if the function is a Lua function,

@T{"C"} if it is a @N{C function},
@T{"main"} if it is the main part of a chunk.
}

@item{@id{currentline}}
the current line where the given function is executing.
When no line information is available,
@T{currentline} is set to @num{-1}.
}

@item{@id{name}}
a reasonable name for the given function.
Because functions in Lua are first-class values,
they do not have a fixed name:
some functions can be the value of multiple global variables,
while others can be stored only in a table field.
The @T{lua_getinfo} function checks how the function was
called to find a suitable name.
If it cannot find a name,
then @id{name} is set to @id{NULL}.
}

@item{@id{namewhat}}
explains the @T{name} field.
The value of @T{namewhat} can be
@T{"global"}, @T{"local"}, @T{"method"},
@T{"field"}, @T{"upvalue"}, or @T{""} (the empty string),
according to how the function was called.
(Lua uses the empty string when no other option seems to apply.)
}

@item{@id{istailcall}}
true if this function invocation was called by a tail call.
In this case, the caller of this level is not in the stack.
}

@item{@id{nups}}
the number of upvalues of the function.
}

@item{@id{nparams}}
the number of parameters of the function
(always @N{0 for} @N{C functions}).
}

@item{@id{isvararg}}
true if the function is a vararg function
(always true for @N{C functions}).

}

@item{ @id{ftransfer}|

the index in the stack of the first value being @Q{transferred},
that is, parameters in a call or return values in a return.

(The other values are in consecutive indices.)

Using this index, you can access and modify these values
through @Lid{lua_getlocal} and @Lid{lua_setlocal}.

This field is only meaningful during a
call hook, denoting the first parameter,
or a return hook, denoting the first value being returned.

(For call hooks, this value is always 1.)

}

@item{ @id{ntransfer}|

The number of values being transferred (see previous item).

(For calls of Lua functions,
this value is always equal to @id{nparams}.)

}

}

}

@APIEntry{lua_Hook lua_gethook (lua_State *L);|

@apii{0,0,-}

Returns the current hook function.

}

@APIEntry{int lua_gethookcount (lua_State *L);|

@apii{0,0,-}

Returns the current hook count.

}

@APIEntry{int lua_gethookmask (lua_State *L);|

@apii{0,0,-}

Returns the current hook mask.

}

@APIEntry{int lua_getinfo (lua_State *L, const char *what, lua_Debug *ar);|

@apii{0|1,0|1|2,m}

Gets information about a specific function or function invocation.

To get information about a function invocation, the parameter `@id{ar}` must be a valid activation record that was filled by a previous call to `@Lid{lua_getstack}` or given as argument to a hook `@seeC{lua_Hook}`.

To get information about a function, you push it onto the stack and start the `@id{what}` string with the character `@Char{>}`.

(In that case,

`@id{lua_getinfo}` pops the function from the top of the stack.)

For instance, to know in which line a function `@id{f}` was defined, you can write the following code:

```
@verbatim{
lua_Debug ar;
lua_getglobal(L, "f"); /* get global 'f' */
lua_getinfo(L, ">S", &ar);
printf("%d\n", ar.linedefined);
}
```

Each character in the string `@id{what}` selects some fields of the structure `@id{ar}` to be filled or a value to be pushed on the stack.

(These characters are also documented in the declaration of the structure `@Lid{lua_Debug}`, between parentheses in the comments following each field.)

`@description{`

`@item{ @Char{f}|`

pushes onto the stack the function that is running at the given level;

`}`

`@item{ @Char{1}|` fills in the field `@id{currentline}`;

`}`

`@item{ @Char{n}|` fills in the fields `@id{name}` and `@id{namewhat}`;

`}`

`@item{ @Char{r}|` fills in the fields `@id{fttransfer}` and `@id{ntransfer}`;

`}`

`@item{ @Char{S}|`

fills in the fields `@id{source}`, `@id{short_src}`, `@id{linedefined}`, `@id{lastlinedefined}`, and `@id{what}`;

`}`

`@item{ @Char{t}|` fills in the field `@id{istailcall}`;

}

@item{ @Char{u}| fills in the fields
@id{nups}, @id{nparams}, and @id{isvararg};
}

@item{ @Char{L}|
pushes onto the stack a table whose indices are
the lines on the function with some associated code,
that is, the lines where you can put a break point.
(Lines with no code include empty lines and comments.)
If this option is given together with option @Char{f},
its table is pushed after the function.
This is the only option that can raise a memory error.
}

}

This function returns 0 to signal an invalid option in @id{what};
even then the valid options are handled correctly.

}

@APIEntry{const char *lua_getlocal (lua_State *L, const lua_Debug *ar, int n);
@apii{0,0|1,-}}

Gets information about a local variable or a temporary value
of a given activation record or a given function.

In the first case,
the parameter @id{ar} must be a valid activation record that was
filled by a previous call to @Lid{lua_getstack} or
given as argument to a hook @seeC{lua_Hook}.
The index @id{n} selects which local variable to inspect;
see @Lid{debug.getlocal} for details about variable indices
and names.

@Lid{lua_getlocal} pushes the variable's value onto the stack
and returns its name.

In the second case, @id{ar} must be @id{NULL} and the function
to be inspected must be on the top of the stack.

In this case, only parameters of Lua functions are visible
(as there is no information about what variables are active)
and no values are pushed onto the stack.

Returns @id{NULL} (and pushes nothing)
when the index is greater than

the number of active local variables.

}

```
@APIEntry{int lua_getstack (lua_State *L, int level, lua_Debug *ar);|
@apii{0,0,-}}
```

Gets information about the interpreter runtime stack.

This function fills parts of a @Lid{lua_Debug} structure with an identification of the @emph{activation record} of the function executing at a given level.

@N{Level 0} is the current running function, whereas level @M{n+1} is the function that has called level @M{n} (except for tail calls, which do not count in the stack).

When called with a level greater than the stack depth,

@Lid{lua_getstack} returns 0; otherwise it returns 1.

}

```
@APIEntry{const char *lua_getupvalue (lua_State *L, int funcindex, int n);|
@apii{0,0|1,-}}
```

Gets information about the @id{n}-th upvalue of the closure at index @id{funcindex}.

It pushes the upvalue's value onto the stack and returns its name.

Returns @id{NULL} (and pushes nothing)

when the index @id{n} is greater than the number of upvalues.

See @Lid{debug.getupvalue} for more information about upvalues.

}

```
@APIEntry{typedef void (*lua_Hook) (lua_State *L, lua_Debug *ar);|
```

Type for debugging hook functions.

Whenever a hook is called, its @id{ar} argument has its field @id{event} set to the specific event that triggered the hook.

Lua identifies these events with the following constants:

@defid{LUA_HOOKCALL}, @defid{LUA_HOOKRET},
@defid{LUA_HOOKTAILCALL}, @defid{LUA_HOOKLINE},
and @defid{LUA_HOOKCOUNT}.

Moreover, for line events, the field @id{currentline} is also set.

To get the value of any other field in @id{ar},

the hook must call @Lid{lua_getinfo}.

For call events, @id{event} can be @id{LUA_HOOKCALL}, the normal value, or @id{LUA_HOOKTAILCALL}, for a tail call; in this case, there will be no corresponding return event.

While Lua is running a hook, it disables other calls to hooks. Therefore, if a hook calls back Lua to execute a function or a chunk, this execution occurs without any calls to hooks.

Hook functions cannot have continuations, that is, they cannot call @Lid{lua_yieldk}, @Lid{lua_pcallk}, or @Lid{lua_callk} with a non-null @id{k}.

Hook functions can yield under the following conditions:
Only count and line events can yield;
to yield, a hook function must finish its execution calling @Lid{lua_yield} with @id{nresults} equal to zero (that is, with no values).

}

```
@APIEntry{void lua_sethook (lua_State *L, lua_Hook f, int mask, int count);|
@apii{0,0,-}
```

Sets the debugging hook function.

Argument @id{f} is the hook function.
@id{mask} specifies on which events the hook will be called: it is formed by a bitwise OR of the constants @defid{LUA_MASKCALL}, @defid{LUA_MASKRET}, @defid{LUA_MASKLINE}, and @defid{LUA_MASKCOUNT}.

The @id{count} argument is only meaningful when the mask includes @id{LUA_MASKCOUNT}.

For each event, the hook is called as explained below:

```
@description{
```

```
@item{The call hook| is called when the interpreter calls a function.
The hook is called just after Lua enters the new function.
}
```

```
@item{The return hook| is called when the interpreter returns from a function.
The hook is called just before Lua leaves the function.
}
```

```
@item{The line hook| is called when the interpreter is about to
start the execution of a new line of code,
```

or when it jumps back in the code (even to the same line).
This event only happens while Lua is executing a Lua function.

}

@item{The count hook| is called after the interpreter executes every
@T{count} instructions.

This event only happens while Lua is executing a Lua function.

}

}

Hooks are disabled by setting @id{mask} to zero.

}

@APIEntry{const char *lua_setlocal (lua_State *L, const lua_Debug *ar, int n);
@apii{0|1,0,-}}

Sets the value of a local variable of a given activation record.

It assigns the value on the top of the stack
to the variable and returns its name.

It also pops the value from the stack.

Returns @id{NULL} (and pops nothing)

when the index is greater than
the number of active local variables.

Parameters @id{ar} and @id{n} are as in the function @Lid{lua_getlocal}.

}

@APIEntry{const char *lua_setupvalue (lua_State *L, int funcindex, int n);
@apii{0|1,0,-}}

Sets the value of a closure's upvalue.

It assigns the value on the top of the stack
to the upvalue and returns its name.

It also pops the value from the stack.

Returns @id{NULL} (and pops nothing)

when the index @id{n} is greater than the number of upvalues.

Parameters @id{funcindex} and @id{n} are as in
the function @Lid{lua_getupvalue}.

}

@APIEntry{void *lua_upvalueid (lua_State *L, int funcindex, int n);

@apii{0,0,-}

Returns a unique identifier for the upvalue numbered @id{n} from the closure at index @id{funcindex}.

These unique identifiers allow a program to check whether different closures share upvalues.

Lua closures that share an upvalue (that is, that access a same external local variable) will return identical ids for those upvalue indices.

Parameters @id{funcindex} and @id{n} are as in the function @Lid{lua_getupvalue}, but @id{n} cannot be greater than the number of upvalues.

}

```
@APIEntry{
void lua_upvaluejoin (lua_State *L, int funcindex1, int n1,
                    int funcindex2, int n2);
@apii{0,0,-}
```

Make the @id{n1}-th upvalue of the Lua closure at index @id{funcindex1} refer to the @id{n2}-th upvalue of the Lua closure at index @id{funcindex2}.

}

}

}

```
@C{-----}
@sect1{auxlib|@title{The Auxiliary Library}}
```

```
@simplesect{
```

```
@index{luauxlib.h}
```

The @def{auxiliary library} provides several convenient functions to interface C with Lua.

While the basic API provides the primitive functions for all interactions between C and Lua, the auxiliary library provides higher-level functions for some common tasks.

All functions and types from the auxiliary library are defined in header file @id{luauxlib.h} and have a prefix @id{luaL_}.

All functions in the auxiliary library are built on top of the basic API, and so they provide nothing that cannot be done with that API. Nevertheless, the use of the auxiliary library ensures more consistency to your code.

Several functions in the auxiliary library use internally some extra stack slots. When a function in the auxiliary library uses less than five slots, it does not check the stack size; it simply assumes that there are enough slots.

Several functions in the auxiliary library are used to check @N{C function} arguments. Because the error message is formatted for arguments (e.g., @St{bad argument #1}), you should not use these functions for other stack values.

Functions called @id{luaL_check*} always raise an error if the check is not satisfied.

}

@sect2{ @title{Functions and Types}

Here we list all functions and types from the auxiliary library in alphabetical order.

@APIEntry{void luaL_addchar (luaL_Buffer *B, char c);|
@apii{?,?,m}

Adds the byte @id{c} to the buffer @id{B} @seeC{luaL_Buffer}.

}

@APIEntry{
const void luaL_addgsub (luaL_Buffer *B, const char *s,
const char *p, const char *r);|
@apii{?,?,m}

Adds a copy of the string @id{s} to the buffer @id{B} @seeC{luaL_Buffer}, replacing any occurrence of the string @id{p} with the string @id{r}.

}

```
@APIEntry{void luaL_addstring (luaL_Buffer *B, const char *s, size_t l);|
@apii{?,?,m}
```

Adds the string pointed to by @id{s} with length @id{l} to the buffer @id{B}
@seeC{luaL_Buffer}.
The string can contain @x{embedded zeros}.

}

```
@APIEntry{void luaL_addsize (luaL_Buffer *B, size_t n);|
@apii{?,?,-}
```

Adds to the buffer @id{B} a string of length @id{n} previously copied to the buffer area @seeC{luaL_prepbuffer}.

}

```
@APIEntry{void luaL_addstring (luaL_Buffer *B, const char *s);|
@apii{?,?,m}
```

Adds the zero-terminated string pointed to by @id{s} to the buffer @id{B}
@seeC{luaL_Buffer}.

}

```
@APIEntry{void luaL_addvalue (luaL_Buffer *B);|
@apii{?,?,m}
```

Adds the value on the top of the stack to the buffer @id{B}
@seeC{luaL_Buffer}.
Pops the value.

This is the only function on string buffers that can (and must) be called with an extra element on the stack, which is the value to be added to the buffer.

}

```
@APIEntry{
void luaL_argcheck (lua_State *L,
                    int cond,
```



```
        int arg,
        const char *extramsg);|
@apii{0,0,v}
```

Checks whether @id{cond} is true.

If it is not, raises an error with a standard message @seeF{luaL_argerror}.

```
}
```

```
@APIEntry{int luaL_argerror (lua_State *L, int arg, const char *extramsg);|
@apii{0,0,v}
```

Raises an error reporting a problem with argument @id{arg}

of the @N{C function} that called it,

using a standard message

that includes @id{extramsg} as a comment:

```
@verbatim{
bad argument #@rep{arg} to '@rep{funcname}' (@rep{extramsg})
}
```

This function never returns.

```
}
```

```
@APIEntry{
void luaL_argexpected (lua_State *L,
        int cond,
        int arg,
        const char *tname);|
@apii{0,0,v}
```

Checks whether @id{cond} is true.

If it is not, raises an error about the type of the argument @id{arg} with a standard message @seeF{luaL_typeerror}.

```
}
```

```
@APIEntry{typedef struct luaL_Buffer luaL_Buffer;|
```

Type for a @def{string buffer}.

A string buffer allows @N{C code} to build Lua strings piecemeal.

Its pattern of use is as follows:

```
@itemize{
```

```
@item{First declare a variable @id{b} of type @Lid{luaL_Buffer}.
```

```
@item{Then initialize it with a call @T{luaL_buffinit(L, &b)}.
```

```
@item{
Then add string pieces to the buffer calling any of
the @id{luaL_add*} functions.
}
```

```
@item{
Finish by calling @T{luaL_pushresult(&b)}.
This call leaves the final string on the top of the stack.
}
```

```
}
```

If you know beforehand the maximum size of the resulting string,
you can use the buffer like this:

```
@itemize{
```

```
@item{First declare a variable @id{b} of type @Lid{luaL_Buffer}.)
```

```
@item{Then initialize it and preallocate a space of
size @id{sz} with a call @T{luaL_buffinitsize(L, &b, sz)}.)
```

```
@item{Then produce the string into that space.}
```

```
@item{
Finish by calling @T{luaL_pushresultsz(&b, sz)},
where @id{sz} is the total size of the resulting string
copied into that space (which may be less than or
equal to the preallocated size).
}
```

```
}
```

During its normal operation,
a string buffer uses a variable number of stack slots.
So, while using a buffer, you cannot assume that you know where
the top of the stack is.
You can use the stack between successive calls to buffer operations
as long as that use is balanced;
that is,
when you call a buffer operation,
the stack is at the same level
it was immediately after the previous buffer operation.
(The only exception to this rule is @Lid{luaL_addvalue}.)
After calling @Lid{luaL_pushresult},
the stack is back to its level when the buffer was initialized,
plus the final string on its top.

```
}
```

```
@APIEntry{char *luaL_buffaddr (luaL_Buffer *B);|
@apii{0,0,-}
```

Returns the address of the current content of buffer @id{B}

@seeC{luaL_Buffer}.

Note that any addition to the buffer may invalidate this address.

```
}
```

```
@APIEntry{void luaL_buffinit (lua_State *L, luaL_Buffer *B);|
@apii{0,?, -}
```

Initializes a buffer @id{B}

@seeC{luaL_Buffer}.

This function does not allocate any space;
the buffer must be declared as a variable.

```
}
```

```
@APIEntry{size_t luaL_bufflen (luaL_Buffer *B);|
@apii{0,0,-}
```

Returns the length of the current content of buffer @id{B}

@seeC{luaL_Buffer}.

```
}
```

```
@APIEntry{char *luaL_buffinitsize (lua_State *L, luaL_Buffer *B, size_t sz);|
@apii{?,?,m}
```

Equivalent to the sequence

@Lid{luaL_buffinit}, @Lid{luaL_prepbuffsize}.

```
}
```

```
@APIEntry{void luaL_buffsub (luaL_Buffer *B, int n);|
@apii{?,?, -}
```

Removes @id{n} bytes from the the buffer @id{B}

@seeC{luaL_Buffer}.

The buffer must have at least that many bytes.

```
}
```

```
@APIEntry{int luaL_callmeta (lua_State *L, int obj, const char *e);|
@apii{0,0|1,e}
```

Calls a metamethod.

If the object at index @id{obj} has a metatable and this metatable has a field @id{e}, this function calls this field passing the object as its only argument. In this case this function returns true and pushes onto the stack the value returned by the call. If there is no metatable or no metamethod, this function returns false without pushing any value on the stack.

}

```
@APIEntry{void luaL_checkany (lua_State *L, int arg);|
@apii{0,0,v}
```

Checks whether the function has an argument of any type (including @nil) at position @id{arg}.

}

```
@APIEntry{lua_Integer luaL_checkinteger (lua_State *L, int arg);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is an integer (or can be converted to an integer) and returns this integer.

}

```
@APIEntry{const char *luaL_checklstring (lua_State *L, int arg, size_t *l);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string and returns this string; if @id{l} is not @id{NULL} fills its referent with the string's length.

This function uses @Lid{lua_tolstring} to get its result, so all conversions and caveats of that function apply here.

}

```
@APIEntry{lua_Number luaL_checknumber (lua_State *L, int arg);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a number and returns this number converted to a @id{lua_Number}.

```
}
```

```
@APIEntry{  
int luaL_checkoption (lua_State *L,  
    int arg,  
    const char *def,  
    const char *const lst[]);  
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string and searches for this string in the array @id{lst} (which must be NULL-terminated).

Returns the index in the array where the string was found.

Raises an error if the argument is not a string or if the string cannot be found.

If @id{def} is not @id{NULL}, the function uses @id{def} as a default value when there is no argument @id{arg} or when this argument is @nil.

This is a useful function for mapping strings to @N{C enums}. (The usual convention in Lua libraries is to use strings instead of numbers to select options.)

```
}
```

```
@APIEntry{void luaL_checkstack (lua_State *L, int sz, const char *msg);  
@apii{0,0,v}
```

Grows the stack size to @T{top + sz} elements, raising an error if the stack cannot grow to that size.

@id{msg} is an additional text to go into the error message (or @id{NULL} for no additional text).

```
}
```

```
@APIEntry{const char *luaL_checkstring (lua_State *L, int arg);  
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string and returns this string.

This function uses @Lid{lua_tolstring} to get its result, so all conversions and caveats of that function apply here.

```
}
```

```
@APIEntry{void luaL_checktype (lua_State *L, int arg, int t);
```

@apii{0,0,v}

Checks whether the function argument @id{arg} has type @id{t}.
See @Lid{lua_type} for the encoding of types for @id{t}.

}

@APIEntry{void *luaL_checkudata (lua_State *L, int arg, const char *tname);|
@apii{0,0,v}

Checks whether the function argument @id{arg} is a userdata
of the type @id{tname} @seeC{luaL_newmetatable} and
returns the userdata's memory-block address @seeC{lua_touserdata}.

}

@APIEntry{void luaL_checkversion (lua_State *L);|
@apii{0,0,v}

Checks whether the code making the call and the Lua library being called
are using the same version of Lua and the same numeric types.

}

@APIEntry{int luaL_dofile (lua_State *L, const char *filename);|
@apii{0,?,m}

Loads and runs the given file.

It is defined as the following macro:

```
@verbatim{  
(luaL_loadfile(L, filename) || lua_pcall(L, 0, LUA_MULTRET, 0))  
}
```

It returns @Lid{LUA_OK} if there are no errors,
or an error code in case of errors @see{statuscodes}.

}

@APIEntry{int luaL_dostring (lua_State *L, const char *str);|
@apii{0,?,-}

Loads and runs the given string.

It is defined as the following macro:

```
@verbatim{  
(luaL_loadstring(L, str) || lua_pcall(L, 0, LUA_MULTRET, 0))  
}
```

It returns @Lid{LUA_OK} if there are no errors,
or an error code in case of errors @see{statuscodes}.

```
}
```

```
@APIEntry{int luaL_error (lua_State *L, const char *fmt, ...);|  
@apii{0,0,v}}
```

Raises an error.

The error message format is given by @id{fmt}
plus any extra arguments,
following the same rules of @Lid{lua_pushfstring}.

It also adds at the beginning of the message the file name and
the line number where the error occurred,
if this information is available.

This function never returns,
but it is an idiom to use it in @N{C functions}
as @T{return luaL_error(@rep{args})}.

```
}
```

```
@APIEntry{int luaL_execresult (lua_State *L, int stat);|  
@apii{0,3,m}}
```

This function produces the return values for
process-related functions in the standard library
(@Lid{os.execute} and @Lid{io.close}).

```
}
```

```
@APIEntry{  
int luaL_fileresult (lua_State *L, int stat, const char *fname);|  
@apii{0,1|3,m}}
```

This function produces the return values for
file-related functions in the standard library
(@Lid{io.open}, @Lid{os.rename}, @Lid{file:seek}, etc.).

```
}
```

```
@APIEntry{int luaL_getmetafield (lua_State *L, int obj, const char *e);|  
@apii{0,0|1,m}}
```

Pushes onto the stack the field @id{e} from the metatable
of the object at index @id{obj} and returns the type of the pushed value.
If the object does not have a metatable,
or if the metatable does not have this field,
pushes nothing and returns @id{LUA_TNIL}.

```
}
```

```
@APIEntry{int luaL_getmetatable (lua_State *L, const char *tname);|
@apii{0,1,m}
```

Pushes onto the stack the metatable associated with the name @id{tname} in the registry @seeC{luaL_newmetatable}, or @nil if there is no metatable associated with that name. Returns the type of the pushed value.

```
}
```

```
@APIEntry{int luaL_getsubtable (lua_State *L, int idx, const char *fname);|
@apii{0,1,e}
```

Ensures that the value @T{t{fname}}, where @id{t} is the value at index @id{idx}, is a table, and pushes that table onto the stack. Returns true if it finds a previous table there and false if it creates a new table.

```
}
```

```
@APIEntry{
const char *luaL_gsub (lua_State *L,
    const char *s,
    const char *p,
    const char *r);|
@apii{0,1,m}
```

Creates a copy of string @id{s}, replacing any occurrence of the string @id{p} with the string @id{r}. Pushes the resulting string on the stack and returns it.

```
}
```

```
@APIEntry{lua_Integer luaL_len (lua_State *L, int index);|
@apii{0,0,e}
```

Returns the @Q{length} of the value at the given index as a number; it is equivalent to the @Char{#} operator in Lua @see{len-op}. Raises an error if the result of the operation is not an integer. (This case can only happen through metamethods.)

```
}
```



```

@APIEntry{
int luaL_loadbuffer (lua_State *L,
                    const char *buff,
                    size_t sz,
                    const char *name);|
@apii{0,1,-}

```

Equivalent to @Lid{luaL_loadbufferx} with @id{mode} equal to @id{NULL}.

```

}

```

```

@APIEntry{
int luaL_loadbufferx (lua_State *L,
                    const char *buff,
                    size_t sz,
                    const char *name,
                    const char *mode);|
@apii{0,1,-}

```

Loads a buffer as a Lua chunk.

This function uses @Lid{lua_load} to load the chunk in the buffer pointed to by @id{buff} with size @id{sz}.

This function returns the same results as @Lid{lua_load}.

@id{name} is the chunk name,

used for debug information and error messages.

The string @id{mode} works as in the function @Lid{lua_load}.

```

}

```

```

@APIEntry{int luaL_loadfile (lua_State *L, const char *filename);|
@apii{0,1,m}

```

Equivalent to @Lid{luaL_loadfilex} with @id{mode} equal to @id{NULL}.

```

}

```

```

@APIEntry{int luaL_loadfilex (lua_State *L, const char *filename,
                             const char *mode);|
@apii{0,1,m}

```

Loads a file as a Lua chunk.

This function uses @Lid{lua_load} to load the chunk in the file named @id{filename}.

If @id{filename} is @id{NULL},

then it loads from the standard input.

The first line in the file is ignored if it starts with a @T{#}.

The string @id{mode} works as in the function @Lid{lua_load}.

This function returns the same results as @Lid{lua_load}
or @Lid{LUA_ERRFILE} for file-related errors.

As @Lid{lua_load}, this function only loads the chunk;
it does not run it.

}

```
@APIEntry{int luaL_loadstring (lua_State *L, const char *s);|
@apii{0,1,-}}
```

Loads a string as a Lua chunk.

This function uses @Lid{lua_load} to load the chunk in
the zero-terminated string @id{s}.

This function returns the same results as @Lid{lua_load}.

Also as @Lid{lua_load}, this function only loads the chunk;
it does not run it.

}

```
@APIEntry{void luaL_newlib (lua_State *L, const luaL_Reg l[]);|
@apii{0,1,m}}
```

Creates a new table and registers there
the functions in the list @id{l}.

It is implemented as the following macro:

```
@verbatim{
(luaL_newlibtable(L,l), luaL_setfuncs(L,l,0))
}
```

The array @id{l} must be the actual array,
not a pointer to it.

}

```
@APIEntry{void luaL_newlibtable (lua_State *L, const luaL_Reg l[]);|
@apii{0,1,m}}
```

Creates a new table with a size optimized
to store all entries in the array @id{l}
(but does not actually store them).

It is intended to be used in conjunction with @Lid{luaL_setfuncs}
@seeF{luaL_newlib}.

It is implemented as a macro.

The array @id{1} must be the actual array,
not a pointer to it.

}

```
@APIEntry{int luaL_newmetatable (lua_State *L, const char *tname);|
@apii{0,1,m}
```

If the registry already has the key @id{tname},
returns 0.

Otherwise,

creates a new table to be used as a metatable for userdata,
adds to this new table the pair @T{__name = tname},
adds to the registry the pair @T{[tname] = new table},
and returns 1.

In both cases,

the function pushes onto the stack the final value associated
with @id{tname} in the registry.

}

```
@APIEntry{lua_State *luaL_newstate (void);|
@apii{0,0,-}
```

Creates a new Lua state.

It calls @Lid{lua_newstate} with an
allocator based on the @N{standard C} allocation functions
and then sets a warning function and a panic function @see{C-error}
that print messages to the standard error output.

Returns the new state,

or @id{NULL} if there is a @x{memory allocation error}.

}

```
@APIEntry{void luaL_openlibs (lua_State *L);|
@apii{0,0,e}
```

Opens all standard Lua libraries into the given state.

}

```
@APIEntry{
```

```
T luaL_opt (L, func, arg, dflt);|
@apii{0,0,-}
```

This macro is defined as follows:

```
@verbatim{
(lua_isnoneornil(L,(arg)) ? (dflt) : func(L,(arg)))
}
```

In words, if the argument @id{arg} is nil or absent,
the macro results in the default @id{dflt}.

Otherwise, it results in the result of calling @id{func}
with the state @id{L} and the argument index @id{arg} as
arguments.

Note that it evaluates the expression @id{dflt} only if needed.

```
}
```

```
@APIEntry{
lua_Integer luaL_optinteger (lua_State *L,
int arg,
lua_Integer d);|
@apii{0,0,v}
```

If the function argument @id{arg} is an integer
(or it is convertible to an integer),
returns this integer.

If this argument is absent or is @nil,
returns @id{d}.

Otherwise, raises an error.

```
}
```

```
@APIEntry{
const char *luaL_optlstring (lua_State *L,
int arg,
const char *d,
size_t *l);|
@apii{0,0,v}
```

If the function argument @id{arg} is a string,
returns this string.

If this argument is absent or is @nil,
returns @id{d}.

Otherwise, raises an error.

If @id{l} is not @id{NULL},
fills its referent with the result's length.

If the result is @id{NULL}
(only possible when returning @id{d} and @T{d == NULL}),

its length is considered zero.

This function uses @Lid{lua_tolstring} to get its result,
so all conversions and caveats of that function apply here.

```
}
```

```
@APIEntry{lua_Number luaL_optnumber (lua_State *L, int arg, lua_Number d);|  
@apii{0,0,v}
```

If the function argument @id{arg} is a number,
returns this number as a @id{lua_Number}.

If this argument is absent or is @nil,
returns @id{d}.

Otherwise, raises an error.

```
}
```

```
@APIEntry{  
const char *luaL_optstring (lua_State *L,  
int arg,  
const char *d);|  
@apii{0,0,v}
```

If the function argument @id{arg} is a string,
returns this string.

If this argument is absent or is @nil,
returns @id{d}.

Otherwise, raises an error.

```
}
```

```
@APIEntry{char *luaL_prepbuffer (luaL_Buffer *B);|  
@apii{?,?,m}
```

Equivalent to @Lid{luaL_prepbuffsize}
with the predefined size @defid{LUAL_BUFFERSIZE}.

```
}
```

```
@APIEntry{char *luaL_prepbuffsize (luaL_Buffer *B, size_t sz);|  
@apii{?,?,m}
```

Returns an address to a space of size @id{sz}
where you can copy a string to be added to buffer @id{B}
@seeC{luaL_Buffer}.

After copying the string into this space you must call
@Lid{luaL_addsize} with the size of the string to actually add

it to the buffer.

```
}
```

```
@APIEntry{void luaL_pushfail (lua_State *L);|
@apii{0,1,-}}
```

Pushes the @fail value onto the stack @see{libraries}.

```
}
```

```
@APIEntry{void luaL_pushresult (luaL_Buffer *B);|
@apii{?,1,m}}
```

Finishes the use of buffer @id{B} leaving the final string on the top of the stack.

```
}
```

```
@APIEntry{void luaL_pushresultsz (luaL_Buffer *B, size_t sz);|
@apii{?,1,m}}
```

Equivalent to the sequence @Lid{luaL_addsize}, @Lid{luaL_pushresult}.

```
}
```

```
@APIEntry{int luaL_ref (lua_State *L, int t);|
@apii{1,0,m}}
```

Creates and returns a @def{reference},
in the table at index @id{t},
for the object on the top of the stack (and pops the object).

A reference is a unique integer key.

As long as you do not manually add integer keys into the table @id{t},

@Lid{luaL_ref} ensures the uniqueness of the key it returns.

You can retrieve an object referred by the reference @id{r}

by calling @T{lua_rawgeti(L, t, r)}.

The function @Lid{luaL_unref} frees a reference.

If the object on the top of the stack is @nil,

@Lid{luaL_ref} returns the constant @defid{LUA_REFNIL}.

The constant @defid{LUA_NOREF} is guaranteed to be different from any reference returned by @Lid{luaL_ref}.

```
}
```

```
@APIEntry{
```

```

typedef struct luaL_Reg {
    const char *name;
    lua_CFunction func;
} luaL_Reg;
|

```

Type for arrays of functions to be registered by

@Lid{luaL_setfuncs}.

@id{name} is the function name and @id{func} is a pointer to the function.

Any array of @Lid{luaL_Reg} must end with a sentinel entry in which both @id{name} and @id{func} are @id{NULL}.

```

}

```

```

@APIEntry{
void luaL_requiref (lua_State *L, const char *modname,
                    lua_CFunction openf, int glb);
@apii{0,1,e}

```

If @T{package.loaded[modname]} is not true, calls the function @id{openf} with the string @id{modname} as an argument and sets the call result to @T{package.loaded[modname]}, as if that function has been called through @Lid{require}.

If @id{glb} is true, also stores the module into the global @id{modname}.

Leaves a copy of the module on the stack.

```

}

```

```

@APIEntry{void luaL_setfuncs (lua_State *L, const luaL_Reg *l, int nup);
@apii{nup,0,m}

```

Registers all functions in the array @id{l} @seeC{luaL_Reg} into the table on the top of the stack (below optional upvalues, see next).

When @id{nup} is not zero, all functions are created with @id{nup} upvalues, initialized with copies of the @id{nup} values previously pushed on the stack on top of the library table. These values are popped from the stack after the registration.

A function with a @id{NULL} value represents a placeholder, which is filled with @false.

```
}
```

```
@APIEntry{void luaL_setmetatable (lua_State *L, const char *tname);|  
@apii{0,0,-}}
```

Sets the metatable of the object on the top of the stack as the metatable associated with name @id{tname} in the registry @seeC{luaL_newmetatable}.

```
}
```

```
@APIEntry{  
typedef struct luaL_Stream {  
FILE *f;  
lua_CFunction closef;  
} luaL_Stream;  
|
```

The standard representation for @x{file handles} used by the standard I/O library.

A file handle is implemented as a full userdata, with a metatable called @id{LUA_FILEHANDLE} (where @id{LUA_FILEHANDLE} is a macro with the actual metatable's name). The metatable is created by the I/O library @seeF{luaL_newmetatable}.

This userdata must start with the structure @id{luaL_Stream}; it can contain other data after this initial structure. The field @id{f} points to the corresponding C stream (or it can be @id{NULL} to indicate an incompletely created handle). The field @id{closef} points to a Lua function that will be called to close the stream when the handle is closed or collected; this function receives the file handle as its sole argument and must return either a true value, in case of success, or a false value plus an error message, in case of error. Once Lua calls this field, it changes the field value to @id{NULL} to signal that the handle is closed.

```
}
```

```
@APIEntry{void *luaL_testudata (lua_State *L, int arg, const char *tname);|  
@apii{0,0,m}}
```

This function works like @Lid{luaL_checkudata},

except that, when the test fails,
it returns @id{NULL} instead of raising an error.

}

```
@APIEntry{const char *luaL_tolstring (lua_State *L, int idx, size_t *len);  
@apii{0,1,e}
```

Converts any Lua value at the given index to a @N{C string}
in a reasonable format.

The resulting string is pushed onto the stack and also
returned by the function @see{constchar}.

If @id{len} is not @id{NULL},
the function also sets @T{*len} with the string length.

If the value has a metatable with a @idx{__tostring} field,
then @id{luaL_tolstring} calls the corresponding metamethod
with the value as argument,
and uses the result of the call as its result.

}

```
@APIEntry{  
void luaL_traceback (lua_State *L, lua_State *L1, const char *msg,  
                    int level);  
@apii{0,1,m}
```

Creates and pushes a traceback of the stack @id{L1}.

If @id{msg} is not @id{NULL}, it is appended
at the beginning of the traceback.

The @id{level} parameter tells at which level
to start the traceback.

}

```
@APIEntry{const char *luaL_typeerror (lua_State *L,  
                                     int arg,  
                                     const char *tname);  
@apii{0,0,v}
```

Raises a type error for the argument @id{arg}

of the @N{C function} that called it,

using a standard message;

@id{tname} is a @Q{name} for the expected type.

This function never returns.

}

```
@APIEntry{const char *luaL_typename (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns the name of the type of the value at the given index.

```
}
```

```
@APIEntry{void luaL_unref (lua_State *L, int t, int ref);|
@apii{0,0,-}}
```

Releases the reference @id{ref} from the table at index @id{t}
@seeC{luaL_unref}.

The entry is removed from the table,
so that the referred object can be collected.

The reference @id{ref} is also freed to be used again.

If @id{ref} is @Lid{LUA_NOREF} or @Lid{LUA_REFNIL},
@Lid{luaL_unref} does nothing.

```
}
```

```
@APIEntry{void luaL_where (lua_State *L, int lvl);|
@apii{0,1,m}}
```

Pushes onto the stack a string identifying the current position
of the control at level @id{lvl} in the call stack.

Typically this string has the following format:

```
@verbatim{
@rep{chunkname}:@rep{currentline}:
}
```

@N{Level 0} is the running function,

@N{level 1} is the function that called the running function,

etc.

This function is used to build a prefix for error messages.

```
}
```

```
}
```

```
}
```

```
@C{-----}
@sect1 {libraries| @title{The Standard Libraries}}
```

```
@simplesect{
```

The standard Lua libraries provide useful functions that are implemented `@N{in C}` through the `@N{C API}`. Some of these functions provide essential services to the language (e.g., `@Lid{type}` and `@Lid{getmetatable}`); others provide access to outside services (e.g., I/O); and others could be implemented in Lua itself, but that for different reasons deserve an implementation in C (e.g., `@Lid{table.sort}`).

All libraries are implemented through the official `@N{C API}` and are provided as separate `@N{C modules}`. Unless otherwise noted, these library functions do not adjust its number of arguments to its expected parameters. For instance, a function documented as `@T{foo(arg)}` should not be called without an argument.

The notation `@fail` means a false value representing some kind of failure. (Currently, `@fail` is equal to `@nil`, but that may change in future versions. The recommendation is to always test the success of these functions with `@T{(not status)}`, instead of `@T{(status == nil)}`.)

Currently, Lua has the following standard libraries:

- `@itemize{`
- `@item{ @link{predefined|basic library};}`
- `@item{ @link{corolib|coroutine library};}`
- `@item{ @link{packlib|package library};}`
- `@item{ @link{strlib|string manipulation};}`
- `@item{ @link{utf8|basic UTF-8 support};}`
- `@item{ @link{tablib|table manipulation};}`
- `@item{ @link{mathlib|mathematical functions} (sin, log, etc.);}`
- `@item{ @link{iolib|input and output};}`
- `@item{ @link{oslib|operating system facilities};}`
- `@item{ @link{debuglib|debug facilities}.}`

}

Except for the basic and the package libraries, each library provides all its functions as fields of a global table or as methods of its objects.

To have access to these libraries, the @N{C host} program should call the @Lid{luaL_openlibs} function, which opens all standard libraries.

Alternatively,

the host program can open them individually by using

@Lid{luaL_requiref} to call

@defid{luaopen_base} (for the basic library),

@defid{luaopen_package} (for the package library),

@defid{luaopen_coroutine} (for the coroutine library),

@defid{luaopen_string} (for the string library),

@defid{luaopen_utf8} (for the UTF-8 library),

@defid{luaopen_table} (for the table library),

@defid{luaopen_math} (for the mathematical library),

@defid{luaopen_io} (for the I/O library),

@defid{luaopen_os} (for the operating system library),

and @defid{luaopen_debug} (for the debug library).

These functions are declared in @defid{lualib.h}.

}

@sect2{predefined| @title{Basic Functions}}

The basic library provides core functions to Lua.

If you do not include this library in your application, you should check carefully whether you need to provide implementations for some of its facilities.

@LibEntry{assert (v [, message])|

Raises an error if

the value of its argument @id{v} is false (i.e., @nil or @false);

otherwise, returns all its arguments.

In case of error,

@id{message} is the error object;

when absent, it defaults to @St{assertion failed!}

}

@LibEntry{collectgarbage ([opt [, arg]])|

This function is a generic interface to the garbage collector.

It performs different functions according to its first argument, @id{opt}:

@description{

@item{ @St{collect}}|

Performs a full garbage-collection cycle.

This is the default option.

}

@item{ @St{stop}}|

Stops automatic execution of the garbage collector.

The collector will run only when explicitly invoked, until a call to restart it.

}

@item{ @St{restart}}|

Restarts automatic execution of the garbage collector.

}

@item{ @St{count}}|

Returns the total memory in use by Lua in Kbytes.

The value has a fractional part,

so that it multiplied by 1024

gives the exact number of bytes in use by Lua.

}

@item{ @St{step}}|

Performs a garbage-collection step.

The step @Q{size} is controlled by @id{arg}.

With a zero value,

the collector will perform one basic (indivisible) step.

For non-zero values,

the collector will perform as if that amount of memory

(in Kbytes) had been allocated by Lua.

Returns @true if the step finished a collection cycle.

}

@item{ @St{isrunning}}|

Returns a boolean that tells whether the collector is running

(i.e., not stopped).

}

@item{ @St{incremental}}|

Change the collector mode to incremental.

This option can be followed by three numbers:

the garbage-collector pause,

the step multiplier,

and the step size @see{incmode}.

A zero means to not change that value.

}

@item{ @St{generational}|

Change the collector mode to generational.

This option can be followed by two numbers:

the garbage-collector minor multiplier

and the major multiplier @see{genmode}.

A zero means to not change that value.

}

}

See @See{GC} for more details about garbage collection

and some of these options.

This function should not be called by a finalizer.

}

@LibEntry{dofile ([filename])|

Opens the named file and executes its content as a Lua chunk.

When called without arguments,

@id{dofile} executes the content of the standard input (@id{stdin}).

Returns all values returned by the chunk.

In case of errors, @id{dofile} propagates the error

to its caller.

(That is, @id{dofile} does not run in protected mode.)

}

@LibEntry{error (message [, level])|

Raises an error @see{error} with @id{message} as the error object.

This function never returns.

Usually, @id{error} adds some information about the error position at the beginning of the message, if the message is a string.

The @id{level} argument specifies how to get the error position.

With @N{level 1} (the default), the error position is where the

@id{error} function was called.

@N{Level 2} points the error to where the function

that called @id{error} was called; and so on.

Passing a @N{level 0} avoids the addition of error position information to the message.

}

@LibEntry{_G|

A global variable (not a function) that

holds the @x{global environment} @see{globalenv}.

Lua itself does not use this variable;
changing its value does not affect any environment,
nor vice versa.

}

@LibEntry{getmetatable (object)}

If @id{object} does not have a metatable, returns @nil.
Otherwise,
if the object's metatable has a @idx{__metatable} field,
returns the associated value.
Otherwise, returns the metatable of the given object.

}

@LibEntry{ipairs (t)}

Returns three values (an iterator function, the table @id{t}, and 0)
so that the construction
@verbatim{
for i,v in ipairs(t) do @rep{body} end
}
will iterate over the key@En{ }value pairs
(@T{1,t[1]}), (@T{2,t[2]}), @ldots,
up to the first absent index.

}

@LibEntry{load (chunk [, chunkname [, mode [, env]]]}

Loads a chunk.

If @id{chunk} is a string, the chunk is this string.
If @id{chunk} is a function,
@id{load} calls it repeatedly to get the chunk pieces.
Each call to @id{chunk} must return a string that concatenates
with previous results.
A return of an empty string, @nil, or no value signals the end of the chunk.

If there are no syntactic errors,
@id{load} returns the compiled chunk as a function;
otherwise, it returns @fail plus the error message.

When you load a main chunk,
the resulting function will always have exactly one upvalue,
the @id{_ENV} variable @see{globalenv}.
However,

when you load a binary chunk created from a function `@seeF{string.dump}`, the resulting function can have an arbitrary number of upvalues, and there is no guarantee that its first upvalue will be the `@id{_ENV}` variable.
(A non-main function may not even have an `@id{_ENV}` upvalue.)

Regardless, if the resulting function has any upvalues, its first upvalue is set to the value of `@id{env}`, if that parameter is given, or to the value of the `@x{global environment}`. Other upvalues are initialized with `@nil`. All upvalues are fresh, that is, they are not shared with any other function.

`@id{chunkname}` is used as the name of the chunk for error messages and debug information `@see{debugI}`.
When absent, it defaults to `@id{chunk}`, if `@id{chunk}` is a string, or to `@St{=(load)}` otherwise.

The string `@id{mode}` controls whether the chunk can be text or binary (that is, a precompiled chunk).
It may be the string `@St{b}` (only `@x{binary chunk}s`), `@St{t}` (only text chunks), or `@St{bt}` (both binary and text).
The default is `@St{bt}`.

It is safe to load malformed binary chunks;
`@id{load}` signals an appropriate error.
However,
Lua does not check the consistency of the code inside binary chunks; running maliciously crafted bytecode can crash the interpreter.

}

`@LibEntry{loadfile ([filename [, mode [, env]])}`

Similar to `@Lid{load}`,
but gets the chunk from file `@id{filename}`
or from the standard input,
if no file name is given.

}

`@LibEntry{next (table [, index])}`

Allows a program to traverse all fields of a table.
Its first argument is a table and its second argument

is an index in this table.

A call to `@id{next}` returns the next index of the table and its associated value.

When called with `@nil` as its second argument, `@id{next}` returns an initial index and its associated value.

When called with the last index, or with `@nil` in an empty table, `@id{next}` returns `@nil`.

If the second argument is absent, then it is interpreted as `@nil`.

In particular,

you can use `@T{next(t)}` to check whether a table is empty.

The order in which the indices are enumerated is not specified, `@emph{even for numeric indices}`.

(To traverse a table in numerical order, use a numerical `@Rw{for}`.)

You should not assign any value to a non-existent field in a table during its traversal.

You may however modify existing fields.

In particular, you may set existing fields to `nil`.

}

`@LibEntry{pairs (t)}`

If `@id{t}` has a metamethod `@idx{__pairs}`, calls it with `@id{t}` as argument and returns the first three results from the call.

Otherwise,

returns three values: the `@Lid{next}` function, the table `@id{t}`, and `@nil`, so that the construction

```
@verbatim{
for k,v in pairs(t) do @rep{body} end
}
```

will iterate over all key@En{ }value pairs of table `@id{t}`.

See function `@Lid{next}` for the caveats of modifying the table during its traversal.

}

`@LibEntry{pcall (f [, arg1, @Cdots])}`

Calls the function `@id{f}` with the given arguments in `@emph{protected mode}`.

This means that any error `@N{inside @T{f}}` is not propagated; instead, `@id{pcall}` catches the error and returns a status code.

Its first result is the status code (a boolean), which is `@true` if the call succeeds without errors.

In such case, `@id{pcall}` also returns all results from the call, after this first result.

In case of any error, `@id{pcall}` returns `@false` plus the error object.

Note that errors caught by `@id{pcall}` do not call a message handler.

}

`@LibEntry{print (@Cdots)}`

Receives any number of arguments and prints their values to `@id{stdout}`, converting each argument to a string following the same rules of `@Lid{tostring}`.

The function `@id{print}` is not intended for formatted output, but only as a quick way to show a value, for instance for debugging.

For complete control over the output, use `@Lid{string.format}` and `@Lid{io.write}`.

}

`@LibEntry{rawequal (v1, v2)}`

Checks whether `@id{v1}` is equal to `@id{v2}`, without invoking the `@idx{__eq}` metamethod. Returns a boolean.

}

`@LibEntry{rawget (table, index)}`

Gets the real value of `@T{table[index]}`, without using the `@idx{__index}` metavalue.

`@id{table}` must be a table;

`@id{index}` may be any value.

}

`@LibEntry{rawlen (v)}`

Returns the length of the object `@id{v}`, which must be a table or a string, without invoking the `@idx{__len}` metamethod.

Returns an integer.

}

`@LibEntry{rawset (table, index, value)}`
Sets the real value of `@T{table[index]}` to `@id{value}`,
without using the `@idx{__newindex}` metavalue.
`@id{table}` must be a table,
`@id{index}` any value different from `@nil` and `@x{NaN}`,
and `@id{value}` any Lua value.

This function returns `@id{table}`.

}

`@LibEntry{select (index, @Cdots)}`

If `@id{index}` is a number,
returns all arguments after argument number `@id{index}`;
a negative number indexes from the end (`@num{-1}` is the last argument).
Otherwise, `@id{index}` must be the string `@T{"#"}`,
and `@id{select}` returns the total number of extra arguments it received.

}

`@LibEntry{setmetatable (table, metatable)}`

Sets the metatable for the given table.
If `@id{metatable}` is `@nil`,
removes the metatable of the given table.
If the original metatable has a `@idx{__metatable}` field,
raises an error.

This function returns `@id{table}`.

To change the metatable of other types from Lua code,
you must use the `@link{debuglib|debug library}`.

}

`@LibEntry{tonumber (e [, base])}`

When called with no `@id{base}`,
`@id{tonumber}` tries to convert its argument to a number.
If the argument is already a number or
a string convertible to a number,
then `@id{tonumber}` returns this number;
otherwise, it returns `@fail`.

The conversion of strings can result in integers or floats,
according to the lexical conventions of Lua `@see{lexical}`.

The string may have leading and trailing spaces and a sign.

When called with `@id{base}`,
then `@id{e}` must be a string to be interpreted as
an integer numeral in that base.

The base may be any integer between 2 and 36, inclusive.

In bases `@N{above 10}`, the letter `@Char{A}` (in either upper or lower case)
`@N{represents 10}`, `@Char{B}` `@N{represents 11}`, and so forth,
with `@Char{Z}` representing 35.

If the string `@id{e}` is not a valid numeral in the given base,
the function returns `@fail`.

}

`@LibEntry{tostring (v)}`

Receives a value of any type and
converts it to a string in a human-readable format.

If the metatable of `@id{v}` has a `@idx{__tostring}` field,
then `@id{tostring}` calls the corresponding value
with `@id{v}` as argument,
and uses the result of the call as its result.

Otherwise, if the metatable of `@id{v}` has a `@idx{__name}` field
with a string value,
`@id{tostring}` may use that string in its final result.

For complete control of how numbers are converted,
use `@Lid{string.format}`.

}

`@LibEntry{type (v)}`

Returns the type of its only argument, coded as a string.

The possible results of this function are

`@St{nil}` (a string, not the value `@nil`),

`@St{number}`,

`@St{string}`,

`@St{boolean}`,

`@St{table}`,

`@St{function}`,

`@St{thread}`,

and `@St{userdata}`.

}

`@LibEntry{__VERSION}`

A global variable (not a function) that holds a string containing the running Lua version. The current value of this variable is @St{Lua 5.4}.

}

@LibEntry{warn (msg1, @Cdots)|

Emits a warning with a message composed by the concatenation of all its arguments (which should be strings).

By convention, a one-piece message starting with @Char{@At} is intended to be a @emph{control message}, which is a message to the warning system itself. In particular, the standard warning function in Lua recognizes the control messages @St{@At{}off}, to stop the emission of warnings, and @St{@At{}on}, to (re)start the emission; it ignores unknown control messages.

}

@LibEntry{xpcall (f, msgh [, arg1, @Cdots])|

This function is similar to @Lid{pcall}, except that it sets a new @x{message handler} @id{msgh}.

}

}

@sect2{corolib| @title{Coroutine Manipulation}}

This library comprises the operations to manipulate coroutines, which come inside the table @defid{coroutine}. See @See{coroutine} for a general description of coroutines.

@LibEntry{coroutine.close (co)|

Closes coroutine @id{co}, that is, closes all its pending to-be-closed variables and puts the coroutine in a dead state. The given coroutine must be dead or suspended. In case of error

(either the original error that stopped the coroutine or errors in closing methods),
returns `@false` plus the error object;
otherwise returns `@true`.

}

@LibEntry{coroutine.create (f)}

Creates a new coroutine, with body `@id{f}`.

`@id{f}` must be a function.

Returns this new coroutine,
an object with type `@T{"thread"}`.

}

@LibEntry{coroutine.isyieldable ([co])}

Returns `@true` when the coroutine `@id{co}` can yield.
The default for `@id{co}` is the running coroutine.

A coroutine is yieldable if it is not the main thread and
it is not inside a non-yieldable `@N{C}` function.

}

@LibEntry{coroutine.resume (co [, val1, @Cdots])}

Starts or continues the execution of coroutine `@id{co}`.

The first time you resume a coroutine,
it starts running its body.

The values `@id{val1}`, `@ldots` are passed
as the arguments to the body function.

If the coroutine has yielded,

`@id{resume}` restarts it;

the values `@id{val1}`, `@ldots` are passed
as the results from the yield.

If the coroutine runs without any errors,

`@id{resume}` returns `@true` plus any values passed to `@id{yield}`
(when the coroutine yields) or any values returned by the body function
(when the coroutine terminates).

If there is any error,

`@id{resume}` returns `@false` plus the error message.

}

@LibEntry{coroutine.running ()}

Returns the running coroutine plus a boolean,
@true when the running coroutine is the main one.

}

@LibEntry{coroutine.status (co)|

Returns the status of the coroutine @id{co}, as a string:
@T{"running"},
if the coroutine is running
(that is, it is the one that called @id{status});
@T{"suspended"}, if the coroutine is suspended in a call to @id{yield},
or if it has not started running yet;
@T{"normal"} if the coroutine is active but not running
(that is, it has resumed another coroutine);
and @T{"dead"} if the coroutine has finished its body function,
or if it has stopped with an error.

}

@LibEntry{coroutine.wrap (f)|

Creates a new coroutine, with body @id{f};
@id{f} must be a function.
Returns a function that resumes the coroutine each time it is called.
Any arguments passed to this function behave as the
extra arguments to @id{resume}.
The function returns the same values returned by @id{resume},
except the first boolean.
In case of error,
the function closes the coroutine and propagates the error.

}

@LibEntry{coroutine.yield (@Cdots)|

Suspends the execution of the calling coroutine.
Any arguments to @id{yield} are passed as extra results to @id{resume}.

}

}

@sect2{packlib| @title{Modules}}

The package library provides basic
facilities for loading modules in Lua.

It exports one function directly in the global environment:

`@Lid{require}`.

Everything else is exported in the table `@defid{package}`.

`@LibEntry{require (modname)}`

Loads the given module.

The function starts by looking into the `@Lid{package.loaded}` table to determine whether `@id{modname}` is already loaded.

If it is, then `@id{require}` returns the value stored at `@T{package.loaded[modname]}`.

(The absence of a second result in this case signals that this call did not have to load the module.)

Otherwise, it tries to find a `@emph{loader}` for the module.

To find a loader,

`@id{require}` is guided by the table `@Lid{package.searchers}`.

Each item in this table is a search function, that searches for the module in a particular way.

By changing this table, we can change how `@id{require}` looks for a module.

The following explanation is based on the default configuration for `@Lid{package.searchers}`.

First `@id{require}` queries `@T{package.preload[modname]}`.

If it has a value, this value (which must be a function) is the loader.

Otherwise `@id{require}` searches for a Lua loader using the path stored in `@Lid{package.path}`.

If that also fails, it searches for a `@N{C loader}` using the path stored in `@Lid{package.cpath}`.

If that also fails, it tries an `@emph{all-in-one}` loader `@seeF{package.searchers}`.

Once a loader is found,

`@id{require}` calls the loader with two arguments:

`@id{modname}` and an extra value,

a `@emph{loader data}`,

also returned by the searcher.

The loader data can be any value useful to the module; for the default searchers,

it indicates where the loader was found.

(For instance, if the loader came from a file, this extra value is the file path.)

If the loader returns any non-nil value,

`@id{require}` assigns the returned value to `@T{package.loaded[modname]}`.

If the loader does not return a non-nil value and

has not assigned any value to `@T{package.loaded[modname]}`, then `@id{require}` assigns `@true` to this entry. In any case, `@id{require}` returns the final value of `@T{package.loaded[modname]}`. Besides that value, `@id{require}` also returns as a second result the loader data returned by the searcher, which indicates how `@id{require}` found the module.

If there is any error loading or running the module, or if it cannot find any loader for the module, then `@id{require}` raises an error.

}

`@LibEntry{package.config|`

A string describing some compile-time configurations for packages.

This string is a sequence of lines:

`@itemize{`

`@item{The first line is the @x{directory separator} string.`

`Default is @Char{\} for @x{Windows} and @Char{/} for all other systems.}`

`@item{The second line is the character that separates templates in a path.`

`Default is @Char{;}.}`

`@item{The third line is the string that marks the substitution points in a template.`

`Default is @Char{?}.}`

`@item{The fourth line is a string that, in a path in @x{Windows}, is replaced by the executable's directory.`

`Default is @Char{!}.}`

`@item{The fifth line is a mark to ignore all text after it when building the @id{luaopen_} function name.`

`Default is @Char{-}.}`

}

}

`@LibEntry{package.cpath|`

A string with the path used by `@Lid{require}` to search for a `@N{C loader}`.

Lua initializes the `@N{C path}` `@Lid{package.cpath}` in the same way

it initializes the Lua path @Lid{package.path},
using the environment variable @defid{LUA_CPATH_5_4},
or the environment variable @defid{LUA_CPATH},
or a default path defined in @id{luaconf.h}.

}

@LibEntry{package.loaded|

A table used by @Lid{require} to control which
modules are already loaded.

When you require a module @id{modname} and
@T{package.loaded[modname]} is not false,
@Lid{require} simply returns the value stored there.

This variable is only a reference to the real table;
assignments to this variable do not change the
table used by @Lid{require}.

}

@LibEntry{package.loadlib (libname, funcname)|

Dynamically links the host program with the @N{C library} @id{libname}.

If @id{funcname} is @St{*},
then it only links with the library,
making the symbols exported by the library
available to other dynamically linked libraries.
Otherwise,
it looks for a function @id{funcname} inside the library
and returns this function as a @N{C function}.
So, @id{funcname} must follow the @Lid{lua_CFunction} prototype
@seeC{lua_CFunction}.

This is a low-level function.

It completely bypasses the package and module system.

Unlike @Lid{require},

it does not perform any path searching and
does not automatically adds extensions.

@id{libname} must be the complete file name of the @N{C library},
including if necessary a path and an extension.

@id{funcname} must be the exact name exported by the @N{C library}
(which may depend on the @N{C compiler} and linker used).

This function is not supported by @N{Standard C}.

As such, it is only available on some platforms

(Windows, Linux, Mac OS X, Solaris, BSD,

plus other Unix systems that support the @id{dlfcn} standard).

This function is inherently insecure, as it allows Lua to call any function in any readable dynamic library in the system.

(Lua calls any function assuming the function has a proper prototype and respects a proper protocol @see{lua_CFunction}.)

Therefore, calling an arbitrary function in an arbitrary dynamic library more often than not results in an access violation.)

}

@LibEntry{package.path|

A string with the path used by @Lid{require} to search for a Lua loader.

At start-up, Lua initializes this variable with the value of the environment variable @defid{LUA_PATH_5_4} or the environment variable @defid{LUA_PATH} or with a default path defined in @id{luaconf.h}, if those environment variables are not defined. A @St{;;} in the value of the environment variable is replaced by the default path.

}

@LibEntry{package.preload|

A table to store loaders for specific modules @seeF{require}.

This variable is only a reference to the real table; assignments to this variable do not change the table used by @Lid{require}.

}

@LibEntry{package.searchers|

A table used by @Lid{require} to control how to find modules.

Each entry in this table is a @def{searcher function}. When looking for a module, @Lid{require} calls each of these searchers in ascending order, with the module name (the argument given to @Lid{require}) as its

sole argument.

If the searcher finds the module,
it returns another function, the module `@def{loader}`,
plus an extra value, a `@emph{loader data}`,
that will be passed to that loader and
returned as a second result by `@Lid{require}`.

If it cannot find the module,
it returns a string explaining why
(or `@nil` if it has nothing to say).

Lua initializes this table with four searcher functions.

The first searcher simply looks for a loader in the
`@Lid{package.preload}` table.

The second searcher looks for a loader as a Lua library,
using the path stored at `@Lid{package.path}`.
The search is done as described in function `@Lid{package.searchpath}`.

The third searcher looks for a loader as a `@N{C library}`,
using the path given by the variable `@Lid{package.cpath}`.
Again,
the search is done as described in function `@Lid{package.searchpath}`.

For instance,

if the `@N{C path}` is the string
`@verbatim{`
`"/?.so;?.dll;/usr/local/?/init.so"`
`}`

the searcher for module `@id{foo}`
will try to open the files `@T{./foo.so}`, `@T{./foo.dll}`,
and `@T{/usr/local/foo/init.so}`, in that order.

Once it finds a `@N{C library}`,
this searcher first uses a dynamic link facility to link the
application with the library.

Then it tries to find a `@N{C function}` inside the library to
be used as the loader.

The name of this `@N{C function}` is the string `@St{luaopen_}`
concatenated with a copy of the module name where each dot
is replaced by an underscore.

Moreover, if the module name has a hyphen,
its suffix after (and including) the first hyphen is removed.

For instance, if the module name is `@id{a.b.c-v2.1}`,
the function name will be `@id{luaopen_a_b_c}`.

The fourth searcher tries an `@def{all-in-one loader}`.

It searches the `@N{C path}` for a library for
the root name of the given module.

For instance, when requiring `@id{a.b.c}`,

it will search for a @N{C library} for @id{a}.
If found, it looks into it for an open function for
the submodule;
in our example, that would be @id{luaopen_a_b_c}.
With this facility, a package can pack several @N{C submodules}
into one single library,
with each submodule keeping its original open function.

All searchers except the first one (preload) return as the extra value
the file path where the module was found,
as returned by @Lid{package.searchpath}.
The first searcher always returns the string @St{:preload:}.

Searchers should raise no errors and have no side effects in Lua.
(They may have side effects in C,
for instance by linking the application with a library.)

}

@LibEntry{package.searchpath (name, path [, sep [, rep]])}

Searches for the given @id{name} in the given @id{path}.

A path is a string containing a sequence of
@emph{templates} separated by semicolons.
For each template,
the function replaces each interrogation mark (if any)
in the template with a copy of @id{name}
wherein all occurrences of @id{sep}
(a dot, by default)
were replaced by @id{rep}
(the system's directory separator, by default),
and then tries to open the resulting file name.

For instance, if the path is the string

```
@verbatim{  
"/?.lua;/?..lc;/usr/local/?/init.lua"  
}
```

the search for the name @id{foo.a}
will try to open the files
@T{./foo/a.lua}, @T{./foo/a.lc}, and
@T{/usr/local/foo/a/init.lua}, in that order.

Returns the resulting name of the first file that it can
open in read mode (after closing the file),
or @fail plus an error message if none succeeds.
(This error message lists all file names it tried to open.)

}

}

@sect2{strlib| @title{String Manipulation}

@simplesect{

This library provides generic functions for string manipulation, such as finding and extracting substrings, and pattern matching.

When indexing a string in Lua, the first character is at @N{position 1} (not @N{at 0}, as in C).

Indices are allowed to be negative and are interpreted as indexing backwards, from the end of the string.

Thus, the last character is at position @num{-1}, and so on.

The string library provides all its functions inside the table

@defid{string}.

It also sets a @x{metatable for strings}

where the @idx{__index} field points to the @id{string} table.

Therefore, you can use the string functions in object-oriented style.

For instance, @T{string.byte(s,i)}

can be written as @T{s:byte(i)}.

The string library assumes one-byte character encodings.

@LibEntry{string.byte (s [, i [, j]])}

Returns the internal numeric codes of the characters @T{s[i]}, @T{s[i+1]}, @ldots, @T{s[j]}.

The default value for @id{i} @N{is 1};

the default value for @id{j} @N{is @id{i}}.

These indices are corrected

following the same rules of function @Lid{string.sub}.

Numeric codes are not necessarily portable across platforms.

}

@LibEntry{string.char (@Cdots)}

Receives zero or more integers.

Returns a string with length equal to the number of arguments, in which each character has the internal numeric code equal to its corresponding argument.

Numeric codes are not necessarily portable across platforms.

}

@LibEntry{string.dump (function [, strip])|

Returns a string containing a binary representation
(a `@emph{binary chunk}`)
of the given function,
so that a later `@Lid{load}` on this string returns
a copy of the function (but with new upvalues).
If `@id{strip}` is a true value,
the binary representation may not include all debug information
about the function,
to save space.

Functions with upvalues have only their number of upvalues saved.
When (re)loaded,
those upvalues receive fresh instances.
(See the `@Lid{load}` function for details about
how these upvalues are initialized.
You can use the debug library to serialize
and reload the upvalues of a function
in a way adequate to your needs.)

}

@LibEntry{string.find (s, pattern [, init [, plain]])|

Looks for the first match of
`@id{pattern}` `@see{pm}` in the string `@id{s}`.
If it finds a match, then `@id{find}` returns the indices `@N{of @T{s}}`
where this occurrence starts and ends;
otherwise, it returns `@fail`.
A third, optional numeric argument `@id{init}` specifies
where to start the search;
its default value `@N{is 1}` and can be negative.
A `@true` as a fourth, optional argument `@id{plain}`
turns off the pattern matching facilities,
so the function does a plain `@Q{find substring}` operation,
with no characters in `@id{pattern}` being considered magic.

If the pattern has captures,
then in a successful match
the captured values are also returned,
after the two indices.

}

@LibEntry{string.format (formatstring, @Cdots)|

Returns a formatted version of its variable number of arguments following the description given in its first argument, which must be a string.

The format string follows the same rules as the `@ANSI{sprintf}`.

The only differences are that the conversion specifiers and modifiers `@id{F}`, `@id{n}`, `@T{*}`, `@id{h}`, `@id{L}`, and `@id{l}` are not supported and that there is an extra specifier, `@id{q}`.

Both width and precision, when present, are limited to two digits.

The specifier `@id{q}` formats booleans, nil, numbers, and strings in a way that the result is a valid constant in Lua source code.

Booleans and nil are written in the obvious way (`@id{true}`, `@id{false}`, `@id{nil}`).

Floats are written in hexadecimal, to preserve full precision.

A string is written between double quotes, using escape sequences when necessary to ensure that it can safely be read back by the Lua interpreter.

For instance, the call

```
@verbatim{
string.format("%q", 'a string with "quotes" and \n new line')
}
```

may produce the string:

```
@verbatim{
"a string with \"quotes\" and \
new line"
}
```

This specifier does not support modifiers (flags, width, precision).

The conversion specifiers

`@id{A}`, `@id{a}`, `@id{E}`, `@id{e}`, `@id{f}`, `@id{G}`, and `@id{g}` all expect a number as argument.

The specifiers `@id{c}`, `@id{d}`, `@id{i}`, `@id{o}`, `@id{u}`, `@id{X}`, and `@id{x}` expect an integer.

When Lua is compiled with a C89 compiler, the specifiers `@id{A}` and `@id{a}` (hexadecimal floats) do not support modifiers.

The specifier `@id{s}` expects a string; if its argument is not a string, it is converted to one following the same rules of `@Lid{tostring}`. If the specifier has any modifier, the corresponding string argument should not contain `@x{embedded zeros}`.

The specifier `@id{p}` formats the pointer returned by `@Lid{lua_topointer}`.

That gives a unique string identifier for tables, userdata, threads, strings, and functions.

For other values (numbers, nil, booleans), this specifier results in a string representing the pointer @id{NULL}.

```
}
```

@LibEntry{string.gmatch (s, pattern [, init])}

Returns an iterator function that,

each time it is called,

returns the next captures from @id{pattern} @see{pm} over the string @id{s}.

If @id{pattern} specifies no captures, then the whole match is produced in each call.

A third, optional numeric argument @id{init} specifies where to start the search;

its default value @N{is 1} and can be negative.

As an example, the following loop will iterate over all the words from string @id{s}, printing one per line:

```
@verbatim{
s = "hello world from Lua"
for w in string.gmatch(s, "%a+") do
  print(w)
end
}
```

The next example collects all pairs @T{key=value} from the given string into a table:

```
@verbatim{
t = {}
s = "from=world, to=Lua"
for k, v in string.gmatch(s, "(%w+)=(%w+)") do
  t[k] = v
end
}
```

For this function, a caret @Char{^} at the start of a pattern does not work as an anchor, as this would prevent the iteration.

```
}
```

@LibEntry{string.gsub (s, pattern, repl [, n])}

Returns a copy of @id{s}

in which all (or the first @id{n}, if given)

occurrences of the @id{pattern} @see{pm} have been replaced by a replacement string specified by @id{repl},

which can be a string, a table, or a function.

`@id{gsub}` also returns, as its second value,

the total number of matches that occurred.

The name `@id{gsub}` comes from `@emph{Global SUBstitution}`.

If `@id{repl}` is a string, then its value is used for replacement.

The `@N{character @T{%%}}` works as an escape character:

any sequence in `@id{repl}` of the form `@T{%%@rep{d}}`,

with `@rep{d}` between 1 and 9,

stands for the value of the `@rep{d}`-th captured substring;

the sequence `@T{%%0}` stands for the whole match;

the sequence `@T{%%}` stands for a `@N{single @T{%%}}`.

If `@id{repl}` is a table, then the table is queried for every match,

using the first capture as the key.

If `@id{repl}` is a function, then this function is called every time a

match occurs, with all captured substrings passed as arguments,

in order.

In any case,

if the pattern specifies no captures,

then it behaves as if the whole pattern was inside a capture.

If the value returned by the table query or by the function call

is a string or a number,

then it is used as the replacement string;

otherwise, if it is `@Rw{false}` or `@nil`,

then there is no replacement

(that is, the original match is kept in the string).

Here are some examples:

```
@verbatim{
```

```
x = string.gsub("hello world", "(%w+)", "%1 %1")
```

```
--> x="hello hello world world"
```

```
x = string.gsub("hello world", "%w+", "%0 %0", 1)
```

```
--> x="hello hello world"
```

```
x = string.gsub("hello world from Lua", "(%w+)%s*(%w+)", "%2 %1")
```

```
--> x="world hello Lua from"
```

```
x = string.gsub("home = $HOME, user = $USER", "%$(%w+)", os.getenv)
```

```
--> x="home = /home/roberto, user = roberto"
```

```
x = string.gsub("4+5 = $return 4+5$", "%$(.)%$", function (s)
```

```
    return load(s)()
```

```
end)
```

```
--> x="4+5 = 9"
```

```
local t = {name="lua", version="5.4"}  
x = string.gsub("$name-$version.tar.gz", "%$(%w+)", t)  
--> x="lua-5.4.tar.gz"  
}
```

```
}
```

```
@LibEntry{string.len (s)|
```

Receives a string and returns its length.

The empty string @T{""} has length 0.

Embedded zeros are counted,

so @T{"a\000bc\000"} has length 5.

```
}
```

```
@LibEntry{string.lower (s)|
```

Receives a string and returns a copy of this string with all uppercase letters changed to lowercase.

All other characters are left unchanged.

The definition of what an uppercase letter is depends on the current locale.

```
}
```

```
@LibEntry{string.match (s, pattern [, init])|
```

Looks for the first @emph{match} of the @id{pattern} @see{pm} in the string @id{s}.

If it finds one, then @id{match} returns

the captures from the pattern;

otherwise it returns @fail.

If @id{pattern} specifies no captures,

then the whole match is returned.

A third, optional numeric argument @id{init} specifies

where to start the search;

its default value @N{is 1} and can be negative.

```
}
```

```
@LibEntry{string.pack (fmt, v1, v2, @Cdots)|
```

Returns a binary string containing the values @id{v1}, @id{v2}, etc.

serialized in binary form (packed)

according to the format string @id{fmt} @see{pack}.

}

@LibEntry{string.packsize (fmt)|

Returns the size of a string resulting from @Lid{string.pack} with the given format.

The format string cannot have the variable-length options @Char{s} or @Char{z} @see{pack}.

}

@LibEntry{string.rep (s, n [, sep])|

Returns a string that is the concatenation of @id{n} copies of the string @id{s} separated by the string @id{sep}.

The default value for @id{sep} is the empty string (that is, no separator).

Returns the empty string if @id{n} is not positive.

(Note that it is very easy to exhaust the memory of your machine with a single call to this function.)

}

@LibEntry{string.reverse (s)|

Returns a string that is the string @id{s} reversed.

}

@LibEntry{string.sub (s, i [, j])|

Returns the substring of @id{s} that starts at @id{i} and continues until @id{j};

@id{i} and @id{j} can be negative.

If @id{j} is absent, then it is assumed to be equal to @num{-1} (which is the same as the string length).

In particular,

the call @T{string.sub(s,1,j)} returns a prefix of @id{s} with length @id{j},

and @T{string.sub(s, -i)} (for a positive @id{i}) returns a suffix of @id{s}

with length @id{i}.

If, after the translation of negative indices,

@id{i} is less than 1,

it is corrected to 1.

If @id{j} is greater than the string length,

it is corrected to that length.
If, after these corrections,
@id{i} is greater than @id{j},
the function returns the empty string.

}

@LibEntry{string.unpack (fmt, s [, pos])|

Returns the values packed in string @id{s} @seeF{string.pack}
according to the format string @id{fmt} @see{pack}.
An optional @id{pos} marks where
to start reading in @id{s} (default is 1).
After the read values,
this function also returns the index of the first unread byte in @id{s}.

}

@LibEntry{string.upper (s)|

Receives a string and returns a copy of this string with all
lowercase letters changed to uppercase.
All other characters are left unchanged.
The definition of what a lowercase letter is depends on the current locale.

}

}

@sect3{pm| @title{Patterns}

@simplesect{

Patterns in Lua are described by regular strings,
which are interpreted as patterns by the pattern-matching functions
@Lid{string.find},
@Lid{string.gmatch},
@Lid{string.gsub},
and @Lid{string.match}.

This section describes the syntax and the meaning
(that is, what they match) of these strings.

}

@sect4{@title{Character Class:}

A @def{character class} is used to represent a set of characters.
The following combinations are allowed in describing a character class:

@description{

@item{ @rep{x}|

(where @rep{x} is not one of the @emph{x}{magic characters}

@T{^\$()%.[]*+~?})

represents the character @emph{x} itself.

}

@item{ @T{.}| (a dot) represents all characters. }

@item{ @T{%a}| represents all letters. }

@item{ @T{%c}| represents all control characters. }

@item{ @T{%d}| represents all digits. }

@item{ @T{%g}| represents all printable characters except space. }

@item{ @T{%l}| represents all lowercase letters. }

@item{ @T{%p}| represents all punctuation characters. }

@item{ @T{%s}| represents all space characters. }

@item{ @T{%u}| represents all uppercase letters. }

@item{ @T{%w}| represents all alphanumeric characters. }

@item{ @T{%x}| represents all hexadecimal digits. }

@item{ @T{% @rep{x} }| (where @rep{x} is any non-alphanumeric character)

represents the character @rep{x}.

This is the standard way to escape the magic characters.

Any non-alphanumeric character

(including all punctuation characters, even the non-magical)

can be preceded by a @Char{%} to represent itself in a pattern.

}

@item{ @T{[@rep{set}]}|

represents the class which is the union of all
characters in @rep{set}.

A range of characters can be specified by
separating the end characters of the range,
in ascending order, with a @Char{-}.

All classes @T{%} @emph{x} described above can also be used as
components in @rep{set}.

All other characters in @rep{set} represent themselves.

For example, @T{[%w_]} (or @T{[_%w]})

represents all alphanumeric characters plus the underscore,
@T{[0-7]} represents the octal digits,
and @T{[0-7!%-]} represents the octal digits plus
the lowercase letters plus the @Char{-} character.

You can put a closing square bracket in a set
by positioning it as the first character in the set.
You can put a hyphen in a set
by positioning it as the first or the last character in the set.
(You can also use an escape for both cases.)

The interaction between ranges and classes is not defined.
Therefore, patterns like @T{[%a-z]} or @T{[a-%%]}
have no meaning.
}

@item{@T{[^@rep{set}]}}|
represents the complement of @rep{set},
where @rep{set} is interpreted as above.
}

}

For all classes represented by single letters (@T{%a}, @T{%c}, etc.),
the corresponding uppercase letter represents the complement of the class.
For instance, @T{%S} represents all non-space characters.

The definitions of letter, space, and other character groups
depend on the current locale.
In particular, the class @T{[a-z]} may not be equivalent to @T{%l}.

}

@sect4{@title{Pattern Item: }
A @def{pattern item} can be
@itemize{

@item{
a single character class,
which matches any single character in the class;
}

@item{
a single character class followed by @Char{*},
which matches sequences of zero or more characters in the class.
These repetition items will always match the longest possible sequence;
}

@item{

a single character class followed by @Char{+},
which matches sequences of one or more characters in the class.
These repetition items will always match the longest possible sequence;
}

@item{
a single character class followed by @Char{-},
which also matches sequences of zero or more characters in the class.
Unlike @Char{*},
these repetition items will always match the shortest possible sequence;
}

@item{
a single character class followed by @Char{?},
which matches zero or one occurrence of a character in the class.
It always matches one occurrence if possible;
}

@item{
@T{%@rep{n}}, for @rep{n} between 1 and 9;
such item matches a substring equal to the @rep{n}-th captured string
(see below);
}

@item{
@T{%b@rep{xy}}, where @rep{x} and @rep{y} are two distinct characters;
such item matches strings that start @N{with @rep{x}}, end @N{with @rep{y}},
and where the @rep{x} and @rep{y} are @emph{balanced}.
This means that, if one reads the string from left to right,
counting @M{+1} for an @rep{x} and @M{-1} for a @rep{y},
the ending @rep{y} is the first @rep{y} where the count reaches 0.
For instance, the item @T{%b()} matches expressions with
balanced parentheses.
}

@item{
@T{%f[@rep{set}]}, a @def{frontier pattern};
such item matches an empty string at any position such that
the next character belongs to @rep{set}
and the previous character does not belong to @rep{set}.
The set @rep{set} is interpreted as previously described.
The beginning and the end of the subject are handled as if
they were the character @Char{\0}.
}

}

}

@sect4{ @title{Pattern:}

A @def{pattern} is a sequence of pattern items.

A caret @Char{^} at the beginning of a pattern anchors the match at the beginning of the subject string.

A @Char{\$} at the end of a pattern anchors the match at the end of the subject string.

At other positions,

@Char{^} and @Char{\$} have no special meaning and represent themselves.

}

@sect4{ @title{Captures:}

A pattern can contain sub-patterns enclosed in parentheses; they describe @def{captures}.

When a match succeeds, the substrings of the subject string that match captures are stored (@emph{captured}) for future use.

Captures are numbered according to their left parentheses.

For instance, in the pattern @T{"a*(.)%w(%s*)"}, the part of the string matching @T{"a*(.)%w(%s*)"} is stored as the first capture, and therefore has @N{number 1}; the character matching @St{.} is captured with @N{number 2}, and the part matching @St{%s*} has @N{number 3}.

As a special case, the capture @T{} captures the current string position (a number).

For instance, if we apply the pattern @T{"()aa()"} on the string @T{"flaaap"}, there will be two captures: @N{3 and 5}.

}

@sect4{ @title{Multiple matches:}

The function @Lid{string.gsub} and the iterator @Lid{string.gmatch} match multiple occurrences of the given pattern in the subject.

For these functions,

a new match is considered valid only

if it ends at least one byte after the end of the previous match.

In other words, the pattern machine never accepts the empty string as a match immediately after another match.

As an example,

consider the results of the following code:

```
@verbatim{
> string.gsub("abc", "()a*()", print);
--> 1 2
--> 3 3
--> 4 4
}
```

The second and third results come from Lua matching an empty

string after `@Char{b}` and another one after `@Char{c}`.
Lua does not match an empty string after `@Char{a}`,
because it would end at the same position of the previous match.

}

}

@sect3{pack| @title{Format Strings for Pack and Unpack}}

The first argument to `@Lid{string.pack}`,
`@Lid{string.packsize}`, and `@Lid{string.unpack}`
is a format string,
which describes the layout of the structure being created or read.

A format string is a sequence of conversion options.

The conversion options are as follows:

@description{
@item{ @T{<}|sets little endian}
@item{ @T{>}|sets big endian}
@item{ @T{=}|sets native endian}
@item{ @T{![@rep{n}]}|sets maximum alignment to @id{n}
(default is native alignment)}
@item{ @T{b}|a signed byte (@id{char})}
@item{ @T{B}|an unsigned byte (@id{char})}
@item{ @T{h}|a signed @id{short} (native size)}
@item{ @T{H}|an unsigned @id{short} (native size)}
@item{ @T{l}|a signed @id{long} (native size)}
@item{ @T{L}|an unsigned @id{long} (native size)}
@item{ @T{j}|a @id{lua_Integer}}
@item{ @T{J}|a @id{lua_Unsigned}}
@item{ @T{T}|a @id{size_t} (native size)}
@item{ @T{i[@rep{n}]}|a signed @id{int} with @id{n} bytes
(default is native size)}
@item{ @T{I[@rep{n}]}|an unsigned @id{int} with @id{n} bytes
(default is native size)}
@item{ @T{f}|a @id{float} (native size)}
@item{ @T{d}|a @id{double} (native size)}
@item{ @T{n}|a @id{lua_Number}}
@item{ @T{c@rep{n}}|a fixed-sized string with @id{n} bytes}
@item{ @T{z}|a zero-terminated string}
@item{ @T{s[@emph{n}]}|a string preceded by its length
coded as an unsigned integer with @id{n} bytes
(default is a @id{size_t})}
@item{ @T{x}|one byte of padding}
@item{ @T{X@rep{op}}|an empty item that aligns
according to option @id{op}
(which is otherwise ignored)}

```
@item{ @Char{ }|(space) ignored}
}
```

(A `@St{[@rep{n}]}` means an optional integral numeral.)
Except for padding, spaces, and configurations
(options `@St{xX <=>!}`),
each option corresponds to an argument in `@Lid{string.pack}`
or a result in `@Lid{string.unpack}`.

For options `@St{!@rep{n]}`, `@St{s@rep{n]}`, `@St{i@rep{n]}`, and `@St{I@rep{n]}`,
`@id{n}` can be any integer between 1 and 16.
All integral options check overflows;
`@Lid{string.pack}` checks whether the given value fits in the given size;
`@Lid{string.unpack}` checks whether the read value fits in a Lua integer.
For the unsigned options,
Lua integers are treated as unsigned values too.

Any format string starts as if prefixed by `@St{!l=}`,
that is,
with maximum alignment of 1 (no alignment)
and native endianness.

Native endianness assumes that the whole system is
either big or little endian.
The packing functions will not emulate correctly the behavior
of mixed-endian formats.

Alignment works as follows:
For each option,
the format gets extra padding until the data starts
at an offset that is a multiple of the minimum between the
option size and the maximum alignment;
this minimum must be a power of 2.
Options `@St{c}` and `@St{z}` are not aligned;
option `@St{s}` follows the alignment of its starting integer.

All padding is filled with zeros by `@Lid{string.pack}`
and ignored by `@Lid{string.unpack}`.

```
}
```

```
}
```

```
@sect2{utf8| @title{UTF-8 Support}}
```

This library provides basic support for `@x{UTF-8}` encoding.
It provides all its functions inside the table `@defid{utf8}`.
This library does not provide any support for `@x{Unicode}` other

than the handling of the encoding.

Any operation that needs the meaning of a character, such as character classification, is outside its scope.

Unless stated otherwise,

all functions that expect a byte position as a parameter assume that the given position is either the start of a byte sequence or one plus the length of the subject string.

As in the string library,

negative indices count from the end of the string.

Functions that create byte sequences

accept all values up to `@T{0x7FFFFFFF}`, as defined in the original UTF-8 specification; that implies byte sequences of up to six bytes.

Functions that interpret byte sequences only accept valid sequences (well formed and not overlong).

By default, they only accept byte sequences that result in valid Unicode code points, rejecting values greater than `@T{10FFFF}` and surrogates.

A boolean argument `@id{lax}`, when available, lifts these checks,

so that all values up to `@T{0x7FFFFFFF}` are accepted.

(Not well formed and overlong sequences are still rejected.)

```
@LibEntry{utf8.char (@Cdots)|
```

Receives zero or more integers,

converts each one to its corresponding UTF-8 byte sequence and returns a string with the concatenation of all these sequences.

```
}
```

```
@LibEntry{utf8.charpattern|
```

The pattern (a string, not a function) `@St{[\0-\x7F\xC2-\xFD][\x80-\xBF]*}`

```
@see{pm},
```

which matches exactly one UTF-8 byte sequence, assuming that the subject is a valid UTF-8 string.

```
}
```

```
@LibEntry{utf8.codes (s [, lax])|
```

Returns values so that the construction

```
@verbatim{
```

```
for p, c in utf8.codes(s) do @rep{body} end
}
```

will iterate over all UTF-8 characters in string @id{s},
with @id{p} being the position (in bytes) and @id{c} the code point
of each character.
It raises an error if it meets any invalid byte sequence.

```
}
```

```
@LibEntry{utf8.codepoint (s [, i [, j [, lax]])]}
```

Returns the code points (as integers) from all characters in @id{s}
that start between byte position @id{i} and @id{j} (both included).
The default for @id{i} is 1 and for @id{j} is @id{i}.
It raises an error if it meets any invalid byte sequence.

```
}
```

```
@LibEntry{utf8.len (s [, i [, j [, lax]])]}
```

Returns the number of UTF-8 characters in string @id{s}
that start between positions @id{i} and @id{j} (both inclusive).
The default for @id{i} is @num{1} and for @id{j} is @num{-1}.
If it finds any invalid byte sequence,
returns @fail plus the position of the first invalid byte.

```
}
```

```
@LibEntry{utf8.offset (s, n [, i)]}
```

Returns the position (in bytes) where the encoding of the
@id{n}-th character of @id{s}
(counting from position @id{i}) starts.
A negative @id{n} gets characters before position @id{i}.
The default for @id{i} is 1 when @id{n} is non-negative
and @T{#s + 1} otherwise,
so that @T{utf8.offset(s, -n)} gets the offset of the
@id{n}-th character from the end of the string.
If the specified character is neither in the subject
nor right after its end,
the function returns @fail.

As a special case,
when @id{n} is 0 the function returns the start of the encoding
of the character that contains the @id{i}-th byte of @id{s}.

This function assumes that @id{s} is a valid UTF-8 string.

```
}
```

```
}
```

```
@sect2{tablib| @title{Table Manipulation}
```

This library provides generic functions for table manipulation.
It provides all its functions inside the table `@defid{table}`.

Remember that, whenever an operation needs the length of a table,
all caveats about the length operator apply `@see{len-op}`.
All functions ignore non-numeric keys
in the tables given as arguments.

```
@LibEntry{table.concat (list [, sep [, i [, j]])}
```

Given a list where all elements are strings or numbers,
returns the string `@T{list[i]..sep..list[i+1] @Cdots sep..list[j]}`.
The default value for `@id{sep}` is the empty string,
the default for `@id{i}` is 1,
and the default for `@id{j}` is `@T{#list}`.
If `@id{i}` is greater than `@id{j}`, returns the empty string.

```
}
```

```
@LibEntry{table.insert (list, [pos,] value)}
```

Inserts element `@id{value}` at position `@id{pos}` in `@id{list}`,
shifting up the elements
`@T{list[pos], list[pos+1], @Cdots, list[#list]}`.
The default value for `@id{pos}` is `@T{#list+1}`,
so that a call `@T{table.insert(t,x)}` inserts `@id{x}` at the end
of the list `@id{t}`.

```
}
```

```
@LibEntry{table.move (a1, f, e, t [,a2])}
```

Moves elements from the table `@id{a1}` to the table `@id{a2}`,
performing the equivalent to the following
multiple assignment:
`@T{a2[t],@Cdots = a1[f],@Cdots,a1[e]}`.
The default for `@id{a2}` is `@id{a1}`.
The destination range can overlap with the source range.
The number of elements to be moved must fit in a Lua integer.

Returns the destination table `@id{a2}`.

}

@LibEntry{table.pack (@Cdots)}

Returns a new table with all arguments stored into keys 1, 2, etc.
and with a field @St{n} with the total number of arguments.
Note that the resulting table may not be a sequence,
if some arguments are @nil.

}

@LibEntry{table.remove (list [, pos])}

Removes from @id{list} the element at position @id{pos},
returning the value of the removed element.
When @id{pos} is an integer between 1 and @T{#list},
it shifts down the elements
@T{list[pos+1], list[pos+2], @Cdots, list[#list]}
and erases element @T{list[#list]};
The index @id{pos} can also be 0 when @T{#list} is 0,
or @T{#list + 1}.

The default value for @id{pos} is @T{#list},
so that a call @T{table.remove(1)} removes the last element
of the list @id{1}.

}

@LibEntry{table.sort (list [, comp])}

Sorts the list elements in a given order, @emph{in-place},
from @T{list[1]} to @T{list[#list]}.
If @id{comp} is given,
then it must be a function that receives two list elements
and returns true when the first element must come
before the second in the final order,
so that, after the sort,
@T{i <= j} implies @T{not comp(list[j],list[i])}.
If @id{comp} is not given,
then the standard Lua operator @T{<} is used instead.

The @id{comp} function must define a consistent order;
more formally, the function must define a strict weak order.
(A weak order is similar to a total order,
but it can equate different elements for comparison purposes.)

The sort algorithm is not stable:

Different elements considered equal by the given order may have their relative positions changed by the sort.

}

@LibEntry{table.unpack (list [, i [, j]])}

Returns the elements from the given list.

This function is equivalent to

```
@verbatim{
return list[i], list[i+1], @Cdots, list[j]
}
```

By default, @id{i} @N{is 1} and @id{j} is @T{#list}.

}

}

@sect2{mathlib| @title{Mathematical Functions}}

This library provides basic mathematical functions.

It provides all its functions and constants inside the table @defid{math}.

Functions with the annotation @St{integer/float} give

integer results for integer arguments

and float results for non-integer arguments.

The rounding functions

@Lid{math.ceil}, @Lid{math.floor}, and @Lid{math.modf} return an integer when the result fits in the range of an integer, or a float otherwise.

@LibEntry{math.abs (x)}

Returns the maximum value between @id{x} and @id{-x}. (integer/float)

}

@LibEntry{math.acos (x)}

Returns the arc cosine of @id{x} (in radians).

}

@LibEntry{math.asin (x)}

Returns the arc sine of @id{x} (in radians).

}

@LibEntry{math.atan (y [, x])|

@index{atan2}

Returns the arc tangent of @T{y/x} (in radians), but uses the signs of both arguments to find the quadrant of the result.

It also handles correctly the case of @id{x} being zero.

The default value for @id{x} is 1, so that the call @T{math.atan(y)} returns the arc tangent of @id{y}.

}

@LibEntry{math.ceil (x)|

Returns the smallest integral value greater than or equal to @id{x}.

}

@LibEntry{math.cos (x)|

Returns the cosine of @id{x} (assumed to be in radians).

}

@LibEntry{math.deg (x)|

Converts the angle @id{x} from radians to degrees.

}

@LibEntry{math.exp (x)|

Returns the value @M{e@sp{x}} (where @id{e} is the base of natural logarithms).

}

@LibEntry{math.floor (x)|

Returns the largest integral value less than or equal to @id{x}.

}

@LibEntry{math.fmod (x, y)|

Returns the remainder of the division of @id{x} by @id{y}

that rounds the quotient towards zero. (integer/float)

}

@LibEntry{math.huge|

The float value @idx{HUGE_VAL},
a value greater than any other numeric value.

}

@LibEntry{math.log (x [, base])|

Returns the logarithm of @id{x} in the given base.
The default for @id{base} is @M{e}
(so that the function returns the natural logarithm of @id{x}).

}

@LibEntry{math.max (x, @Cdots)|

Returns the argument with the maximum value,
according to the Lua operator @T{<}.

}

@LibEntry{math.maxinteger|

An integer with the maximum value for an integer.

}

@LibEntry{math.min (x, @Cdots)|

Returns the argument with the minimum value,
according to the Lua operator @T{<}.

}

@LibEntry{math.mininteger|

An integer with the minimum value for an integer.

}

@LibEntry{math.modf (x)|

Returns the integral part of @id{x} and the fractional part of @id{x}.
Its second result is always a float.

}

@LibEntry{math.pi|

The value of @M{@pi}.

}

@LibEntry{math.rad (x)|

Converts the angle @id{x} from degrees to radians.

}

@LibEntry{math.random ([m [, n]])|

When called without arguments,
returns a pseudo-random float with uniform distribution
in the range @C{() @M{[0,1)}. @C{[]}

When called with two integers @id{m} and @id{n},
@id{math.random} returns a pseudo-random integer
with uniform distribution in the range @M{[m, n]}.

The call @T{math.random(n)}, for a positive @id{n},
is equivalent to @T{math.random(1,n)}.

The call @T{math.random(0)} produces an integer with
all bits (pseudo)random.

This function uses the @idx{xoshiro256**} algorithm to produce
pseudo-random 64-bit integers,

which are the results of calls with @N{argument 0}.

Other results (ranges and floats)

are unbiased extracted from these integers.

Lua initializes its pseudo-random generator with the equivalent of
a call to @Lid{math.randomseed} with no arguments,
so that @id{math.random} should generate
different sequences of results each time the program runs.

}

@LibEntry{math.randomseed ([x [, y]])|

When called with at least one argument,
the integer parameters @id{x} and @id{y} are
joined into a 128-bit @emph{x}{seed} that
is used to reinitialize the pseudo-random generator;
equal seeds produce equal sequences of numbers.

The default for @id{y} is zero.

When called with no arguments,
Lua generates a seed with
a weak attempt for randomness.

This function returns the two seed components
that were effectively used,
so that setting them again repeats the sequence.

To ensure a required level of randomness to the initial state
(or contrarily, to have a deterministic sequence,
for instance when debugging a program),
you should call `@Lid{math.randomseed}` with explicit arguments.

}

@LibEntry{math.sin (x)|

Returns the sine of `@id{x}` (assumed to be in radians).

}

@LibEntry{math.sqrt (x)|

Returns the square root of `@id{x}`.
(You can also use the expression `@T{x^0.5}` to compute this value.)

}

@LibEntry{math.tan (x)|

Returns the tangent of `@id{x}` (assumed to be in radians).

}

@LibEntry{math.tointeger (x)|

If the value `@id{x}` is convertible to an integer,
returns that integer.
Otherwise, returns `@fail`.

}

@LibEntry{math.type (x)|

Returns `@St{integer}` if `@id{x}` is an integer,
`@St{float}` if it is a float,
or `@fail` if `@id{x}` is not a number.

}

@LibEntry{math.ult (m, n)|

Returns a boolean,

@true if and only if integer @id{m} is below integer @id{n} when they are compared as @x{unsigned integers}.

}

}

@sect2{iolib| @title{Input and Output Facilities}}

The I/O library provides two different styles for file manipulation.

The first one uses implicit file handles;

that is, there are operations to set a default input file and a default output file,

and all input/output operations are done over these default files.

The second style uses explicit file handles.

When using implicit file handles,

all operations are supplied by table @defid{io}.

When using explicit file handles,

the operation @Lid{io.open} returns a file handle

and then all operations are supplied as methods of the file handle.

The metatable for file handles provides metamethods

for @idx{__gc} and @idx{__close} that try

to close the file when called.

The table @id{io} also provides

three predefined file handles with their usual meanings from C:

@defid{io.stdin}, @defid{io.stdout}, and @defid{io.stderr}.

The I/O library never closes these files.

Unless otherwise stated,

all I/O functions return @fail on failure,

plus an error message as a second result and

a system-dependent error code as a third result,

and some non-false value on success.

On non-POSIX systems,

the computation of the error message and error code

in case of errors

may be not @x{thread safe},

because they rely on the global C variable @id{errno}.

```
@LibEntry{io.close ([file])|
```

Equivalent to `@T{file:close()}`.

Without a `@id{file}`, closes the default output file.

```
}
```

```
@LibEntry{io.flush ()|
```

Equivalent to `@T{io.output():flush()}`.

```
}
```

```
@LibEntry{io.input ([file])|
```

When called with a file name, it opens the named file (in text mode), and sets its handle as the default input file.

When called with a file handle,

it simply sets this file handle as the default input file.

When called without arguments,

it returns the current default input file.

In case of errors this function raises the error, instead of returning an error code.

```
}
```

```
@LibEntry{io.lines ([filename, @Cdots])|
```

Opens the given file name in read mode and returns an iterator function that works like `@T{file:lines(@Cdots)}` over the opened file.

When the iterator function fails to read any value, it automatically closes the file.

Besides the iterator function,

`@id{io.lines}` returns three other values:

two `@nil` values as placeholders,

plus the created file handle.

Therefore, when used in a generic `@Rw{for}` loop, the file is closed also if the loop is interrupted by an error or a `@Rw{break}`.

The call `@T{io.lines()}` (with no file name) is equivalent to `@T{io.input():lines("I")}`;

that is, it iterates over the lines of the default input file.

In this case, the iterator does not close the file when the loop ends.

In case of errors opening the file,

this function raises the error,
instead of returning an error code.

```
}
```

```
@LibEntry{io.open (filename [, mode])|
```

This function opens a file,
in the mode specified in the string @id{mode}.
In case of success,
it returns a new file handle.

The @id{mode} string can be any of the following:

```
@description{  
@item{ @St{r}| read mode (the default);}  
@item{ @St{w}| write mode;}  
@item{ @St{a}| append mode;}  
@item{ @St{r+}| update mode, all previous data is preserved;}  
@item{ @St{w+}| update mode, all previous data is erased;}  
@item{ @St{a+}| append update mode, previous data is preserved,  
writing is only allowed at the end of file.}  
}
```

The @id{mode} string can also have a @Char{b} at the end,
which is needed in some systems to open the file in binary mode.

```
}
```

```
@LibEntry{io.output ([file])|
```

Similar to @Lid{io.input}, but operates over the default output file.

```
}
```

```
@LibEntry{io.popen (prog [, mode])|
```

This function is system dependent and is not available
on all platforms.

Starts the program @id{prog} in a separated process and returns
a file handle that you can use to read data from this program
(if @id{mode} is @T{"r"}, the default)
or to write data to this program
(if @id{mode} is @T{"w"}).

```
}
```

```
@LibEntry{io.read (@Cdots)|
```

Equivalent to `@T{io.input():read(@Cdots)}`.

}

@LibEntry{io.tmpfile ()|

In case of success,
returns a handle for a temporary file.
This file is opened in update mode
and it is automatically removed when the program ends.

}

@LibEntry{io.type (obj)|

Checks whether `@id{obj}` is a valid file handle.
Returns the string `@T{"file"}` if `@id{obj}` is an open file handle,
`@T{"closed file"}` if `@id{obj}` is a closed file handle,
or `@fail` if `@id{obj}` is not a file handle.

}

@LibEntry{io.write (@Cdots)|

Equivalent to `@T{io.output():write(@Cdots)}`.

}

@LibEntry{file:close ()|

Closes `@id{file}`.
Note that files are automatically closed when
their handles are garbage collected,
but that takes an unpredictable amount of time to happen.

When closing a file handle created with `@Lid{io.popen}`,
`@Lid{file:close}` returns the same values
returned by `@Lid{os.execute}`.

}

@LibEntry{file:flush ()|

Saves any written data to `@id{file}`.

}

@LibEntry{file:lines (@Cdots)|

Returns an iterator function that, each time it is called, reads the file according to the given formats. When no format is given, uses @St{1} as a default. As an example, the construction

```
@verbatim{
for c in file:lines(1) do @rep{body} end
}
```

will iterate over all characters of the file, starting at the current position. Unlike @Lid{io.lines}, this function does not close the file when the loop ends.

}

@LibEntry{file:read (@Cdots)|

Reads the file @id{file}, according to the given formats, which specify what to read. For each format, the function returns a string or a number with the characters read, or @fail if it cannot read data with the specified format. (In this latter case, the function does not read subsequent formats.) When called without arguments, it uses a default format that reads the next line (see below).

The available formats are

@description{

@item{ @St{n} |

reads a numeral and returns it as a float or an integer, following the lexical conventions of Lua. (The numeral may have leading whitespaces and a sign.) This format always reads the longest input sequence that is a valid prefix for a numeral; if that prefix does not form a valid numeral (e.g., an empty string, @St{0x}, or @St{3.4e-}) or it is too long (more than 200 characters), it is discarded and the format returns @fail.

}

@item{ @St{a} |

reads the whole file, starting at the current position.

On end of file, it returns the empty string;

this format never fails.

}

@item{ @St{1}|

reads the next line skipping the end of line,

returning @fail on end of file.

This is the default format.

}

@item{ @St{L}|

reads the next line keeping the end-of-line character (if present),

returning @fail on end of file.

}

@item{ @emph{number}|

reads a string with up to this number of bytes,

returning @fail on end of file.

If @id{number} is zero,

it reads nothing and returns an empty string,

or @fail on end of file.

}

}

The formats @St{1} and @St{L} should be used only for text files.

}

@LibEntry{file:seek ([whence [, offset]])}

Sets and gets the file position,

measured from the beginning of the file,

to the position given by @id{offset} plus a base

specified by the string @id{whence}, as follows:

@description{

@item{ @St{set}| base is position 0 (beginning of the file);}

@item{ @St{cur}| base is current position;}

@item{ @St{end}| base is end of file;}

}

In case of success, @id{seek} returns the final file position,

measured in bytes from the beginning of the file.

If @id{seek} fails, it returns @fail,

plus a string describing the error.

The default value for @id{whence} is @T{"cur"},

and for @id{offset} is 0.

Therefore, the call @T{file:seek()} returns the current

file position, without changing it;

the call `@T{file:seek("set")}` sets the position to the beginning of the file (and returns 0);
and the call `@T{file:seek("end")}` sets the position to the end of the file, and returns its size.

}

`@LibEntry{file:setvbuf (mode [, size])}`

Sets the buffering mode for a file.

There are three available modes:

`@description{`

`@item{ @St{no} | no buffering. }`

`@item{ @St{full} | full buffering. }`

`@item{ @St{line} | line buffering. }`

`}`

For the last two cases,

`@id{size}` is a hint for the size of the buffer, in bytes.

The default is an appropriate size.

The specific behavior of each mode is non portable;
check the underlying `@ANSI{setvbuf}` in your platform for more details.

}

`@LibEntry{file:write (@Cdots)}`

Writes the value of each of its arguments to `@id{file}`.

The arguments must be strings or numbers.

In case of success, this function returns `@id{file}`.

}

}

`@sect2{oslib| @title{Operating System Facilities}`

This library is implemented through table `@defid{os}`.

`@LibEntry{os.clock ()}`

Returns an approximation of the amount in seconds of CPU time used by the program,

as returned by the underlying `@ANSI{clock}`.

}

@LibEntry{os.date ([format [, time]])|

Returns a string or a table containing date and time,
formatted according to the given string @id{format}.

If the @id{time} argument is present,
this is the time to be formatted
(see the @Lid{os.time} function for a description of this value).
Otherwise, @id{date} formats the current time.

If @id{format} starts with @Char{!},
then the date is formatted in Coordinated Universal Time.
After this optional character,
if @id{format} is the string @St{*t},
then @id{date} returns a table with the following fields:
@id{year}, @id{month} (1@En{ }12), @id{day} (1@En{ }31),
@id{hour} (0@En{ }23), @id{min} (0@En{ }59),
@id{sec} (0@En{ }61, due to leap seconds),
@id{wday} (weekday, 1@En{ }7, Sunday @N{is 1}),
@id{yday} (day of the year, 1@En{ }366),
and @id{isdst} (daylight saving flag, a boolean).
This last field may be absent
if the information is not available.

If @id{format} is not @St{*t},
then @id{date} returns the date as a string,
formatted according to the same rules as the @ANSI{strftime}.

If @id{format} is absent, it defaults to @St{%c},
which gives a human-readable date and time representation
using the current locale.

On non-POSIX systems,
this function may be not @x{thread safe}
because of its reliance on @CId{gmtime} and @CId{localtime}.

}

@LibEntry{os.difftime (t2, t1)|

Returns the difference, in seconds,
from time @id{t1} to time @id{t2}
(where the times are values returned by @Lid{os.time}).
In @x{POSIX}, @x{Windows}, and some other systems,
this value is exactly @id{t2}@M{-}@id{t1}.

}

@LibEntry{os.execute ([command])|

This function is equivalent to the @ANSI{system}.
It passes @id{command} to be executed by an operating system shell.
Its first result is @true
if the command terminated successfully,
or @fail otherwise.
After this first result
the function returns a string plus a number,
as follows:
@description{

@item{ @St{exit}}
the command terminated normally;
the following number is the exit status of the command.
}

@item{ @St{signal}}
the command was terminated by a signal;
the following number is the signal that terminated the command.
}

}

When called without a @id{command},
@id{os.execute} returns a boolean that is true if a shell is available.

}

@LibEntry{os.exit ([code [, close]])|

Calls the @ANSI{exit} to terminate the host program.
If @id{code} is @true,
the returned status is @idx{EXIT_SUCCESS};
if @id{code} is @false,
the returned status is @idx{EXIT_FAILURE};
if @id{code} is a number,
the returned status is this number.
The default value for @id{code} is @true.

If the optional second argument @id{close} is true,
closes the Lua state before exiting.

}

@LibEntry{os.getenv (varname)|

Returns the value of the process environment variable @id{varname}
or @fail if the variable is not defined.

}

@LibEntry{os.remove (filename)|

Deletes the file (or empty directory, on @x{POSIX} systems)
with the given name.

If this function fails, it returns @fail
plus a string describing the error and the error code.
Otherwise, it returns true.

}

@LibEntry{os.rename (oldname, newname)|

Renames the file or directory named @id{oldname} to @id{newname}.

If this function fails, it returns @fail,
plus a string describing the error and the error code.
Otherwise, it returns true.

}

@LibEntry{os.setlocale (locale [, category])|

Sets the current locale of the program.

@id{locale} is a system-dependent string specifying a locale;

@id{category} is an optional string describing which category to change:

@T{"all"}, @T{"collate"}, @T{"ctype"},

@T{"monetary"}, @T{"numeric"}, or @T{"time"};

the default category is @T{"all"}.

The function returns the name of the new locale,
or @fail if the request cannot be honored.

If @id{locale} is the empty string,

the current locale is set to an implementation-defined native locale.

If @id{locale} is the string @St{C},

the current locale is set to the standard C locale.

When called with @nil as the first argument,
this function only returns the name of the current locale
for the given category.

This function may be not @x{thread safe}
because of its reliance on @CId{setlocale}.

}

@LibEntry{os.time ([table])}

Returns the current time when called without arguments,
or a time representing the local date and time specified by the given table.
This table must have fields @id{year}, @id{month}, and @id{day},
and may have fields
@id{hour} (default is 12),
@id{min} (default is 0),
@id{sec} (default is 0),
and @id{isdst} (default is @nil).
Other fields are ignored.
For a description of these fields, see the @Lid{os.date} function.

When the function is called,
the values in these fields do not need to be inside their valid ranges.
For instance, if @id{sec} is -10,
it means 10 seconds before the time specified by the other fields;
if @id{hour} is 1000,
it means 1000 hours after the time specified by the other fields.

The returned value is a number, whose meaning depends on your system.
In @x{POSIX}, @x{Windows}, and some other systems,
this number counts the number
of seconds since some given start time (the @Q{epoch}).
In other systems, the meaning is not specified,
and the number returned by @id{time} can be used only as an argument to
@Lid{os.date} and @Lid{os.difftime}.

When called with a table,
@id{os.time} also normalizes all the fields
documented in the @Lid{os.date} function,
so that they represent the same time as before the call
but with values inside their valid ranges.

}

@LibEntry{os.tmpname ()}

Returns a string with a file name that can
be used for a temporary file.
The file must be explicitly opened before its use
and explicitly removed when no longer needed.

In @x{POSIX} systems,
this function also creates a file with that name,

to avoid security risks.

(Someone else might create the file with wrong permissions in the time between getting the name and creating the file.) You still have to open the file to use it and to remove it (even if you do not use it).

When possible, you may prefer to use `@Lid{io.tmpfile}`, which automatically removes the file when the program ends.

}

}

@sect2{debuglib| @title{The Debug Library}

This library provides the functionality of the @link{debugI|debug interface} to Lua programs. You should exert care when using this library. Several of its functions violate basic assumptions about Lua code (e.g., that variables local to a function cannot be accessed from outside; that userdata metatables cannot be changed by Lua code; that Lua programs do not crash) and therefore can compromise otherwise secure code. Moreover, some functions in this library may be slow.

All functions in this library are provided inside the @defid{debug} table. All functions that operate over a thread have an optional first argument which is the thread to operate over. The default is always the current thread.

@LibEntry{debug.debug ()|

Enters an interactive mode with the user, running each string that the user enters. Using simple commands and other debug facilities, the user can inspect global and local variables, change their values, evaluate expressions, and so on. A line containing only the word @id{cont} finishes this function, so that the caller continues its execution.

Note that commands for @id{debug.debug} are not lexically nested within any function and so have no direct access to local variables.


```
}
```

```
@LibEntry{debug.gethook ([thread])}
```

Returns the current hook settings of the thread, as three values:
the current hook function, the current hook mask,
and the current hook count,
as set by the @Lid{debug.sethook} function.

Returns @fail if there is no active hook.

```
}
```

```
@LibEntry{debug.getinfo ([thread,] f [, what])}
```

Returns a table with information about a function.
You can give the function directly
or you can give a number as the value of @id{f},
which means the function running at level @id{f} of the call stack
of the given thread:

@N{level 0} is the current function (@id{getinfo} itself);

@N{level 1} is the function that called @id{getinfo}

(except for tail calls, which do not count in the stack);

and so on.

If @id{f} is a number greater than the number of active functions,
then @id{getinfo} returns @fail.

The returned table can contain all the fields returned by @Lid{lua_getinfo},
with the string @id{what} describing which fields to fill in.

The default for @id{what} is to get all information available,
except the table of valid lines.

If present,

the option @Char{f}

adds a field named @id{func} with the function itself.

If present,

the option @Char{L}

adds a field named @id{activelines} with the table of
valid lines.

For instance, the expression @T{debug.getinfo(1,"n").name} returns
a name for the current function,

if a reasonable name can be found,

and the expression @T{debug.getinfo(print)}

returns a table with all available information

about the @Lid{print} function.

```
}
```

```
@LibEntry{debug.getlocal ([thread,] f, local)}
```

This function returns the name and the value of the local variable with index `@id{local}` of the function at level `@id{f}` of the stack. This function accesses not only explicit local variables, but also parameters and temporary values.

The first parameter or local variable has `@N{index 1}`, and so on, following the order that they are declared in the code, counting only the variables that are active in the current scope of the function. Compile-time constants may not appear in this listing, if they were optimized away by the compiler. Negative indices refer to vararg arguments; `@num{-1}` is the first vararg argument. The function returns `@fail` if there is no variable with the given index, and raises an error when called with a level out of range. (You can call `@Lid{debug.getinfo}` to check whether the level is valid.)

Variable names starting with `@Char{() (open parenthesis) @C{)}` represent variables with no known names (internal variables such as loop control variables, and variables from chunks saved without debug information).

The parameter `@id{f}` may also be a function. In that case, `@id{getlocal}` returns only the name of function parameters.

```
}
```

```
@LibEntry{debug.getmetatable (value)}
```

Returns the metatable of the given `@id{value}` or `@nil` if it does not have a metatable.

```
}
```

```
@LibEntry{debug.getregistry ()}
```

Returns the registry table `@see{registry}`.

```
}
```

```
@LibEntry{debug.getupvalue (f, up)}
```

This function returns the name and the value of the upvalue with index `@id{up}` of the function `@id{f}`.

The function returns @fail
if there is no upvalue with the given index.

(For Lua functions,
upvalues are the external local variables that the function uses,
and that are consequently included in its closure.)

For @N{C functions}, this function uses the empty string @T{""}
as a name for all upvalues.

Variable name @Char{?} (interrogation mark)
represents variables with no known names
(variables from chunks saved without debug information).

}

@LibEntry{debug.getuservalue (u, n)|

Returns the @id{n}-th user value associated
to the userdata @id{u} plus a boolean,
@false if the userdata does not have that value.

}

@LibEntry{debug.sethook ([thread,] hook, mask [, count])|

Sets the given function as the debug hook.
The string @id{mask} and the number @id{count} describe
when the hook will be called.
The string mask may have any combination of the following characters,
with the given meaning:

@description{
@item{@Char{c}| the hook is called every time Lua calls a function;}
@item{@Char{r}| the hook is called every time Lua returns from a function;}
@item{@Char{l}| the hook is called every time Lua enters a new line of code.}
}

Moreover,
with a @id{count} different from zero,
the hook is called also after every @id{count} instructions.

When called without arguments,
@Lid{debug.sethook} turns off the hook.

When the hook is called, its first parameter is a string
describing the event that has triggered its call:

@T{"call"}, @T{"tail call"}, @T{"return"},
@T{"line"}, and @T{"count"}.

For line events,

the hook also gets the new line number as its second parameter.

Inside a hook,

you can call `@id{getinfo}` with `@N{level 2}` to get more information about the running function.

(`@N{Level 0}` is the `@id{getinfo}` function,

and `@N{level 1}` is the hook function.)

}

`@LibEntry{debug.setlocal ([thread,] level, local, value)}`

This function assigns the value `@id{value}` to the local variable with index `@id{local}` of the function at level `@id{level}` of the stack.

The function returns `@fail` if there is no local variable with the given index,

and raises an error when called with a `@id{level}` out of range.

(You can call `@id{getinfo}` to check whether the level is valid.)

Otherwise, it returns the name of the local variable.

See `@Lid{debug.getlocal}` for more information about variable indices and names.

}

`@LibEntry{debug.setmetatable (value, table)}`

Sets the metatable for the given `@id{value}` to the given `@id{table}` (which can be `@nil`).

Returns `@id{value}`.

}

`@LibEntry{debug.setupvalue (f, up, value)}`

This function assigns the value `@id{value}` to the upvalue with index `@id{up}` of the function `@id{f}`.

The function returns `@fail` if there is no upvalue with the given index.

Otherwise, it returns the name of the upvalue.

See `@Lid{debug.getupvalue}` for more information about upvalues.

}

`@LibEntry{debug.setuservalue (udata, value, n)}`

Sets the given `@id{value}` as

the `@id{n}`-th user value associated to the given `@id{udata}`.

@id{udata} must be a full userdata.

Returns @id{udata},
or @fail if the userdata does not have that value.

}

@LibEntry{debug.traceback ([thread,] [message [, level]])}

If @id{message} is present but is neither a string nor @nil,
this function returns @id{message} without further processing.

Otherwise,

it returns a string with a traceback of the call stack.

The optional @id{message} string is appended
at the beginning of the traceback.

An optional @id{level} number tells at which level
to start the traceback

(default is 1, the function calling @id{traceback}).

}

@LibEntry{debug.upvalueid (f, n)}

Returns a unique identifier (as a light userdata)
for the upvalue numbered @id{n}
from the given function.

These unique identifiers allow a program to check whether different
closures share upvalues.

Lua closures that share an upvalue
(that is, that access a same external local variable)
will return identical ids for those upvalue indices.

}

@LibEntry{debug.upvaluejoin (f1, n1, f2, n2)}

Make the @id{n1}-th upvalue of the Lua closure @id{f1}
refer to the @id{n2}-th upvalue of the Lua closure @id{f2}.

}

}

}

@C{-----}

@sect1 {lua-sa| @title{Lua Standalone}

Although Lua has been designed as an extension language,
to be embedded in a host @N{C program},
it is also frequently used as a standalone language.

An interpreter for Lua as a standalone language,
called simply @id{lua},
is provided with the standard distribution.

The @x{standalone interpreter} includes
all standard libraries.

Its usage is:

```
@verbatim{  
lua [options] [script [args]]  
}
```

The options are:

```
@description{  
@item{ @T{-e @rep{stat}}| execute string @rep{stat};}  
@item{ @T{-i}| enter interactive mode after running @rep{script};}  
@item{ @T{-l @rep{mod}}| @Q{require} @rep{mod} and assign the  
result to global @rep{mod};}  
@item{ @T{-v}| print version information;}  
@item{ @T{-E}| ignore environment variables;}  
@item{ @T{-W}| turn warnings on;}  
@item{ @T{--}| stop handling options;}  
@item{ @T{-}| execute @id{stdin} as a file and stop handling options.}  
}
```

After handling its options, @id{lua} runs the given @emph{script}.

When called without arguments,

@id{lua} behaves as @T{lua -v -i}
when the standard input (@id{stdin}) is a terminal,
and as @T{lua -} otherwise.

When called without the option @T{-E},

the interpreter checks for an environment variable @defid{LUA_INIT_5_4}
(or @defid{LUA_INIT} if the versioned name is not defined)
before running any argument.

If the variable content has the format @T{ @At@rep{filename}},
then @id{lua} executes the file.

Otherwise, @id{lua} executes the string itself.

When called with the option @T{-E},

Lua does not consult any environment variables.

In particular,

the values of @Lid{package.path} and @Lid{package.cpath}
are set with the default paths defined in @id{luaconf.h}.

The options @T{-e}, @T{-l}, and @T{-W} are handled in
the order they appear.

For instance, an invocation like

```
@verbatim{
$ lua -e 'a=1' -llib1 script.lua
}
```

will first set `@id{a}` to 1, then require the library `@id{lib1}`, and finally run the file `@id{script.lua}` with no arguments.

(Here `@T{$}` is the shell prompt. Your prompt may be different.)

Before running any code,

`@id{lua}` collects all command-line arguments in a global table called `@id{arg}`.

The script name goes to index 0, the first argument after the script name goes to index 1, and so on.

Any arguments before the script name (that is, the interpreter name plus its options) go to negative indices.

For instance, in the call

```
@verbatim{
$ lua -la b.lua t1 t2
}
```

the table is like this:

```
@verbatim{
arg = { [-2] = "lua", [-1] = "-la",
        [0] = "b.lua",
        [1] = "t1", [2] = "t2" }
}
```

If there is no script in the call, the interpreter name goes to index 0, followed by the other arguments.

For instance, the call

```
@verbatim{
$ lua -e "print(arg[1])"
}
```

will print `@St{-e}`.

If there is a script,

the script is called with arguments

`@T{arg[1]}`, `@Cdots`, `@T{arg[#arg]}`.

Like all chunks in Lua,

the script is compiled as a vararg function.

In interactive mode,

Lua repeatedly prompts and waits for a line.

After reading a line,

Lua first try to interpret the line as an expression.

If it succeeds, it prints its value.

Otherwise, it interprets the line as a statement.

If you write an incomplete statement,

the interpreter waits for its completion
by issuing a different prompt.

If the global variable `@defid{ _PROMPT }` contains a string,
then its value is used as the prompt.
Similarly, if the global variable `@defid{ _PROMPT2 }` contains a string,
its value is used as the secondary prompt
(issued during incomplete statements).

In case of unprotected errors in the script,
the interpreter reports the error to the standard error stream.
If the error object is not a string but
has a metamethod `@idx{ __tostring }`,
the interpreter calls this metamethod to produce the final message.
Otherwise, the interpreter converts the error object to a string
and adds a stack traceback to it.
When warnings are on,
they are simply printed in the standard error output.

When finishing normally,
the interpreter closes its main Lua state
`@seeF{ lua_close }`.
The script can avoid this step by
calling `@Lid{ os.exit }` to terminate.

To allow the use of Lua as a
script interpreter in Unix systems,
Lua skips the first line of a file chunk if it starts with `@T{ # }`.
Therefore, Lua scripts can be made into executable programs
by using `@T{ chmod +x }` and `@N{ the @T{ #! } }` form,
as in

```
@verbatim{  
#!/usr/local/bin/lua  
}
```

Of course,
the location of the Lua interpreter may be different in your machine.
If `@id{ lua }` is in your `@id{ PATH }`,
then

```
@verbatim{  
#!/usr/bin/env lua  
}
```

is a more portable solution.

```
}
```

`@sect1 { incompat | @title{ Incompatibilities with the Previous Version }`

@simplesect{

Here we list the incompatibilities that you may find when moving a program from @N{Lua 5.3} to @N{Lua 5.4}.

You can avoid some incompatibilities by compiling Lua with appropriate options (see file @id{luaconf.h}).

However,

all these compatibility options will be removed in the future.

More often than not,

compatibility issues arise when these compatibility options are removed.

So, whenever you have the chance,

you should try to test your code with a version of Lua compiled with all compatibility options turned off.

That will ease transitions to newer versions of Lua.

Lua versions can always change the C API in ways that do not imply source-code changes in a program, such as the numeric values for constants or the implementation of functions as macros.

Therefore,

you should never assume that binaries are compatible between different Lua versions.

Always recompile clients of the Lua API when using a new version.

Similarly, Lua versions can always change the internal representation of precompiled chunks; precompiled chunks are not compatible between different Lua versions.

The standard paths in the official distribution may change between versions.

}

@sect2{ @title{Incompatibilities in the Language}

@itemize{

@item{

The coercion of strings to numbers in arithmetic and bitwise operations has been removed from the core language.

The string library does a similar job for arithmetic (but not for bitwise) operations using the string metamethods.

However, unlike in previous versions,

the new implementation preserves the implicit type of the numeral

in the string.

For instance, the result of `@T{"1" + "2"}` now is an integer, not a float.

}

@item{

Literal decimal integer constants that overflow are read as floats, instead of wrapping around.

You can use hexadecimal notation for such constants if you want the old behavior

(reading them as integers with wrap around).

}

@item{

The use of the `@idx{__lt}` metamethod to emulate `@idx{__le}` has been removed.

When needed, this metamethod must be explicitly defined.

}

@item{

The semantics of the numerical `@Rw{for}` loop over integers changed in some details.

In particular, the control variable never wraps around.

}

@item{

A label for a `@Rw{goto}` cannot be declared where a label with the same name is visible, even if this other label is declared in an enclosing block.

}

@item{

When finalizing an object,

Lua does not ignore `@idx{__gc}` metamethods that are not functions.

Any value will be called, if present.

(Non-callable values will generate a warning, like any other error when calling a finalizer.)

}

}

}

@sect2{@title{Incompatibilities in the Libraries}}

@itemize{

@item{

The function `@Lid{print}` does not call `@Lid{tostring}`

to format its arguments;
instead, it has this functionality hardwired.
You should use `@idx{__tostring}` to modify how values are printed.
}

@item{
The pseudo-random number generator used by the function `@Lid{math.random}`
now starts with a somewhat random seed.
Moreover, it uses a different algorithm.
}

@item{
By default, the decoding functions in the `@Lid{utf8}` library
do not accept surrogates as valid code points.
An extra parameter in these functions makes them more permissive.
}

@item{
The options `@St{setpause}` and `@St{setstepmul}`
of the function `@Lid{collectgarbage}` are deprecated.
You should use the new option `@St{incremental}` to set them.
}

@item{
The function `@Lid{io.lines}` now returns four values,
instead of just one.
That can be a problem when it is used as the sole
argument to another function that has optional parameters,
such as in `@T{load(io.lines(filename, "L"))}`.
To fix that issue,
you can wrap the call into parentheses,
to adjust its number of results to one.
}

}

}

@sect2{ @title{Incompatibilities in the API}

@itemize{

@item{
Full userdata now has an arbitrary number of associated user values.
Therefore, the functions `@id{lua_newuserdata}`,
`@id{lua_setuservalue}`, and `@id{lua_getuservalue}` were
replaced by `@Lid{lua_newuserdatauv}`,
`@Lid{lua_setiuservalue}`, and `@Lid{lua_getiuservalue}`,

which have an extra argument.

For compatibility, the old names still work as macros assuming one single user value.

Note, however, that userdata with zero user values are more efficient memory-wise.

}

@item{

The function @Lid{lua_resume} has an extra parameter.

This out parameter returns the number of values on the top of the stack that were yielded or returned by the coroutine.

(In previous versions, those values were the entire stack.)

}

@item{

The function @Lid{lua_version} returns the version number, instead of an address of the version number.

The Lua core should work correctly with libraries using their own static copies of the same core, so there is no need to check whether they are using the same address space.

}

@item{

The constant @id{LUA_ERRGCMM} was removed.

Errors in finalizers are never propagated; instead, they generate a warning.

}

@item{

The options @idx{LUA_GCSETPAUSE} and @idx{LUA_GCSETSTEPMUL} of the function @Lid{lua_gc} are deprecated.

You should use the new option @id{LUA_GCINC} to set them.

}

}

}

}

@C{[=====]}

@sect1{BNF| @title{The Complete Syntax of Lua}}

Here is the complete syntax of Lua in extended BNF.

As usual in extended BNF,

@bnfNter{A} means 0 or more @bnfNter{A}s,

and @bnfNter{[A]} means an optional @bnfNter{A}.

(For operator precedences, see @See{prec};

for a description of the terminals

@bnfNter{Name}, @bnfNter{Numeral},

and @bnfNter{LiteralString}, see @See{lexical}.)

@index{grammar}

@Produc{

@producname{chunk}@producbody{block}

@producname{block}@producbody{@bnfrep{stat} @bnfoft{retstat}}

@producname{stat}@producbody{

@bnfter{;}

@OrNL varlist @bnfter{=} explist

@OrNL functioncall

@OrNL label

@OrNL @Rw{break}

@OrNL @Rw{goto} Name

@OrNL @Rw{do} block @Rw{end}

@OrNL @Rw{while} exp @Rw{do} block @Rw{end}

@OrNL @Rw{repeat} block @Rw{until} exp

@OrNL @Rw{if} exp @Rw{then} block

@bnfrep{@Rw{elseif} exp @Rw{then} block}

@bnfoft{@Rw{else} block} @Rw{end}

@OrNL @Rw{for} @bnfNter{Name} @bnfter{=} exp @bnfter{,} exp @bnfoft{@bnfter{,} exp}

@Rw{do} block @Rw{end}

@OrNL @Rw{for} namelist @Rw{in} explist @Rw{do} block @Rw{end}

@OrNL @Rw{function} funcname funcbody

@OrNL @Rw{local} @Rw{function} @bnfNter{Name} funcbody

@OrNL @Rw{local} attnamelist @bnfoft{@bnfter{=} explist

}

@producname{attnamelist}@producbody{

@bnfNter{Name} attrib @bnfrep{@bnfter{,} @bnfNter{Name} attrib}}

@producname{attrib}@producbody{@bnfoft{@bnfter{<} @bnfNter{Name} @bnfter{>}}}

@producname{retstat}@producbody{@Rw{return}

@bnfoft{explist} @bnfoft{@bnfter{;}}}

@producname{label}@producbody{@bnfter{::} Name @bnfter{::}}

@producname{funcname}@producbody{@bnfNter{Name} @bnfrep{@bnfter{.} @bnfNter{Name}}}

@bnfoft{ @bnfter{:} @bnfNter{Name} }

@producname{ varlist } @producbody{ var @bnfrep{ @bnfter{,} var } }

@producname{ var } @producbody{
@bnfNter{Name}
@Or prefixexp @bnfter{[] exp @bnfter{[]}
@Or prefixexp @bnfter{.} @bnfNter{Name}
}

@producname{ namelist } @producbody{ @bnfNter{Name} @bnfrep{ @bnfter{,} @bnfNter{Name} }

@producname{ explist } @producbody{ exp @bnfrep{ @bnfter{,} exp } }

@producname{ exp } @producbody{
@Rw{nil}
@Or @Rw{false}
@Or @Rw{true}
@Or @bnfNter{Numeral}
@Or @bnfNter{LiteralString}
@Or @bnfter{...}
@Or fonctiondef
@OrNL prefixexp
@Or tableconstructor
@Or exp binop exp
@Or unop exp
}

@producname{ prefixexp } @producbody{ var @Or fonctioncall @Or @bnfter{(} exp @bnfter{)} }

@producname{ fonctioncall } @producbody{
prefixexp args
@Or prefixexp @bnfter{:} @bnfNter{Name} args
}

@producname{ args } @producbody{
@bnfter{(} @bnfoft{ explist } @bnfter{)}
@Or tableconstructor
@Or @bnfNter{LiteralString}
}

@producname{ fonctiondef } @producbody{ @Rw{function} funcbody }

@producname{ funcbody } @producbody{ @bnfter{(} @bnfoft{ parlist } @bnfter{)} block @Rw{end} }

@producname{ parlist } @producbody{ namelist @bnfoft{ @bnfter{,} @bnfter{...} }
@Or @bnfter{...} }

```

@producename{tableconstructor}@producbody{ @bnfter{ @Open} @bnfopt{fieldlist} @bnfter{ @Close} }

@producename{fieldlist}@producbody{field @bnfrep{fieldsep field} @bnfopt{fieldsep} }

@producename{field}@producbody{ @bnfter{[] exp @bnfter{[] } @bnfter{=} exp @Or @bnfNter{Name}
@bnfter{=} exp @Or exp }

@producename{fieldsep}@producbody{ @bnfter{,} @Or @bnfter{;} }

@producename{binop}@producbody{
@bnfter{+} @Or @bnfter{-} @Or @bnfter{*} @Or @bnfter{/} @Or @bnfter{//}
@Or @bnfter{^} @Or @bnfter{%}
@OrNL
@bnfter{&} @Or @bnfter{~} @Or @bnfter{|} @Or @bnfter{>>} @Or @bnfter{<<}
@Or @bnfter{..}
@OrNL
@bnfter{<} @Or @bnfter{<=} @Or @bnfter{>} @Or @bnfter{>=}
@Or @bnfter{==} @Or @bnfter{~=}
@OrNL
@Rw{and} @Or @Rw{or} }

@producename{unop}@producbody{ @bnfter{-} @Or @Rw{not} @Or @bnfter{#} @Or
@bnfter{~} }

}

}

@C{ }===== }

}
@C{ }----- }

```

Found in path(s):

* /opt/cola/permits/1572161114_1677062205.8811197/0/lua-5-4-4-zip/lua-5.4.4/manual/manual.of

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```

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* /opt/cola/permits/1572161114_1677062205.8811197/0/lua-5-4-4-zip/lua-5.4.4/testes/all.lua
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header = string.gsub(header, "All rights reserved",
```

```
Found in path(s):
* /opt/cola/permits/1572161114_1677062205.8811197/0/lua-5-4-4-zip/lua-5.4.4/manual/2html
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*****/
```


Found in path(s):

* /opt/cola/permits/1572161114_1677062205.8811197/0/lua-5-4-4-zip/lua-5.4.4/lua.h

1.6 feign-core 10.7.4

1.6.1 Available under license :

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* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Types.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Util.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Contract.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/FeignException.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Feign.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RequestTemplate.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/StringDecoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/BodyTemplate.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/Expression.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Response.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/CollectionFormat.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/QueryTemplate.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Logger.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/UriUtils.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/stream/StreamDecoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Client.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Request.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/QueryMap.java

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* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/ErrorDecoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/DeclarativeContract.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/querymap/BeanQueryMapEncoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/TemplateChunk.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/DecodeException.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/Decoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/auth/Base64.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/ExceptionPropagationPolicy.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/SynchronousMethodHandler.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/Literal.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/InvocationHandlerFactory.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/MethodMetadata.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/Encoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/optionals/OptionalDecoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RequestLine.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/QueryMapEncoder.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RequestInterceptor.java

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/auth/BasicAuthRequestInterceptor.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/Template.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/UriTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/HeaderMap.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/ResponseMapper.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/ReflectiveFeign.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Body.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/querymap/FieldQueryMapEncoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Headers.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Retryer.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RetryableException.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/EncodeException.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/Expressions.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/DefaultMethodHandler.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Param.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/HeaderTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Experimental.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Target.java
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Found in path(s):

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/META-

1.7 jna-platform 5.12.1

1.7.1 Available under license :

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1.8 dropwizard-configuration 2.0.29

1.8.1 Available under license :

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1.9 dropwizard-request-logging 1.3.23

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1.10 dropwizard-configuration 1.3.23

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1.11 dropwizard-jersey 2.0.29

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1.12 jul-to-slf4j 1.7.36

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* /opt/cola/permits/1281455938_1646319090.87/0/jul-to-slf4j-1-7-36-sources-  
jar/org/slf4j/bridge/SLF4JBridgeHandler.java
```

1.13 guice 4.0

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1.14 metrics 3.2.5

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- * /opt/cola/permits/1302729688_1649355402.35/0/metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MultiMetricsData.java
- * /opt/cola/permits/1302729688_1649355402.35/0/metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsTimeSlot.java
- * /opt/cola/permits/1302729688_1649355402.35/0/metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsData.java
- * /opt/cola/permits/1302729688_1649355402.35/0/metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MultiMetricsCollector.java
- * /opt/cola/permits/1302729688_1649355402.35/0/metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsCollector.java

1.15 jul-to-slf4j 1.7.30

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* /opt/cola/permits/1135864176_1613618002.1/0/jul-to-slf4j-1-7-30-sources-1-
jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.16 jakarta xml bind api 2.3.3

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1.18 metrics-annotation 4.0.5

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1.19 aws-java-sdk-core 1.12.49

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jar/com/amazonaws/metrics/MetricAdminMBean.java
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jar/com/amazonaws/auth/AWSSessionCredentialsProvider.java
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jar/com/amazonaws/auth/BasicSessionCredentials.java
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jar/com/amazonaws/jmx/JmxInfoProviderSupport.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/profile/internal/ProfileStaticCredentialsProvider.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/client/AwsAsyncClientParams.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/retry/v2/OrRetryCondition.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/presign/PresignerParams.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/protocol/json/JsonProtocolMarshallerBuilder.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/ClientConfigurationFactory.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/profile/path/cred/CredentialsEnvVarOverrideLocationProvider.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/ListUnmarshaller.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/PathMarshallers.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/profile/path/AwsDirectoryBasePathProvider.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/protocol/json/JsonOperationMetadata.java

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*/

/**

* Interface for providing AWS region information. Implementations are free to use any strategy for

* providing region information.

*/

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/apache/client/impl/SdkHttpClient.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/CanHandleNullCredentials.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/timers/package-info.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/DateTimeJsonSerializer.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/CapacityManager.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/conn/ssl/ShouldClearSslSessionPredicate.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/FakeIOException.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/IdempotentUtils.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/apache/client/impl/ConnectionManagerAwareHttpClient.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/log/InternalLogFactory.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/apache/client/impl/ApacheHttpClientFactory.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/apache/client/impl/ApacheConnectionManagerFactory.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/handlers/IRequestHandler2.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/http/IonErrorCodeParser.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/http/CompositeErrorCodeParser.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/config/SignerConfig.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/ImmutableMapParameter.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/Protocol.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/log/InternalLog.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/SdkInternalMap.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/TimeoutThreadPoolBuilder.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/request/HttpRequestAbortTask.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/log/JulLog.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/util/ComparableUtils.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/conn/SdkConnectionKeepAliveStrategy.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/conn/ssl/privileged/PrivilegedMasterSecretValidator.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/DelegatingDnsResolver.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/client/ClientExecutionAbortTrackerTask.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/internal/DelegateInputStream.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/request/HttpRequestAbortTaskTrackerImpl.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/SDKGlobalTime.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/request/HttpRequestAbortTaskImpl.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/settings/HttpClientSettings.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/internal/http/JsonErrorMessageParser.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/util/Base16Lower.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/timers/client/ClientExecutionAbortTaskImpl.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/SdkThreadLocals.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/SdkIOUtils.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/http/timers/client/NoOpClientExecutionAbortTrackerTask.java

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jar/com/amazonaws/auth/BaseCredentialsFetcher.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/EndpointPrefixAwareSigner.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/TokenBucket.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/retry/RetryMode.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/ConnectionUtils.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/retry/internal/CredentialsEndpointRetryParameters.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/retry/internal/CredentialsEndpointRetryPolicy.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/CredentialsEndpointProvider.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/InstanceMetadataServiceResourceFetcher.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/EC2ContainerCredentialsProviderWrapper.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/internal/EC2ResourceFetcher.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/ContainerCredentialsFetcher.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/ContainerCredentialsRetryPolicy.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/InstanceMetadataServiceCredentialsFetcher.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/auth/ContainerCredentialsProvider.java
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jar/com/amazonaws/util/endpoint/RegionFromEndpointResolver.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/auth/RegionFromEndpointResolverAwareSigner.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/util/endpoint/DefaultRegionFromEndpointResolver.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/regions/MetadataSupportedRegionFromEndpointProvider.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/SimpleTypeUnmarshallers.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/VoidUnmarshaller.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/AmazonClientException.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/AWSCredentials.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/LegacyErrorUnmarshaller.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/HttpMethodName.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/XmlUtils.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/Unmarshaller.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/adapters/types/TypeAdapter.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/auth/SignerProvider.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/adapters/types/StringToInputStreamAdapter.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/auth/DefaultSignerProvider.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/NullResponseMetadataCache.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/auth/SignerProviderContext.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/auth/NoOpSignerProvider.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/MetadataCache.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/SdkInternalApi.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/Beta.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/NotThreadSafe.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/SdkTestInternalApi.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/SdkProtectedApi.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/Immutable.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/annotation/ThreadSafe.java

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jar/com/amazonaws/http/apache/request/impl/ApacheHttpRequestFactory.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/http/apache/Utils/ApacheUtils.java

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jar/com/amazonaws/protocol/json/StructuredJsonGenerator.java

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jar/com/amazonaws/protocol/json/SdkCborGenerator.java

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jar/com/amazonaws/protocol/json/SdkStructuredPlainJsonFactory.java

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jar/com/amazonaws/http/JsonResponseHandler.java

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/protocol/json/SdkJsonProtocolFactory.java

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jar/com/amazonaws/protocol/json/SdkStructuredCborFactory.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/EnhancedJsonErrorUnmarshaller.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/BinaryUtils.java
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jar/com/amazonaws/util/BasicNameValuePair.java

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*/

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/AWSCredentialsProvider.java

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Found in path(s):

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/ServiceAbbreviations.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/Regions.java

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Found in path(s):

* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/Base16Codec.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/HttpClientWrappingInputStream.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/Base16.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/RegionUtils.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/IOUtils.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/RegionMetadata.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/SdkBufferedInputStream.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/EncodingScheme.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/SdkRuntime.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/Region.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/AbortedException.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/util/Base64Codec.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-

jar/com/amazonaws/auth/ServiceAwareSigner.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/regions/RegionMetadataParser.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/util/EncodingSchemeEnum.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/internal/MetricAware.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/ResetException.java

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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/ServiceEndpointBuilder.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/internal/config/HttpClientConfig.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/policy/conditions/IpAddressCondition.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/Signer.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/event/ProgressEvent.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/policy/conditions/BooleanCondition.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/auth/PropertiesFileCredentialsProvider.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/JsonUnmarshallerContext.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/waiters/MaxAttemptsRetryStrategy.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/ProxyAuthenticationMethod.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/http/RepeatableInputStreamRequestEntity.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/arn/ArnResource.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/waiters/NoOpWaiterHandler.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/auth/policy/internal/JsonPolicyWriter.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
jar/com/amazonaws/util/TimestampFormat.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/partitions/PartitionMetadataProvider.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java
* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
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* /opt/cola/permits/1724816297_1687336752.9162347/0/aws-java-sdk-core-1-12-49-sources-jar/com/amazonaws/partitions/model/Endpoint.java
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```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/META-  
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```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-  
jar/io/netty/util/internal/ThreadLocalRandom.java
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- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/NativeLibraryUtil.java
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- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/MacAddressUtil.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/logging/Log4J2LoggerFactory.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/logging/Log4J2Logger.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ConstantTimeUtils.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/OrderedEventExecutor.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/PromiseCombiner.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/NonStickyEventExecutorGroup.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/RejectedExecutionHandler.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
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- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/IntSupplier.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/BooleanSupplier.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ThrowableUtil.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/DomainNameMappingBuilder.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/UnorderedThreadPoolEventExecutor.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/ResourceLeakTracker.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/UnaryPromiseNotifier.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/OutOfDirectMemoryError.java

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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/logging/InternalLoggerFactory.java

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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/TimerTask.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/AbstractConstant.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/NetUtil.java

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jar/io/netty/util/internal/logging/CommonsLogger.java
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jar/io/netty/util/internal/NativeLibraryLoader.java
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jar/io/netty/util/ThreadDeathWatcher.java
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jar/io/netty/util/concurrent/FastThreadLocal.java
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jar/io/netty/util/concurrent/PromiseNotifier.java
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jar/io/netty/util/concurrent/AbstractScheduledEventExecutor.java
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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/LinkedListNode.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueueUtil.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/maps/ConcurrentAutoTable.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCGrowArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/spec/Preference.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscCompoundQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpSCUnboundedAtomicArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseSpSCLinkedListArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/BaseLinkedList.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingSetInt.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SupportsIterator.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/SpSCLinkedList.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingHashSet.java
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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/svm/CleanerJava6Substitution.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/Hidden.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ThreadExecutorMap.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ObjectPool.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/svm/package-info.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ReferenceCountUpdater.java

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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/SuppressJava6Requirement.java

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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/CharObjectMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/ByteCollections.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/ByteObjectMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/IntObjectMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/ByteObjectHashMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/IntCollections.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/ShortCollections.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/IntObjectHashMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/ShortObjectMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/CharObjectHashMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/CharCollections.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/collection/LongObjectMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ObjectUtil.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/collection/LongCollections.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/collection/ShortObjectHashMap.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/collection/LongObjectHashMap.java

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jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/UncheckedBooleanSupplier.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/NettyRuntime.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/SuppressForbidden.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/internal/ReflectionUtil.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/internal/EmptyPriorityQueue.java

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jar/io/netty/util/internal/ObjectCleaner.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/internal/PriorityQueue.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-

jar/io/netty/util/internal/LongAdderCounter.java

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- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/FutureListener.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/logging/package-info.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/ConstantPool.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ReadOnlyIterator.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/DefaultFutureListeners.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/ThreadPoolExecutor.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/DefaultThreadFactory.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/Future.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/ConcurrentSet.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/AbstractFuture.java
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- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/ResourceLeak.java
- * /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/concurrent/ImmediateExecutor.java
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jar/io/netty/util/AbstractReferenceCounted.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
jar/io/netty/util/concurrent/GenericFutureListener.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
jar/io/netty/util/concurrent/ScheduledFuture.java
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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
jar/io/netty/util/concurrent/package-info.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
jar/io/netty/util/ResourceLeakDetector.java
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-
jar/io/netty/util/internal/PlatformDependent0.java

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xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
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  <artifactId>jctools-core</artifactId>
  <groupId>org.jctools</groupId>
  <version>3.1.0</version>
  <name>Java Concurrency Tools Core Library</name>
  <description>Java Concurrency Tools Core Library</description>
  <packaging>bundle</packaging>
```

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      <artifactId>hamcrest-all</artifactId>
      <version>${hamcrest.version}</version>
      <scope>test</scope>
    </dependency>
```

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    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <version>${junit.version}</version>
      <scope>test</scope>
    </dependency>
```

```
    <dependency>
      <groupId>com.google.guava</groupId>
      <artifactId>guava-testlib</artifactId>
      <version>${guava-testlib.version}</version>
      <scope>test</scope>
    </dependency>
  </dependencies>
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        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-surefire-plugin</artifactId>
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        <configuration>
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        </configuration>
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    </plugins>
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    <Import-Package>sun.misc;resolution:=optional</Import-Package>
  </instructions>
</configuration>
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  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
  <version>3.2.0</version>
  <executions>
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      <phase>verify</phase>
      <goals>
        <goal>jar-no-fork</goal>
      </goals>
    </execution>
  </executions>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <version>3.1.1</version>
  <configuration>
    <additionalOptions>
      <additionalOption>-Xdoclint:none</additionalOption>
    </additionalOptions>
    <source>8</source>
  </configuration>
  <executions>
    <execution>
      <id>attach-javadocs</id>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>
</plugins>
</build>

<distributionManagement>
  <repository>

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<id>bintray-jctools-jctools</id>
<name>jctools-jctools</name>
<url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
</repository>
</distributionManagement>
```

```
<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>
```

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<licenses>
<license>
<name>Apache License, Version 2.0</name>
<url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
<distribution>repo</distribution>
</license>
</licenses>
```

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<scm>
<url>https://github.com/JCTools/JCTools</url>
<connection>scm:git:https://github.com/JCTools/JCTools</connection>
<tag>HEAD</tag>
</scm>
```

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<developers>
<developer>
<url>https://github.com/nitsanw</url>
</developer>
<developer>
<url>https://github.com/mjpt777</url>
</developer>
<developer>
<url>https://github.com/RichardWarburton</url>
</developer>
<developer>
<url>https://github.com/kay</url>
</developer>
<developer>
<url>https://github.com/franz1981</url>
</developer>
</developers>
```

```
<prerequisites>
<maven>3.5.0</maven>
</prerequisites>
```

```
<properties>
<project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
<java.version>1.6</java.version>
```

```
<java.test.version>1.8</java.test.version>

<maven.compiler.source>${java.version}</maven.compiler.source>
<maven.compiler.target>${java.version}</maven.compiler.target>
<maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
<maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

<hamcrest.version>1.3</hamcrest.version>
<junit.version>4.12</junit.version>
<guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>
```

Found in path(s):

```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
```

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* the License.
```

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*/
```

Found in path(s):

```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/ByteProcessor.java
```

```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/internal/MathUtil.java
```

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# License for the specific language governing permissions and limitations
# under the License.
io.netty.util.internal.Hidden$NettyBlockHoundIntegration
```

Found in path(s):

```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/META-
INF/services/reactor.blockhound.integration.BlockHoundIntegration
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```
-->
```

Found in path(s):

```
* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/META-
INF/maven/io.netty/netty-common/pom.xml
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* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/DomainWildcardMappingBuilder.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/NetUtilSubstitutions.java

* /opt/cola/permits/1653937402_1682466486.543809/0/netty-common-4-1-87-final-sources-1-jar/io/netty/util/NetUtilInitializations.java

1.24 jackson-databind 2.15.0

1.24.1 Available under license :

Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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1.25 slf4j 1.7.36

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1.26 args4j 2.32

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1.27 logback-core 1.2.3

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1.28 jackson-datatype-jsr310 2.9.10

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1.29 jaxb-api 2.2.13-b141020.1521

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[subs="normal"]

....

Specification: {doctitle}

Version: {revnumber}

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Status: {revremark}

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```
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1.31 guava 30.0-jre

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```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/MultimapBuilder.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMapEntry.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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 */
```

```
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
```

```
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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```

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jar/com/google/common/collect/GwtTransient.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/AtomicLongMap.java
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```

```
*/
/**
 * Holder for web specializations of methods of { @code Floats }. Intended to be empty for regular
 * version.
 */
```

Found in path(s):

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ComputationException.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableSetMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SingletonImmutableList.java
```

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ComparisonChain.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableList.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableEnumSet.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Defaults.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/DirectExecutor.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ExecutionList.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizableReference.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/Files.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/eventbus/EventBus.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/LineBuffer.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractFuture.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Predicate.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/package-info.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/LineReader.java
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- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactLinkedHashMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractNavigableMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/TransformedListIterator.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingImmutableSet.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingBlockingDeque.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactLinkedHashSet.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactHashMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeySetMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/AllEqualOrdering.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingNavigableMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeRangeMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/EvictingQueue.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeyListMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactHashSet.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredSetMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableEnumMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/DescendingMultiset.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/TreeTraverser.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingImmutableMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingNavigableSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/AbstractMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingDeque.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingImmutableList.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/TransformedIterator.java
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 * limitations under the License.
 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
```

*/

Found in path(s):

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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*/

/**

* Returns an array containing all of the elements in the specified collection. This method

* returns the elements in the order they are returned by the collection's iterator. The returned

* array is "safe" in that no references to it are maintained by the collection. The caller is

* thus free to modify the returned array.

*

* <p>This method assumes that the collection size doesn't change while the method is running.

*

* <p>TODO(kevinb): support concurrently modified collections?

*

* @param c the collection for which to return an array of elements

*/

Found in path(s):

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ObjectArrays.java
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- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableBiMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/StandardTable.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CollectPreconditions.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Serialization.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Range.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/HashBasedTable.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/EmptyImmutableListMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableBiMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/SingletonImmutableBiMap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableListMultimap.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/StandardRowSortedTable.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedSet.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeBasedTable.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMapEntrySet.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableEntry.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/PeekingIterator.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Collections2.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Platform.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/RegularImmutableMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMapKeySet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMapValues.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/UnmodifiableIterator.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/Table.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableCollection.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMultiset.java
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jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/ClosingFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/Traverser.java
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```

```
*/
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
 *
 * MurmurHash3 was written by Austin Appleby, and is placed in the public domain. The author
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 */
```

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```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/SmallCharMatcher.java
```

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```

```
*/
/**
 * Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
 * version.
 */
```

Found in path(s):

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/ImmutableDoubleArray.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/ImmutableIntArray.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingCondition.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/ImmutableLongArray.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractHashFunction.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingLock.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Striped64.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/Striped64.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/cache/LongAdder.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/util/concurrent/AtomicDoubleArray.java

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jar/com/google/common/collect/JdkBackedImmutableMap.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/collect/IndexedImmutableSet.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/collect/BaseImmutableMultimap.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/collect/JdkBackedImmutableBiMap.java

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*/

/**

* Holder for web specializations of methods of { @code Shorts }. Intended to be empty for regular

* version.

*/

Found in path(s):

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/ShortsMethodsForWeb.java

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/**

* Holder for web specializations of methods of { @code Doubles }. Intended to be empty for regular
* version.

*/

Found in path(s):

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/eventbus/Subscriber.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Converter.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FluentIterable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/Booleans.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/CommonPattern.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/JdkPattern.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/ToDoubleRounder.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/BigDecimalMath.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/Java8Compatibility.java

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- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/IncidentEdgeSet.java

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- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/MutableGraph.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/Graph.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/TopKSelector.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/RecursiveDeleteOption.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/ImmutableGraph.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/SuccessorsFunction.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/ImmutableNetwork.java
- * /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/PredecessorsFunction.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/Network.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/graph/Graphs.java

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* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's

* java.util.HashMap class.

*/

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ConsumingQueueIterator.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/FarmHashFingerprint64.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/LittleEndianByteArray.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/ReaderInputStream.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/PairedStatsAccumulator.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractByteHasher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/Closer.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/reflect/package-info.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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jar/com/google/common/reflect/TypeToInstanceMap.java
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jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/io/FileWriteMode.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedIterable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RangeSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedIterables.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/GeneralRange.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Count.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractRangeSet.java

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/**

```
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/
```

Found in path(s):

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/Partially.java
```

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```
*/
```

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```
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jar/com/google/common/io/ByteProcessor.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/cache/CacheBuilder.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/RegularImmutableTable.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/xml/XmlEscapers.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/net/HostSpecifier.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/escape/ArrayBasedCharEscaper.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/Splitter.java
```

```
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
```

jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/Service.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/net/UrlEscapers.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/escape/Escapers.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/AbstractService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/annotations/GwtIncompatible.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/escape/Platform.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/Platform.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/reflect/TypeResolver.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/Cut.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-

jar/com/google/common/html/HtmlEscapers.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/io/LineProcessor.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/DenseImmutableTable.java
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jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SortedMapDifference.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingSetMultimap.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeToken.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Futures.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/annotations/VisibleForTesting.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FuturesGetChecked.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/escape/CharEscaperBuilder.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/escape/CharEscaper.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/Verify.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/FilteredMultimapValues.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Atomics.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Strings.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/package-info.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Monitor.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/UncaughtExceptionHandler.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedLists.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListeningExecutorService.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/package-info.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Ascii.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Equivalence.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ContiguousSet.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/annotations/package-info.java

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Funnels.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Hasher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Ticker.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableMultiset.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/reflect/Types.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/HashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Present.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalNotification.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalListeners.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Hashing.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/AbstractCache.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Absent.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/DoubleMath.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/IntMath.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/package-info.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Optional.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/Enums.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/math/LongMath.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/BloomFilter.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularContiguousSet.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/WrappingExecutorService.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/CollectSpliterators.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
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/**

* Holder for web specializations of methods of { @code Ints }. Intended to be empty for regular

* version.

*/

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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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*/
/*
* This following method is a modified version of one found in
* <http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30>
* which contained the following notice:
*
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* the public domain, as explained at <http://creativecommons.org/publicdomain/zero/1.0/>
*
* Other contributors include Andrew Wright, Jeffrey Hayes, Pat Fisher, Mike Judd.
*/

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jar/com/google/common/collect/SortedMultisets.java

* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/SortedMultiset.java

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jar/com/google/common/primitives/Platform.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/util/concurrent/Internal.java
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jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
```


jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/ElementOrder.java
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* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1349161722_1655893317.3351555/0/guava-30-0-jre-sources-3-
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jar/com/google/common/graph/GraphConnections.java
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1.32 reflections 0.9.11

1.33 jsr311-api 1.1.1

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1.34 libjpeg 6b

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README for release 6b of 27-Mar-1998

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

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

DOCUMENTATION ROADMAP

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This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderrules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

=====

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

with various compression settings.

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

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

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

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

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The Unix configuration script "configure" was produced with GNU Autoconf.

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

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

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

We are required to state that

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REFERENCES

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

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

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides

good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

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

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

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department

C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at

<ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text

version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

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

<ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme

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

ARCHIVE LOCATIONS

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

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

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

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

send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists

some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

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

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

FILE FORMAT WARS

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

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

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

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

TO DO

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

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

As always, speeding things up is of great interest.

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

1.35 mockito 1.10.19

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1.37 jackson-jaxrs-base 2.15.0

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1.38 dropwizard-validation 1.3.29

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```
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*/
```

Found in path(s):

* /opt/cola/permits/1258291633_1643053079.55/0/dropwizard-validation-1-3-29-sources-jar/io/dropwizard/validation/InterpolationHelper.java

1.39 commons-validator 1.7

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1.40 dropwizard-util 1.3.29

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1.41 gson 2.9.0

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```
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/DateTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/TreeTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/UnsafeAllocator.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/ConstructorConstructor.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/LazilyParsedNumber.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
```

jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
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* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-  
jar/com/google/gson/internal/JavaVersion.java  
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-  
jar/com/google/gson/internal/PreJava9DateFormatProvider.java  
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```
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-  
jar/com/google/gson/internal/bind/TypeAdapters.java  
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-  
jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java  
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
```

jar/com/google/gson/internal/bind/JsonTreeReader.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/TypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/TypeAdapterFactory.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
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* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonParser.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-
jar/com/google/gson/LongSerializationPolicy.java
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jar/com/google/gson/internal/GsonBuildConfig.java

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jar/com/google/gson/internal/\$Gson\$Types.java

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jar/com/google/gson/ToNumberStrategy.java

* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/ToNumberPolicy.java

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* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/stream/JsonWriter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/stream/JsonToken.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/stream/JsonReader.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/stream/JsonScope.java
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* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonSyntaxException.java
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- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java

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- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonElement.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/Excluder.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/ExclusionStrategy.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonParseException.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/\$Gson\$Preconditions.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonIOException.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonObject.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/InstanceCreator.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/Primitives.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonNull.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/annotations/SerializedName.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonDeserializationContext.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/FieldNamingPolicy.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonPrimitive.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/FieldNamingStrategy.java
- * /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/Gson.java

* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonSerializer.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonSerializationContext.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/annotations/Since.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/JsonDeserializer.java
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* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/ObjectConstructor.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/annotations/Expose.java
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 */
```

Found in path(s):

* /opt/cola/permits/1296849109_1648622539.88/0/gson-2-9-0-sources-jar/com/google/gson/internal/bind/NumberTypeAdapter.java

1.42 jna-platform 5.13.0

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1.44 metrics-servlets 4.1.31

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.servlets

Build-Jdk-Spec: 1.8

Bundle-Description: A set of utility servlets for Metrics, allowing you to expose valuable information about your production environment.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Utility Servlets

Bundle-SymbolicName: io.dropwizard.metrics.servlets

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.servlets;uses:="com.codahale.metrics,com.codahale.metrics.health,com.fasterxml.jackson.databind,javax.servlet,javax.servlet.http";version="4.1.31"

Implementation-Title: Metrics Utility Servlets

Implementation-Version: 4.1.31

Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.http;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",com.codahale.metrics.health;version="[4.1,5)",com.codahale.metrics.json;version="[4.1,5)",com.codahale.metrics.jvm;version="[4.1,5)",com.fasterxml.jackson.databind;version="[2.9,3)",com.fasterxml.jackson.databi

nd.util;version="[2.9,3)",com.papertrail.profiler;version="[1.1,2)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1317858412_1651160238.08/0/metrics-servlets-4-1-31-jar/META-INF/MANIFEST.MF

1.45 dropwizard-util 2.0.29

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1.46 metrics-health-checks 4.0.5

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1.47 feign-jackson 10.7.4

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* /opt/cola/permits/1615679661_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/feign/jackson/JacksonDecoder.java
* /opt/cola/permits/1615679661_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/feign/jackson/JacksonIteratorDecoder.java

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1.48 xml-apis 1.4.01

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1.52 jetty-setuid-java 1.0.4

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Found in path(s):

```
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUIDListener.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/SetUID.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
```

```
jar/org/eclipse/jetty/setuid/Group.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/RLimit.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-
jar/org/eclipse/jetty/setuid/Passwd.java
```

1.53 dropwizard-jackson 2.0.29

1.53.1 Available under license :

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1.54 activation 1.2.2

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1.59 dropwizard-auth 1.3.23

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1.60 kotlin 1.6.20-release-275

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Found in path(s):

```
 * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Library.kt
 * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/ArrayIntrinsics.kt
 * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-
jar/kotlin/reflect/KVisibility.kt
 * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/String.kt
 * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-
jar/kotlin/internal/InternalAnnotations.kt
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Found in path(s):

- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Boolean.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Throwable.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Unit.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Any.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Nothing.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/annotation/Annotations.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Number.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KParameter.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Comparable.kt
- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Iterator.kt
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- * /opt/cola/permits/1302395090_1684221612.1889257/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Function.kt

1.61 civetweb 1.15

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distributable)</ns1:copyrightText>
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distributable)</ns1:copyrightText>
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<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
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<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>

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<ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
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distributable)</ns1:copyrightText>
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  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
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<ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

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<ns1:fileName>./src-separate/duk_util_bitencoder.c</ns1:fileName>
<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
</rdf:Description>
<rdf:Description rdf:nodeID="Ne563f8a0ce6749b78adaf8438f45ef72">
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<ns1:checksumValue>0edfa68772ce7637ba45f8c38b1996241bb9d564</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="Nca785b4c0395476b8e841246fd59d1e5">
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:checksumValue>b381ea15009eb8140c0789203345cdcc2c6c1cd6</ns1:checksumValue>

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</rdf:Description>
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  <ns1:checksumValue>949e147e9b5e284590449d0e8f74427c8c12f00f</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>13e6591c152934ace923d9e49cc52872c8a515b9</ns1:checksumValue>
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  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>87018db6c5898305a7e5196d9590c5b42424a7ea</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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  <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <ns1:checksum rdf:nodeID="N7871a21de3b54d228c05945649d6ebb0"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <ns1:fileName>./debugger/package.json</ns1:fileName>
  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
</rdf:Description>
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  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>92ce3decf72b10b0023116ac727a752e8749aa90</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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  <ns1:checksum rdf:nodeID="Nd5dcf82ee5bf4f0984ffdc815c050f07"/>
  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
</rdf:Description>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

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<ns1:checksumValue>58c701ade28ee5a475dede84a6e771893e3fc40f</ns1:checksumValue>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
<ns1:checksum rdf:nodeID="N3fc31ee4c43948b2a409b4f827759425"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<ns1:fileName>./polyfills/duktape-error-setter-writable.js</ns1:fileName>
<ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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<ns1:checksumValue>221600498f2801d0bfc71e36009f084f363e159e</ns1:checksumValue>
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<rdf:Description rdf:nodeID="N14da4f0fa38343f6b8ef6f9f2500e462">
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>012eed9a677efd2062f7ed6965d5a39e9e569c25</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N608f3ec07489451db2c3fa5d2b199831">
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>84b33d737bba2dadfdd950adad7a96d3d88eb01d</ns1:checksumValue>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
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  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
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  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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  <ns1:checksumValue>7d9fa832b248637111993cc745e8e8f0b8aaa7fa</ns1:checksumValue>
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<rdf:Description rdf:nodeID="N127e032aec53405280adacea99f7a1aa">
  <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <ns1:fileName>./src-separate/duk_builtins.c</ns1:fileName>
  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
  <ns1:checksum rdf:nodeID="N651f105268b44899b29f31b648e114d8"/>
  <ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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  <ns1:checksumValue>bd2f85dccc23b76b9cf9900b8b2b86f0bf97421b</ns1:checksumValue>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

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<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N5332d8ea57ea485caf23589e850b48f7">
  <ns1:checksumValue>bdb9243b436ef5c70967bddd16d0cc9e74971b1c</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <ns1:checksum rdf:nodeID="N1e3395d1a16141859053527e84be4752"/>
  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
  <ns1:fileName>./config/genconfig_metadata.tar.gz</ns1:fileName>
</rdf:Description>
<rdf:Description rdf:nodeID="Na9e4f0ab8aad45a4bcffa57f9056ac0b">
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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  <ns1:checksumValue>11a7a5b6b1557adeca8a9def51cb44282f24c853</ns1:checksumValue>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>2df8e3d302a5c74ac385b0e1e110d0845a4aef35</ns1:checksumValue>
</rdf:Description>
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<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
<ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
<ns1:fileName>./examples/guide/processlines.c</ns1:fileName>
<ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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<ns1:checksum rdf:nodeID="N7906ad0dbd51471584ae067dae0339eb"/>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>62ecbef7a21dd5c49b38fbe344e2511c07f36261</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="Na892d14a2ce84a0c8ed288813068b0b4">
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>a2c79a55a60f73e1a1567b96d584399571180ef5</ns1:checksumValue>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N13da4c8082ec4a5d995595c0d8c9425a">
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  <ns1:checksumValue>6988aac432dcc185c2967732e21947ea0696377f</ns1:checksumValue>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<rdf:Description rdf:nodeID="N4bf08feb34f449caae0f5eef82304a3">
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  <ns1:checksumValue>089c395fca3cedceec09fd38d32d0c77dc8658f4</ns1:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="Nd14c9df158a940db99636722e0e8031c">
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>93e24d8abbf79fb6a2fcd54679c476866ad6ab2a</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N60ff244284b44944a5a8829d5133d7b5">
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>982e40839854be361e3b57b5c07ef4f710ab749b</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N17f15662ac104212acb2cbf997f1c7eb">
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>a913f60f44a9e19cd5c31e84242db88a0868eba8</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N93bb4e72345a489d93cab4de5b47b9a2">
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

```

```

<ns1:checksumValue>e23d3c1764a8872117054a43bbff38dd2fe60b9c</ns1:checksumValue>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N64fea1147c69473d94f17be3719dab19">
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<ns1:checksumValue>6d5f56a1b76f9dcc9bb68d62ad0df958bd4d38ec</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N213693bdb49c4346bac780da7a1790dd">
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:checksumValue>601a6783177c1c6140c12b42c0bedb0ee0079d16</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N3eed04d6285c4542a734c1ea419e7bc6">
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<ns1:checksumValue>0aa059114343d9595ac106a1ff966391bd75604a</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N65f37986e0fb4b319fc0077a78618d23">
<ns1:checksumValue>2e9dca0919a92c68ed30593292b3fe7140480062</ns1:checksumValue>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N06c44d4442484d50b46e960ab16d7b27">
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<ns1:checksumValue>64edd8d85b88c69b5c2c686b85f19b350bef7880</ns1:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="Nb6ac1c2a792e46c9bb72fcb2b021d06e">
<ns1:checksumValue>1db75c875cb94e1317f095e3d78f11275c17d154</ns1:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N58ff577ed80a43df8e1646668551583a">
<ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<ns1:fileName>./config/genconfig.py</ns1:fileName>
<ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
<ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<ns1:checksum rdf:nodeID="N11d8e358dd81420694d745ad31b1e8af"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
</rdf:Description>
<rdf:Description rdf:nodeID="Nb7e97a375c814773846f140695dc2de4">
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
<ns1:checksumValue>714e6fe76e2aed0bbb54f6c5e3674472813e4382</ns1:checksumValue>
<ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="N1534fd30a381448aaf2322d2a4948c8e">
  <ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <ns1:checksum rdf:nodeID="N64ed73dd5e834b11bea98bb09f1e57fe"/>
  <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
  <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <ns1:fileName>./src-separate/duk_api_object.c</ns1:fileName>
  <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
</rdf:Description>
<rdf:Description rdf:nodeID="Nba4461f02b8b429bbd15d5cf657bab1c">
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <ns1:checksumValue>af6b0cd61c02efa575b9106682606297d26f013b</ns1:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N716d78f6af114fc7af78e6d3d8c6b413">
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>215f6fec820889330048f7f2c1b5a220eb963657</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N3aaaf58cf6f246769f3d8b3efaf138a7">
  <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  <ns1:checksumValue>23b6b54a8a35fbec735ffb332f4100a7f00557be</ns1:checksumValue>
</rdf:Description>
</rdf:RDF>

```

CommonJS specification snapshots are included in the references/
directory. CommonJS is under the MIT license: <http://www.commonjs.org/>.

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

```
<rdf:RDF
```

```

  xmlns:_3="http://spdx.org/rdf/terms#"
  xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
  xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#"

```

```
>
```

```

<rdf:Description rdf:nodeID="svBMzJkP376">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>6f9134b7d1c939593043b9e0ecb308fbc745c9af</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP101">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP102"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eventloop/main.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>

```

```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP414">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>bd2f85dcd23b76b9cf9900b8b2b86f0bf97421b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP415">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP416"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_initjs_min.js</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP321">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP322"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_internal.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP292">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>b7ee0e88e6365390db594e5e1a90c383847cfd0f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP3">
  <_3:created rdf:datatype="http://www.w3.org/2001/XMLSchema#dateTime">2016-12-
08T20:32:53Z</_3:created>
  <rdfs:comment></rdfs:comment>
  <_3:licenseListVersion>1.20</_3:licenseListVersion>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#CreationInfo"/>
  <_3:creator>Organization: duktape.org</_3:creator>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP79">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP80"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/coffee/README.rst</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>

```



```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP275">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP276"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap_stringtable.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP360">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d70b4083ccd3b5dac32ad07e58d3132dc3390b79</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP70">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>f051b42ff42dc8655b9e17739f7cb7cb76bdf78d</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP382">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>61db5ef1604240b33fa9e1e8825ad588076a5aef</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP365">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP366"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_debug.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP208">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>52554f56c3e3420d3643aa22f563d32a2b18be1f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP323">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP324"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

```

```

<_3:fileName>./src-separate/duk_hbufferobject_misc.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP441">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP442"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_debug_fixedbuffer.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP32">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fb4f806e7282dd3cb2df04e228672d8b0b1b8eb4</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP289">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP290"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap_misc.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP383">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP384"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_compile.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP468">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>422984e8fc919e9f8c64d5cc4b20d7f6d15e341b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP277">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

```

```

<_3:checksum rdf:nodeID="svBMzJkP278"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_error_longjmp.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP258">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>d0421b2e96d2365467764d4aecc442fe543d69ad</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP462">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>1db75c875cb94e1317f095e3d78f11275c17d154</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP137">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP138"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/cpp-exceptions/cpp_exceptions.cpp</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP180">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>23575db7cd88e42c0c3fc1630f44bf608fcec76d</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP271">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP272"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_builtins.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP417">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP418"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_string.c</_3:fileName>

```

```

    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP331">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP332"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_lexer.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP327">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP328"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_buffer.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP476">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>97bf0ab32255874def0bd3157bf4bb2fc731d37f</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP147">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP148"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/guide/process.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP388">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>0811e545a133c3a62672e239624a0c1f11478b8d</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP214">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>742d035afe3ae16b3498926494419b74c53dfaf4</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP312">

```

```

<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>34b0dc439c1aeb920a1db0ac0ed20ee189069ea1</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP439">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP440"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_debug_heap.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP209">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP210"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_util_bufwriter.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP31">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP32"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./Makefile.eval</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP408">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>221600498f2801d0bfc71e36009f084f363e159e</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP443">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP444"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_alloc_default.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>

```

```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP374">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>bad7c737fdd2d5f21ac00c6936921184cd26908d</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP246">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>21e33f2c348ab084c0869d3bba530b1885464f38</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP69">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP70"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./debugger/static/webui.js</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP349">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP350"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_object.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP279">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP280"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hstring.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP217">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP218"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

```

```

<_3:fileName>./src-separate/duk_hobject_enum.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP436">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>525e80da2b6d3640fd42af0f662d7b68865d6529</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP370">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>84b33d737bba2dadfdd950adad7a96d3d88eb01d</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP53">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP54"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./debugger/Makefile</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP105">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP106"/>
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<_3:fileName>./examples/eventloop/ncurses.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP341">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP342"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_error_misc.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP338">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>012bd42371c53e6c32e357201ee91c258640e546</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP253">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP254"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_js_bytecode.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP133">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP134"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eval/eval.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP305">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP306"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_util_tinyrandom.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP169">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP170"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/debug-trans-socket/duk_trans_socket_windows.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP263">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP264"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_forwdecl.h</_3:fileName>

```



```

    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP351">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP352"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_hbuffer.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP250">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a5985c22d5e36eaced8ebc72338a38ae0b73c9ad</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP103">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP104"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/eventloop/c_eventloop.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP483">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP484"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./licenses/commonjs.txt</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP487">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP488"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src/duk_config.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP332">

```

```

<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4edee4bb513bcff807e343902af260ed8ff72850</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP423">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP424"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_tval.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP490">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>5e427d4685c63b3e7c638c6eaac5e7df8216507f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP107">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP108"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eventloop/socket.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP165">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP166"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/cmdline/duk_cmdline.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP355">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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  <_3:checksum rdf:nodeID="svBMzJkP356"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_selftest.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>

```

```

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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP256"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP189">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP190"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/sandbox/README.rst</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP373">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP374"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hbuffer_ops.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP466">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>11a7a5b6b1557adeca8a9def51cb44282f24c853</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP339">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP340"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_js_var.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP247">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP248"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_hobject_props.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP375">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP376"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_heap_hashstring.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP38">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>2e1b55e44a5845fb785dde5b8c2e24bb7bd2e1bf</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP252">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a98ed9095834cad5b50d63cf8e659cca90e01062</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP227">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP228"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_date_unix.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP290">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>467388c812411a0d2b80760983171c346d35953d</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP371">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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```

<_3:checksum rdf:nodeID="svBMzJkP372"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_regexp_compiler.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP234">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4d3ab8c2d41261b0cae627db9d536d26f72b5f8e</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP459">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP460"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./polyfills/object-prototype-definesetter.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP56">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>79dac8ea1aa08daa3c8e9b6137b8a01c8d501893</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP142">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>8aa63b553757fe1229638e978b540d7116b70274</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP325">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP326"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_js_compiler.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP354">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>32ba21f45afd4b027113eda5aba53314c3f00da9</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP45">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

```

```

    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP46"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./debugger/duk_debug.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP342">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>c00100a35037a372ebcde740082d5bb7c7735057</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP135">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP136"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/cpp-exceptions/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP485">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP486"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src/metadata.json</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP428">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>5bd828887b0f46810358539868398e64b622d047</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP128">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>82314b509ee3b15b393fefe747c8e0169ab39aaa</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP407">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP408"/>

```

```

<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_numconv.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP269">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP270"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_bi_date.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP440">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>23b6b54a8a35fbec735ffb332f4100a7f00557be</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP345">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP346"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_hthread.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP57">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP58"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./debugger/duk_debug_meta.json</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP50">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>fe251e819feb6f84c1c8169eb6921174be2b1373</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP218">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>6806426efc13e73e41899bef0aecca7eec097c18</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

```

```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP433">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP434"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duktape.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP39">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP40"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-noline/duk_config.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP449">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP450"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_debug_macros.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP174">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>012eed9a677efd2062f7ed6965d5a39e9e569c25</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP198">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>8015d14ffb7a4a4b93d654f093aa48ec17fce4e</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP117">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP118"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

```



```

<_3:fileName>./examples/eventloop/curses-timers.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP8">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fa2824f02d8a2d21f729a4e9d44557f3b39a9355</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP403">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP404"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_strings.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP183">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP184"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/debug-trans-dvalue/duk_trans_dvalue.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP130">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>a8c0b54002a3a7d8c69d385e7fbcf4b70d1efc70</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP62">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>c81b68018e3d6f1b93683f7ead8761c01f2ca760</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP445">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP446"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap_stringcache.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP20">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>df02f8688766b929639cca4881b73cb8f745c97c</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP335">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP336"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap_refcount.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP298">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>59df770184e4c26b190a76f4cd035c7e661d573f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP470"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./config/README.rst</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP232">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fd24ca07cfd8fd37f3e70d10ad078ee5f149c9ce</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP29">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP30"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./Makefile.dukdebug</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP435">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

```

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<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_replacements.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP188">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>22046b9dfc552ed692193d1bf5e3d0e182111ae5</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP283">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP284"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_internal.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP399">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP400"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_js_executor.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP481">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP482"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./licenses/lua.txt</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP140">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>e023af5c2fb4b1efab74a230c552f1eb1b37fc10</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP127">

```

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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP128"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/dummy-date-provider/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP438">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>54a05944602f4a24864001a40d770591c6800daf</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP46">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4e41e7165a8d6e3bd370bc4536b16835a7204cf6</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP308">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>a23d89e3ff8fe247e09338af7b38bdab41da5c3e</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP357">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP358"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_tval.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP336">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>821b268a1d4339ea2b309bdb6f527aa61bdb6b23</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP192">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>194e0bf80a1ddcc4d2d68ea6d2539656f3044f78</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP260">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>063133679b6d072efc1c27f3a510101744ffde0c</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP353">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP354"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_bytecode.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP186">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>5f3b6cd81be97aa687fe8b47751e68b5561d7c1b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP68">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>ad583b87e72c08b4b44918dd1d7fce97e4950aa4</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP96">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>7e2674dd72227576375a80f6ddb11320f5b987a</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP160">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>83b27494e6b257ab09828b0a4a1cf907686778a5</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP367">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP368"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_boolean.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP42">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>829c4239ff43a1e15aa08bbbab41e7fba9207859</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP125">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

```

```

    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP126"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/eventloop/server-socket-test.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP392">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a913f60f44a9e19cd5c31e84242db88a0868eba8</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP143">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP144"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/guide/uppercase.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP282">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>786369a33cccbadc3d2efba613a43fdd638971fc</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP219">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP220"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_api_debug.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP154">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>881f1b114c9fbba139044ddcbbc5398243185d10</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP63">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

```

```

<_3:checksum rdf:nodeID="svBMzJkP64"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./debugger/duk_opcodes.yaml</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP216">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>3fa5d72893eb3e1d42d07c8effc8bb1443f87dd6</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP248">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>105dd2e79d90b96b6b1ae419bff31ed6a0273af6</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP226">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>48eafa3f368fc879bfb79c2b2a30846a0b5d9b42</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP264">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>3f2b3b6b16cc969631b9980bc67aa6cc2c872048</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP313">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP314"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_error_augment.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP363">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP364"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_bi_thrower.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP122">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>6b98824e13a3d9536542b8da51d012a3d66ceec1</_3:checksumValue>

```

```

    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP66">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>23f0401f57af7b8e4df6636637caffce6956445b</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP161">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP162"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/hello/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP410">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>457df68e290e23da40cac39a7cc35d6d6b4257c6</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP61">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP62"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./debugger/duk_classnames.yaml</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP164">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a4e2dfaee71b2316f2c3d149b4a507250b54dd96</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP213">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP214"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_jmpbuf.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP460">

```



```

<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>089c395fca3cedceec09fd38d32d0c77dc8658f4</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP328">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>3f640daaa5e9d226a04fe419cb5eb1c07d06d346</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP47">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP48"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./debugger/duk_debugerrors.yaml</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP369">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP370"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_error_macros.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4239a907720cf3620bd0b03eb43981e7182e305a</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP293">
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/coffee/mandel.coffee</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP296">
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</rdf:Description>
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  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>521f29841ddeb9be08ff9f7e2db06277da31bd47</_3:checksumValue>
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</rdf:Description>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP156"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-torture/duk_alloc_torture.c</_3:fileName>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP71">
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP72"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

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<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP356">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>93e24d8abbf79fb6a2fcd54679c476866ad6ab2a</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP4">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:sourceInfo>Official duktape.org release built from GitHub repo
https://github.com/svaarala/duktape.</_3:sourceInfo>
  <_3:downloadLocation
rdf:datatype="http://www.w3.org/2001/XMLSchema#anyURI">http://duktape.org/duktape-
1.5.2.tar.xz</_3:downloadLocation>
  <_3:licenseDeclared rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:supplier>Organization: duktape.org</_3:supplier>
  <_3:packageVerificationCode rdf:nodeID="svBMzJkP5"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Package"/>
  <_3:description>Duktape is an embeddable Javascript engine, with a focus on portability and compact
footprint</_3:description>
  <_3:licenseComments>Duktape is copyrighted by its authors and licensed under the MIT license. MurmurHash2
is used internally, it is also under the MIT license. Duktape module loader is based on the CommonJS module
loading specification (without sharing any code), CommonJS is under the MIT license.</_3:licenseComments>
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  <_3:hasFile rdf:nodeID="svBMzJkP127"/>
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<_3:packageName>duktape-1.5.2.tar.xz</_3:packageName>
<_3:name>Duktape</_3:name>
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rdf:datatype="http://www.w3.org/2001/XMLSchema#anyURI">http://duktape.org</_3:homePage>
<_3:versionInfo>1.5.2</_3:versionInfo>
<_3:summary>Duktape EcmaScript interpreter</_3:summary>
<_3:licenseInfoFromFiles rdf:resource="http://spdx.org/licenses/MIT"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP80">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>af6b0cd61c02efa575b9106682606297d26f013b</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP430">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>ddcaaa8f260ff00f22e09d7fb4b4b7ca94858f30</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP176">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>bdb9243b436ef5c70967bdd16d0cc9e74971b1c</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP12">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>cb09ad82ed76b6caf0ac32db698c1ce50e0a508</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP412">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>b3919a740c97b1d3ceb4e03c9ae53456916222a4</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP368">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>a20231719c1f9b97ea38fbc42dd8af1e21d74879</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP406">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>62b2d820f9a27df439cd24ac8766e680d27a95da</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP272">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>95a06fb24eca405019eb7b7d535179245eda6099</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP78">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>ea413ed7d47cf27c6f3ffe25956b1370b653c200</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP54">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>0bba41f542f2279b6bfa297ba4e7ee824e3ebd78</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP421">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP422"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_js_ops.c</_3:fileName>

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    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP7">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP8"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./LICENSE.txt</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP60">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>50a3349a079123b6bddf3db507df0dd9e877e246</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP299">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP300"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_logger.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP112">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>64566ae0bdc1c3e1017604b6b45d515c30d976eb</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP463">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP464"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./polyfills/console-minimal.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP223">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP224"/>

```

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<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_bi_global.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP194">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>2c86a9ed51255ba3b0b225e48c093851a78cae71</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP196">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>742635fda10ef9775864077e647b59442768a69c</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP249">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP250"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_call.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP397">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP398"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_regexp.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP163">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP164"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/cmdline/duk_cmdline_ajduk.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP411">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP412"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heaphdr.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP362">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>5ab84f0ff2ed8c4b4a2daa5957d2a20447887103</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP444">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>8483a2211d6323480efa605ee646959695b742c6</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP200">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fba891f21dc0b80d282f16d39c37007965adcd04</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP396">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>47e1001460004f53dfc350355e02bf56f18b0398</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP113">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP114"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eventloop/fileio.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP306">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d529a6faac560def1e5b2cdb991713a6d70b0e26</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP434">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>b7be4a3a943099fdf318480615d1c130be87a841</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP358">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

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<_3:checksumValue>a9493898a19810a5450d2442d1ff1dfb4ff76d1c</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP220">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>ee1f62688128fef0954cc9b93e41c199212e5a82</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP65">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP66"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./debugger/merge_debug_meta.py</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP44">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>bc9d119b5e66085e7e4219685fd351fb3f68d800</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP195">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP196"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-logging/duk_alloc_logging.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP452">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>aa1f72e7a2b4891ec1f445eb031dfba69bdc85de</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP270">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>1f430f45a3e52e4327eb17b2213a6f473dc1f6d2</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP206">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>9b7de9f9f25d095dfcffbf2d7629cd772fe632f0</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

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<rdf:Description rdf:nodeID="svBMzJkP401">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP402"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_date_windows.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP479">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP480"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./licenses/murmurhash2.txt</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP120">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>88ab1d060886393d94b6fb7c6054a0189117340b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP314">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d32ab97622eaf870648dfdf8e5b9cb034740affa</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP398">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>2e9dca0919a92c68ed30593292b3fe7140480062</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP378">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d5f1184bc60b9049b0dbf1e51ae6a5fe7e5e3192</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP18">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>f3ed5c785b60b0f39a74cc3f5b73b0c6e24287c3</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP425">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

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```

    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP426"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_object.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP203">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP204"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_unicode_support.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP159">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP160"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/hello/hello.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP491">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP492"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src/duktape.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP391">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP392"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_duktape.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP33">

```

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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP22"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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  <_3:fileName>./src-separate/duk_heap_memory.c</_3:fileName>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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    <_3:checksum rdf:nodeID="svBMzJkP298"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_protos.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP171">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP172"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/debug-trans-socket/duk_trans_socket_unix.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP467">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP468"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./config/genconfig.py</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP350">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>0ec3478b1e5713ffdb7eb45cd5bb96c1a8a774b</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP442">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>7c438de1ba7ca2ef226340d28ec0071ece1c9e43</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP116">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>4db4ca2d7ce3f076fd195372d53e8bc5714d2597</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP84">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a8f8cf615ef79337a83eb791477dc9ed2c22822c</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP124">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d869c0f8797a659124b3ba31c75f494b15bea5e6</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP273">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP274"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hobject_pc2line.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP389">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP390"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_debugger.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP281">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP282"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_util_bitdecoder.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP380">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>5bf6196d028d10a8f2f8e3da67b7d59bb8fd9eff</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP301">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP302"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_unicode_tables.c</_3:fileName>

```



```

    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP324">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>29be453689679c9bab977c0b333a4a224d9f02e6</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP110">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d535c4e27319a5db6026553a801e8a5ef0e6fe88</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP215">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP216"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hobject_misc.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP280">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fcdae530da6f6dfafd21219de294c547b91dd866</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP274">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>8521b45dcb72d66c2b4e3f0db9e1dbfb75b45f5</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP83">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP84"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-hybrid/duk_alloc_hybrid.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP26">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>3b8236810650f4e28bd84984b3c7e55029f241b0</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP453">

```

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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP454"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./polyfills/duktape-error-setter-writable.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP278">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>cd7bd1908b56fe13dc63ac64b53ca793221f9359</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP337">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP338"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_heap_markandsweep.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP465">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP466"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./polyfills/performance-now.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP303">
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP304"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_exception.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP187">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP188"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/sandbox/sandbox.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP109">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP110"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eventloop/c_eventloop.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP17">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP18"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./mandel.js</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP395">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP396"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hbufferobject.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP470">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>6d5f56a1b76f9dcc9bb68d62ad0df958bd4d38ec</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP162">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>10c24a17c2f5f82d8c1a8fab8673c0c9075c1817</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP288">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

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<_3:checksumValue>14ec83aeef66a38c6a4c48a175a544f66d319413</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP320">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>2c508fbc7eb127f6793cfe62bf947879668983a4</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP172">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>01d4eb01e522172282a4a0ea3aa06f33ce7bec3c</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP93">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP94"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/codepage-conv/test.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP144">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>4baffeb2aa785bdc1065eb9ddb8c64c8a028655d</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP150">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>ed3bd07dbd103d285277ab38c4b4a7dd4a4b654b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP379">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP380"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_array.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP111">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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```

<_3:checksum rdf:nodeID="svBMzJkP112"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/eventloop/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP90">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>9bb6ca1fa3ad4c593b000b2de5aca013b95adda0</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP52">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>9406efff4ddfa3fe00ae52c28963df486fc48dfa</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP240">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>ebbb5b2489ccab8f4a6ef741aac3eafac4c49ebd</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP134">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>c2d899e7f2343579f29ad3079fde44eec5d6a544</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP197">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP198"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/alloc-logging/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP402">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>0053a77d6c3562af6d2238f096f3a9bd4b5a834f</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP348">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>82ae634976f8641d5582058879d42d843713927b</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP178">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>11f16b15a8e52598a078b88a8d0440ff61dd5ba2</_3:checksumValue>

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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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<rdfs:comment>SPDX license for Duktape 1.5.2</rdfs:comment>

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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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distributable)</_3:copyrightText>
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  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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distributable)</_3:copyrightText>
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    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>982e40839854be361e3b57b5c07ef4f710ab749b</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP307">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP308"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_replacements.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP123">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP124"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/eventloop/client-socket-test.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP309">

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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP310"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_util_hashprime.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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<_3:fileName>./src-separate/duk_json.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP186"/>
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<_3:fileName>./examples/debug-trans-dvalue/test.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP242">
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<_3:checksumValue>f788091973ac91ad9562aaadac9c2de87af2ba76</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP204">
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<_3:checksumValue>e70f9a590f4288c0fee56aa2c421cbc23036a1e</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

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</rdf:Description>
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  <_3:checksumValue>75c61dd080cd643b7449f673105b7b7e4bdda0f5</_3:checksumValue>
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  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP447">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP448"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_pointer.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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<rdf:Description rdf:nodeID="svBMzJkP87">
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  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP88"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-hybrid/duk_alloc_hybrid.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP448">
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  <_3:checksumValue>2321e0a68bf940f8346d00adda9e4a58fa51f608</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP225">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP226"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_function.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP15">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

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```

    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP16"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./Makefile.hello</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
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  <rdf:Description rdf:nodeID="svBMzJkP81">
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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP82"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP424">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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  </rdf:Description>
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    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP456"/>
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    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP25">
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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP26"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./Makefile.sandbox</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
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    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP461">
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP462"/>
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<_3:fileName>./polyfills/duktape-isfastint.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP286"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_logging.c</_3:fileName>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP12"/>
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</rdf:Description>
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<_3:checksumValue>0f87aa4dae2a89f7ed3163197f96790ec6b28b19</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP310">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>e44b8b092afcfa97e693eb3e0be97d41f8aff301</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP315">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

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    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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    <_3:fileName>./src-separate/duk_api_heap.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP180"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/debug-trans-dvalue/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP98">
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</rdf:Description>
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    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP55">
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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP56"/>
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    <_3:fileName>./debugger/duk_debugcommands.yaml</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
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<rdf:Description rdf:nodeID="svBMzJkP91">
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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP92"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/codepage-conv/duk_codepage_conv.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP318">

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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP266">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>030ac3c728cca19fe93d652a4b6b8758d739d9b9</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP74">
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP473">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP474"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./config/duk_config.h-modular-static</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP254">
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<_3:checksumValue>4fae13370046b51fe87c60fa86eb14f2948fd143</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP262">
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<_3:checksumValue>c06e1c0dc0c61e40f7337b40917df034f167e54</_3:checksumValue>
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</rdf:Description>
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<rdf:Description rdf:nodeID="svBMzJkP419">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP420"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_bi_thread.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>

```

```

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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP286">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fb9c2ff459fd84b4587f846fbd36219cf8f06931</_3:checksumValue>
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  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
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  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP192"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-logging/duk_alloc_logging.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP158">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>d45e3fc443887261ce432a807aaebd2a1812264e</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP427">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP428"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_var.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP119">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP120"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

```

```

<_3:fileName>./examples/eventloop/basic-test.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP205">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP206"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_builtins.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP94">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>c8ae046bda2c920b5d807dfa68c8159b655b0873</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP30">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>f20291ecae9e775ebac2a6ed24f5399c2b3a7883</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP385">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP386"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_heap_alloc.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP366">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>239011a773fbafa409c2f02b5e889bd5d28d16e1</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP118">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>6a1500fea27ea278c4f0c64d908e16cc60df684b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP471">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

```

```

<_3:checksum rdf:nodeID="svBMzJkP472"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./config/duk_config.h-modular-dll</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP58">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>c33541d338ff3d8461dd1a8573a6372e19cb12e4</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP231">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP232"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_hstring_misc.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP89">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP90"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/codepage-conv/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP24">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>f396c6aec456b183ef77e33da1dffc89c417056</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP326">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>a9db75839022e7dcf7e691ada7480a9b7c2715d0</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP212">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>a2c79a55a60f73e1a1567b96d584399571180ef5</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP484">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>92ce3decf72b10b0023116ac727a752e8749aa90</_3:checksumValue>

```

```

    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP390">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>339f26c72e051cf531426a63fe6c35c476bad645</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP114">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>a9206a7b46f8d8319b798475650217f494fa76ab</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP34">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>fa85ee3394206d18c611b837e700257ba8336250</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP291">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP292"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_json.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP86">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>149fd21526c90d52b22e77b297f76e6da3e656ff</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP72">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>03cad085177f1e776be90afceef1f2160e6c8bf4</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP49">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP50"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./debugger/duk_debug_proxy.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP409">

```

```

<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP410"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_debugger.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP41">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP42"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-noline/duktape.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP243">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP244"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_strings.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP151">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP152"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/guide/prime.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP131">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP132"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/eval/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>

```



```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP446">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>62a4483b185b620431e13ddb2b18555baa344937</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP294">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>a476b63d336a8d171891330c965fbb8b72f5863a</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP27">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP28"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./AUTHORS.rst</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP259">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP260"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_regexp.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP287">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP288"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_math.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP284">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>a32730ebb239feb5599bcac3561b7a0acb3a1b94</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP317">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

```

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    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP318"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_hthread_stacks.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP420">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>87018db6c5898305a7e5196d9590c5b42424a7ea</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP138">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>2df8e3d302a5c74ac385b0e1e110d0845a4aef35</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP40">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>5ab84f0ff2ed8c4b4a2daa5957d2a20447887103</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP106">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>484fb41d516abcbe8c97af5aa80b76c67dbfb0cb</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP489">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP490"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src/duktape.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP199">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP200"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_bi_error.c</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP59">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP60"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./debugger/package.json</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP9">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP10"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./duk_build_meta.json</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP431">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP432"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_util_hashbytes.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP146">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>206ffd13c06208e85baba2b257fe3ddebb56a6c2</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP228">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>6b438afc07b9ac67fb6ea8bc9d4f01f3b362c9e1</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP330">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>73ff75213f392b6125c68ab6b430176dfad71269</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP451">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

```

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    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP452"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./polyfills/duktape-error-setter-nonwritable.js</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP108">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>24a2346fa389c2294cc0e96427e0bd206dac10b9</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP394">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>ff17cbc9cb84b86f83bb104a247e5c265a9fe5b5</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP488">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>5ab84f0ff2ed8c4b4a2daa5957d2a20447887103</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP5">
    <_3:packageVerificationCodeExcludedFile>./license.spdx</_3:packageVerificationCodeExcludedFile>
<_3:packageVerificationCodeValue>a60d2f27825f0294858de60a5ef8f35433967a27</_3:packageVerificationCode
Value>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP67">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP68"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./debugger/static/style.css</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP329">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP330"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_hcompiledfunction.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP241">

```

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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP242"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_util_misc.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP450">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>036a814b2c1187af4c5c882095bd6b3d710cb79a</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP386">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>6fdfe8f7b5fc3226d83f0246079f76b33d44bcb9b</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP202">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>b381ea15009eb8140c0789203345cdcc2c6c1cd6</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP400">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>6c4bfae55df6a1fef08fd758e32bf465316cab9a</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP276">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>734560a1ac6155f12400b5a93569aae99149b6c</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP265">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP266"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_bi_string.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP426">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>64edd8d85b88c69b5c2c686b85f19b350bef7880</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP182">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>1c40a52fd54baf7ac334fce4829892d5d951401a</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP251">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP252"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_lexer.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP429">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP430"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_api_stack.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP224">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>fbe432d33d4ef75f30fa2d87f4f1a83f78b4811b</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP177">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP178"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/debug-trans-dvalue/duk_trans_dvalue.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP492">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>bc9d119b5e66085e7e4219685fd351fb3f68d800</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP245">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

```

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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP246"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_unicode.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP64">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>3da07a99a4ed68844140352133867b2857fab685</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP475">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP476"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./config/genconfig_metadata.tar.gz</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP343">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP344"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_memory.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP377">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP378"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_hobject.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP454">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4392fa63e6e9174ec09ef2e3a4e4e3bd03e94126</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

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<rdf:Description rdf:nodeID="svBMzJkP340">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>9b95f60e95f7da3773bdac1d2a436b3c5a662ab1</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP474">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>6985052d270ff2a00543b641115b946fc91ebf3a</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP126">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>f9072f5c361c86887b57ce662b3cd7211b4ce346</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP190">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>5d593ae6316ed7a3ea6e7ed0a47267745d79d12d</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP88">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>ddbc206357dd4b97f3630b87bfdac148a5e8b190</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP257">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP258"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hbuffer_alloc.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP43">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP44"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-noline/duktape.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP51">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

```



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    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP52"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./debugger/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP73">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP74"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP404">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>89a7d62e8ae337fca35cacbb4b4cc6f294daedc9</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP102">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>5f89525f75f61dd8c89e010cb62bc071d6d13170</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP268">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>4396fb38f8a42bfc90ef1bc7c11c402074367343</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP238">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>ab29fe562681a0e6785515ef284fc51a20f0f7b5</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP304">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>ebaa68746ec59e01ef742f68aab11e053f882f63</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP387">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP388"/>

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<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_util_bitencoder.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP28">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>8ddb97a1a5acc3bed35f4df60e3aa1f4267380</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP97">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP98"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/jxpretty/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP167">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP168"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/cmdline/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP221">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP222"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_error.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP193">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP194"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/alloc-logging/log2gnuplot.py</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>

```

```

</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP77">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP78"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/coffee/hello.coffee</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP458">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>0125ebcabe62cef4923e75527d3128e8c48cdf1f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP437">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP438"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_bi_number.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP230">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>c1685717742f3e9af9c901796a8bb5a08950461f</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP244">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>e172079513ed0c12550285bcbc4d6bfc83985676</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP173">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP174"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/debug-trans-socket/duk_trans_socket.h</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP352">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

```

```

<_3:checksumValue>52b4480b68f7f8bf93543d3bb795cdc5ade66fba</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP464">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>93573df8348a41adb790f59e39bf99d9a7bf3a3d</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP145">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP146"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/guide/fib.js</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP256">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>127e52c8b193d777811c25ceaab2c97c26a2bdab</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP136">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>601a6783177c1c6140c12b42c0bedb0ee0079d16</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP346">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>02741b89fd8d8df210223a3da3a200d0f609d803</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP239">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP240"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_hobject_finalizer.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP16">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>44c9219558aba26dc69982a9f432028290707c36</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP85">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP86"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/alloc-hybrid/README.rst</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP372">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>1289ac12dfcacbe472caea1333de3fbe70a5662c</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP100">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>3d700df1f765c39fc63bfd4e31a9d7da8d15c543</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP121">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP122"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./examples/eventloop/poll.c</_3:fileName>
  <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP456">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>e5a5f0db067ec56c6d2f7356f412222a8884dc92</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP10">
  <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
  <_3:checksumValue>46f70bf98738ea7c9e5b353490d3e8815c610aa6</_3:checksumValue>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP201">
  <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
  <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
  <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
  <_3:checksum rdf:nodeID="svBMzJkP202"/>
  <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
  <_3:fileName>./src-separate/duk_error_throw.c</_3:fileName>

```

```

    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP181">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP182"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/debug-trans-dvalue/Makefile</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP361">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP362"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./src-separate/duk_config.h</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP168">
    <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
    <_3:checksumValue>58c701ade28ee5a475dede84a6e771893e3fc40f</_3:checksumValue>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
  </rdf:Description>
  <rdf:Description rdf:nodeID="svBMzJkP153">
    <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
    <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
    <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
    <_3:checksum rdf:nodeID="svBMzJkP154"/>
    <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
    <_3:fileName>./examples/alloc-torture/README.rst</_3:fileName>
    <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
  </rdf:Description>
</rdf:RDF>

```

1.62 metrics-jmx 4.0.5

1.62.1 Available under license :

Apache-2.0

1.63 metrics-httpasyncclient 3.2.5

1.63.1 Available under license :

Apache-2.0

1.64 metrics-jvm 4.0.5

1.64.1 Available under license :

Apache-2.0

1.65 tiger-types 1.4

1.65.1 Available under license :

```
<!DOCTYPE html>
<html lang="en" dir="ltr">
<head profile="http://www.w3.org/1999/xhtml/vocab">
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <link rel="shortcut icon" href="https://opensource.org/files/osi_favicon.png" type="image/png" />
  <meta name="HandheldFriendly" content="true" />
  <link rel="shortlink" href="/node/47" />
  <meta name="Generator" content="Drupal 7 (http://drupal.org)" />
  <link rel="canonical" href="/licenses/CDDL-1.0" />
  <meta name="MobileOptimized" content="width" />
  <title>Common Development and Distribution License (CDDL-1.0) | Open Source Initiative</title>
  <link type="text/css" rel="stylesheet" href="https://opensource.org/files/css/css_xE-rWrJf-
fncB6ztZfd2huxqgxu4WO-qwma6Xer30m4.css" media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_4p37TiWeuzRfdymI_IPgCuu6wEwSDhUquxUkHLI7QnU.css"
media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_MnXiytJtb186Ydycnpwpw34cuUsHaKc80ey5LiQXhSY.css"
media="all" />
  <link type="text/css" rel="stylesheet" href="//maxcdn.bootstrapcdn.com/bootstrap/3.2.0/css/bootstrap.min.css"
media="all" />
  <link type="text/css" rel="stylesheet" href="https://opensource.org/files/css/css_KGZcOm3i1wmtbgZsjo-
3V9FM4wZ-5UDcpJ7Vfzmt45E.css" media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_G9cu63kkDQ56GYuF3QrqJxma5HT-bUVZckUWKUzFCF4.css"
media="all" />

  <!--[if (lt IE 9)]>
  <link type="text/css" rel="stylesheet" href="https://opensource.org/sites/all/themes/bootstrap-
business/css/ie8.css?ol0qr1" media="all" />
  <![endif]-->
```

```

<!-- HTML5 element support for IE6-8 -->
<!--[if lt IE 9]>
  <script src="//html5shiv.googlecode.com/svn/trunk/html5.js"></script>
<![endif]-->
<script type="text/javascript" src="//code.jquery.com/jquery-1.10.2.min.js"></script>
<script type="text/javascript">
<!--/--><![CDATA[//><!--
window.jQuery || document.write("<script
src='/sites/all/modules/jquery_update/replace/jquery/1.10/jquery.min.js'>\x3C/script>")
//--><![]]>
</script>
<script type="text/javascript"
src="https://opensource.org/files/js/js_aczm2rRgH_slWBPnvD3KMrK7rwa1i99HOq8IUAb99Co.js"></script>
<script type="text/javascript" src="//maxcdn.bootstrapcdn.com/bootstrap/3.2.0/js/bootstrap.min.js"></script>
<script type="text/javascript">
<!--/--><![CDATA[//><!--
jQuery(document).ready(function($) {
  $(window).scroll(function() {
    if($(this).scrollTop() != 0) {
      $("#toTop").fadeIn();
    } else {
      $("#toTop").fadeOut();
    }
  });

  $("#toTop").click(function() {
    $("body,html").animate({scrollTop:0},800);
  });

});
//--><![]]>
</script>
<script type="text/javascript"
src="https://opensource.org/files/js/js_ruOYJN6FkJU2O5L1dAKVnDloSn5R6LjnLW88zFxS1Uw.js"></script>
<script type="text/javascript" src="https://opensource.org/files/js/js_JQHTvV_SkyFIN3f2BnQwnusF-
eI6tkX8wrKak2siiZU.js"></script>
<script type="text/javascript">
<!--/--><![CDATA[//><!--
jQuery.extend(Drupal.settings,
{ "basePath": "\", "pathPrefix": "", "ajaxPageState": { "theme": "bootstrap_business", "theme_token": "Qt73Xdx7obPk_s
4eeCH7buQWxzLFf5Um2HpId-Siv9s", "js": { "\code.jquery.com/jquery-
1.10.2.min.js":1, "0":1, "misc/jquery.once.js":1, "misc/drupal.js":1, "\maxcdn.bootstrapcdn.com/bootstrap/3.2.0/js
bootstrap.min.js":1, "1":1, "sites/all/libraries/superfish/jquery.hoverIntent.minified.js":1, "sites/all/libraries/supe
rfish/sftouchscreen.js":1, "sites/all/libraries/superfish/sfsmallscreen.js":1, "sites/all/libraries/superfish/suppositi
on.js":1, "sites/all/libraries/superfish/superfish.js":1, "sites/all/libraries/superfish/supersubs.js":1, "sites/all/mod
ules/superfish/superfish.js":1, "sites/all/themes/bootstrap-

```



```

business\js\jquery.browser.min.js":1},"css":{"modules\system\system.base.css":1,"modules\system\system.men
us.css":1,"modules\system\system.messages.css":1,"modules\system\system.theme.css":1,"modules\aggregator\
aggregator.css":1,"modules\comment\comment.css":1,"modules\field\theme\field.css":1,"sites\all\modules\mol
lom\mollom.css":1,"modules\node\node.css":1,"modules\search\search.css":1,"modules\user\user.css":1,"sites\
all\modules\views\css\views.css":1,"sites\all\modules\ctools\css\ctools.css":1,"\maxcdn.bootstrapcdn.com\
bootstrap/3.2.0/css/bootstrap.min.css":1,"sites\all\libraries\superfish\css\superfish.css":1,"sites\all\themes\bo
otstrap-business\css\style.css":1,"sites\all\themes\bootstrap-
business\color\colors.css":1,"sites\all\themes\bootstrap-business\css\local.css":1,"sites\all\themes\bootstrap-
business\css\ie8.css":1}},urlIsAjaxTrusted":{"\licenses\cddl1.php":true},"superfish":{"1":{"id":"1","sf":{"anima
tion":{"opacity":"show","height":"show"},"speed":"\u0027fast\u0027","autoArrows":false,"dropShadows":true,"dis
ableHI":false},"plugins":{"touchscreen":{"mode":"window_width"},"smallscreen":{"mode":"window_width"},"add
Selected":false,"menuClasses":false,"hyperlinkClasses":false,"title":"Navigation"},"supposition":true,"bgiframe":fal
se,"supersubs":{"minWidth":"12","maxWidth":"27","extraWidth":1}}}}});
//--><!]]>
</script>
</head>
<body class="html not-front not-logged-in no-sidebars page-node page-node- page-node-47 node-type-page" >
<div id="skip-link">
  <a href="#main-content" class="element-invisible element-focusable">Skip to main content</a>
</div>
<div id="toTop"><span class="glyphicon glyphicon-chevron-up"></span></div>

<!-- #header-top -->
<div id="header-top" class="clearfix">
  <div class="container">

    <!-- #header-top-inside -->
    <div id="header-top-inside" class="clearfix">
      <div class="row">

        <div class="col-md-8">
          <!-- #header-top-left -->
          <div id="header-top-left" class="clearfix">
            <div class="region region-header-top-left">
              <div id="block-menu-secondary-menu" class="block block-menu clearfix">

                <div class="content">
                  <ul class="menu"><li class="first leaf"><a href="/" title="">Home</a></li>
<li class="leaf"><a href="/blog" title="">From the Board</a></li>
<li class="leaf"><a href="/contact" title="">Contact</a></li>
<li class="last leaf"><a href="/civicrm/contribute/transact?reset=1&id=2" title="">Donate</a></li>
</ul> </div>
                </div>
              </div>
            </div>
          </div>
        </div>
      </div>
    </div>
  </div>

```

```

        <!-- EOF:#header-top-left -->
    </div>

        <div class="col-md-4">
        <!-- #header-top-right -->
        <div id="header-top-right" class="clearfix">
            <div class="region region-header-top-right">
            <div id="block-search-form" class="block block-search clearfix">

<div class="content">
    <form action="/licenses/cddl1.php" method="post" id="search-block-form" accept-charset="UTF-8"><div><div
class="container-inline">
    <h2 class="element-invisible">Search form</h2>
    <div class="form-item form-type-textfield form-item-search-block-form">
<input onBlur="if (this.value == &#039;&#039;) { this.value = &#039;Search this website...&#039;;}" onFocus="if
(this.value == &#039;Search this website...&#039;) { this.value = &#039;&#039;;}" type="text" id="edit-search-
block-form--2" name="search_block_form" value="Search this website..." size="15" maxlength="128"
class="form-text" />
</div>
<div class="form-actions form-wrapper" id="edit-actions"><input value="" type="submit" id="edit-submit"
name="op" class="form-submit" /></div><input type="hidden" name="form_build_id" value="form-
bHQObyvdpYpP9q-Fw-RUMqMbj_-M2JMQxkrV017VnrI" />
<input type="hidden" name="form_id" value="search_block_form" />
</div>
</div></form> </div>
</div>
</div>
        </div>
        <!-- EOF:#header-top-right -->
    </div>

    </div>
</div>
<!-- EOF: #header-top-inside -->

</div>
</div>
<!-- EOF: #header-top -->

<!-- header -->
<header id="header" role="banner" class="clearfix">
    <div class="container">

        <!-- #header-inside -->
        <div id="header-inside" class="clearfix">
            <div class="row">
                <div class="col-md-8">

```

```
        <div id="logo">
          <a href="/" title="Home" rel="home">  </a>
        </div>
```

```
        <div id="site-name">
          <a href="/" title="Home">Open Source Initiative</a>
        </div>
```

```
</div>
```

```
<div class="col-md-4">
```

```
</div>
```

```
</div>
```

```
</div>
```

```
<!-- EOF: #header-inside -->
```

```
</div>
```

```
</header>
```

```
<!-- EOF: #header -->
```

```
<!-- #main-navigation -->
```

```
<div id="main-navigation" class="clearfix">
```

```
<div class="container">
```

```
<!-- #main-navigation-inside -->
```

```
<div id="main-navigation-inside" class="clearfix">
```

```
<div class="row">
```

```
<div class="col-md-12">
```

```
<nav role="navigation">
```

```
<div class="region region-navigation">
```

```
<div id="block-superfish-1" class="block block-superfish clearfix">
```

```
<div class="content">
```

```
<ul id="superfish-1" class="menu sf-menu sf-navigation sf-horizontal sf-style-none sf-total-items-6 sf-parent-
items-6 sf-single-items-0"><li id="menu-37-1" class="first odd sf-item-1 sf-depth-1 sf-total-children-4 sf-parent-
children-2 sf-single-children-2 menuparent"><a href="/about" title="About the Open Source Initiative" class="sf-
depth-1 menuparent">About</a><ul><li id="menu-75-1" class="first odd sf-item-1 sf-depth-2 sf-no-children"><a
href="/history" title="History of the OSI" class="sf-depth-2">History</a></li><li id="menu-82-1" class="middle
even sf-item-2 sf-depth-2 sf-total-children-7 sf-parent-children-0 sf-single-children-7 menuparent"><a
href="/board" title="Board of Directors" class="sf-depth-2 menuparent">Board</a><ul><li id="menu-83-1"
class="first odd sf-item-1 sf-depth-3 sf-no-children"><a href="/docs/board-annotated" title="OSI Board -- With
Annotations" class="sf-depth-3">Board - Annotated</a></li><li id="menu-96-1" class="middle even sf-item-2 sf-
```

depth-3 sf-no-children">Minutes<li id="menu-185-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Organization & Operations<li id="menu-95-1" class="middle even sf-item-4 sf-depth-3 sf-no-children">Articles of Incorporation<li id="menu-1475-1" class="middle odd sf-item-5 sf-depth-3 sf-no-children">Board Elections<li id="menu-84-1" class="middle even sf-item-6 sf-depth-3 sf-no-children">Bylaws<li id="menu-1317-1" class="last odd sf-item-7 sf-depth-3 sf-no-children">Conflict of Interest<li id="menu-1843-1" class="middle odd sf-item-3 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">Trademark & Logo<li id="menu-184-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Trademark Guidelines<li id="menu-183-1" class="last even sf-item-2 sf-depth-3 sf-no-children">Logo Guidelines<li id="menu-126-1" class="last even sf-item-4 sf-depth-2 sf-no-children">Terms of Service<li id="menu-65-1" class="middle even sf-item-2 sf-depth-1 sf-total-children-5 sf-parent-children-3 sf-single-children-2 menuparent">Licenses<li id="menu-61-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-1 sf-parent-children-0 sf-single-children-1 menuparent">Open Source Definition<li id="menu-62-1" class="firstandlast odd sf-item-1 sf-depth-3 sf-no-children">OSD - Annotated<li id="menu-77-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">Licenses by Category<li id="menu-72-1" class="middle odd sf-item-3 sf-depth-2 sf-no-children">Licenses by Name<li id="menu-66-1" class="middle even sf-item-4 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">License Review Process<li id="menu-67-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Licence Proliferation<li id="menu-69-1" class="last even sf-item-2 sf-depth-3 sf-no-children">LP report to the Board<li id="menu-99-1" class="last odd sf-item-5 sf-depth-2 sf-total-children-4 sf-parent-children-0 sf-single-children-4 menuparent">Open Standards<li id="menu-101-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">The Open Standards Requirement<li id="menu-102-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">Open Standards Requirement Compliance<li id="menu-100-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Open Standards Requirement Rationale<li id="menu-103-1" class="last even sf-item-4 sf-depth-3 sf-no-children">OSR Frequently Asked Questions<li id="menu-1842-1" class="middle odd sf-item-3 sf-depth-1 sf-total-children-3 sf-parent-children-2 sf-single-children-1 menuparent">Membership<li id="menu-914-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-1 sf-parent-children-0 sf-single-children-1 menuparent"><a href="/members" class="sf-depth-2

menuparent">Individuals<li id="menu-897-1" class="firstandlast odd sf-item-1 sf-depth-3 sf-no-children">Join<li id="menu-675-1" class="middle even sf-item-2 sf-depth-2 sf-total-children-3 sf-parent-children-0 sf-single-children-3 menuparent">Affiliates<li id="menu-676-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Become an Affiliate<li id="menu-677-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">List of Affiliates<li id="menu-2071-1" class="last odd sf-item-3 sf-depth-3 sf-no-children">Affiliate Criteria<li id="menu-1436-1" class="last odd sf-item-3 sf-depth-2 sf-no-children">Sponsors & Support<li id="menu-1841-1" class="middle even sf-item-4 sf-depth-1 sf-total-children-4 sf-parent-children-1 sf-single-children-3 menuparent">Community<li id="menu-63-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-4 sf-parent-children-0 sf-single-children-4 menuparent">Mailing lists<li id="menu-78-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">General Code of Conduct<li id="menu-1072-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">Licensing Code of Conduct<li id="menu-2111-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Disclaimer for OSI Public Forums<li id="menu-2110-1" class="last even sf-item-4 sf-depth-3 sf-no-children">Policy on Public Communications and Archives<li id="menu-2032-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">Volunteers<li id="menu-1846-1" class="middle odd sf-item-3 sf-depth-2 sf-no-children">Wiki<li id="menu-1524-1" class="last even sf-item-4 sf-depth-2 sf-no-children">OSI Store<li id="menu-1840-1" class="middle odd sf-item-5 sf-depth-1 sf-total-children-5 sf-parent-children-1 sf-single-children-4 menuparent">Resources<li id="menu-342-1" class="first odd sf-item-1 sf-depth-2 sf-no-children">FAQ<li id="menu-38-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">OSI Board Blog<li id="menu-45-1" class="middle odd sf-item-3 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">Getting Help<li id="menu-76-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Bibliography<li id="menu-125-1" class="last even sf-item-2 sf-depth-3 sf-no-children">Open Source Case for Business<li id="menu-1514-1" class="middle even sf-item-4 sf-depth-2 sf-no-children">Working Groups<li id="menu-12-1" class="last odd sf-item-5 sf-depth-2 sf-no-children">Open Source Education<li id="menu-1844-1" class="last even sf-item-6 sf-depth-1 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">News & Events<li id="menu-1845-1" class="first odd sf-item-1 sf-depth-2 sf-no-children">Newsletters<li id="menu-1999-1" class="last even sf-item-2 sf-depth-2 sf-no-children">Events </div>

```

</div>
</div>
</nav>
  </div>
</div>
</div>
<!-- EOF: #main-navigation-inside -->

</div>
</div>
<!-- EOF: #main-navigation -->

<!-- #page -->
<div id="page" class="clearfix">

  <!-- #main-content -->
  <div id="main-content">
    <div class="container">

      <!-- #messages-console -->
      <!-- EOF: #messages-console -->

      <div class="row">

        <section class="col-md-12">

          <!-- #main -->
          <div id="main" class="clearfix">

            <!-- EOF:#content-wrapper -->
            <div id="content-wrapper">

              <h1 class="page-title">Common Development and Distribution
License (CDDL-1.0)</h1>

              <!-- #tabs -->
              <div class="tabs">
                </div>
              <!-- EOF: #tabs -->

              <!-- #action links -->

```

```
<!-- EOF: #action links -->
```

```
<div class="region region-content">  
<div id="block-system-main" class="block block-system clearfix">
```

```
<div class="content">  
<article id="node-47" class="node node-page clearfix">
```

```
<div class="content">  
<div class="field field-name-body field-type-text-with-summary field-label-hidden"><div class="field-  
items"><div class="field-item even"><div align="right">  
<button onclick="myFunction()">Further resources on <b>CDDL-1.0</b></button>
```

```
<p id="demo"></p>
```

```
<script>  
<!--//--><![CDATA[// ><!--
```

```
function myFunction() {  
  var x;  
  if (confirm("Disclaimer: While the OSI acknowledges these as potentially helpful resources for the community, it  
does not endorse any content, contributors or license interpretations from these websites. Any links to these  
resources across opensource.org are solely for navigational purposes. The OSI does not promote or exclusively favor  
any of the mentioned resources, but instead provides them as separate third-party resource to help inform your  
opinion. Any content from or links to these resources are separate from the OSI, exist for purely informational  
purposes and creates no attorney-client relationship between you, the OSI or the resources. If you have questions  
about how licenses apply to you or your organization, you should seek legal advice. ") == true) {  
    x = "<br><p>The following are other community resources that may be helpful:<br><br><a  
href=https://tldrlegal.com/license/common-development-and-distribution-license-%28cddl-1.0%29-explained  
style='font-weight: bold;'>Common Development and Distribution License (CDDL-1.0) on TLDRLegal<br><a  
href=http://www.gnu.org/licenses/license-list.en.html>GNU License List<br><a  
href=https://en.wikipedia.org/wiki/Comparison_of_free_and_open-source_software_licenses>Wikipedia License  
List<br><a href=http://oss-watch.ac.uk/apps/licdiff/>OSSWatch License Diff<br><a  
href=choosealicense.com>Choosealicense";  
  } else {  
    x = " ";  
  }  
  document.getElementById("demo").innerHTML = x;  
}
```

```
//--><![&]]>  
</script></div>
```

```
<b>COMMON DEVELOPMENT AND DISTRIBUTION LICENSE  
Version 1.0 (CDDL-1.0)</b>  
(<a href="cddl1.txt">text</a>)
```

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</div></div></div> </div>

</article> </div>

</div>

</div>

</div>

<!-- EOF:#content-wrapper -->

</div>

<!-- EOF:#main -->

</section>

</div>

</div>

</div>

<!-- EOF:#main-content -->

</div>

<!-- EOF:#page -->

<footer id="subfooter" class="clearfix">

<div class="container">


```

<!-- #subfooter-inside -->
<div id="subfooter-inside" class="clearfix">
  <div class="row">
    <div class="col-md-12">
      <!-- #subfooter-left -->
      <div class="subfooter-area">

          <div class="region region-footer">
<div id="block-block-11" class="block block-block clearfix">

<div class="content">
  <div class="filler" style="vertical-align: middle; display: inline-block;">
<p style="margin: 0pt auto; display: table-cell; text-align: center; vertical-align: middle;">
<a href="https://twitter.com/OpenSourceOrg" style="margin: 0pt auto; display: table-cell; text-align: center;
vertical-align: middle;"></a>

<a href="https://plus.google.com/+opensourceinitiative" style="margin: 0pt auto; display: table-cell; text-align:
center; vertical-align: middle;"></a>

<a href="https://www.linkedin.com/company/open-source-initiative-osi-" style="margin: 0pt auto; display: table-
cell; text-align: center; vertical-align: middle;"></a>

<a href="http://wiki.opensource.org" style="margin: 0pt auto; display: table-cell; text-align: center; vertical-align:
middle;"></a>

<a href="http://creativecommons.org/licenses/by/4.0/" style="margin: 0pt auto; display: table-cell; text-align:
center; vertical-align: middle;"></a>

<script id="fbwiuwz">
<!--//--><![CDATA[// ><!--
(function(i){var
f,s=document.getElementById(i);f=document.createElement('iframe');f.src="//api.flattr.com/button/view/?uid=osi&u
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</div>

<br /><div class="license" style="vertical-align: middle; display: inline-block;">
<p>
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<a href="..../ToS">Terms of Service</a>
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//--><!]]>
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urchinTracker();

//--><!]]>
</script> </div>
</div>
</div>

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      <!-- EOF: #subfooter-left -->
    </div>
  </div>
</div>
<!-- EOF: #subfooter-inside -->

</div>
</footer>
<!-- EOF:#subfooter -->
</body>
</html>

```

1.66 jetty-setuid-java 1.0.3

1.67 error_prone_annotations 2.18.0

1.67.1 Available under license :

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

<!--

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Found in path(s):

* /opt/cola/permits/1606613656_1679417956.422988/0/error-prone-annotations-2-18-0-1-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.68 dropwizard-jackson 1.3.23

1.68.1 Available under license :

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1.69 aop-alliance 1.3.1.34-6.ph2

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1.70 simpleclient 0.15.0

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*/

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* /opt/cola/permits/1362667164_1657728031.6917062/0/simpleclient-0-15-0-sources-1-jar/io/prometheus/client/Striped64.java

1.71 namespace 1.4.01

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1.72 log4j-over-slf4j 1.7.36

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1.75 jackson 2.15.2

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* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/SegmentedByteString.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/SegmentedByteString.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/ForwardingTimeout.kt

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* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/RealBufferedSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/GzipSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/InflaterSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/GzipSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/SegmentPool.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/ForwardingSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/BufferedSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/BufferedSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/Timeout.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/RealBufferedSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/SegmentPool.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/DeflaterSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/JvmOkio.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/AsyncTimeout.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/ForwardingSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/Segment.kt
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* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/internal/SegmentedByteString.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/internal/RealBufferedSource.kt

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DeprecatedUtf8.kt
*/opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/-
DeprecatedUpgrade.kt
*/opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/PeekSource.kt
*/opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/-
DeprecatedOkio.kt
*/opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/Throttler.kt
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* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/Pipe.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/Options.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/HashingSink.kt

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ByteString.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/-Util.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/-
CommonPlatform.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/-JvmPlatform.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/ByteString.kt

* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/internal/-

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* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/internal/-
Path.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/HashingSink.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/jvmMain/okio/NioSystemFileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/Path.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/jvmMain/okio/JvmSystemFileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/ExperimentalFileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/ForwardingFileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/HashingSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/FileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/Path.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/commonMain/okio/FileMetadata.kt
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jar/jvmMain/okio/internal/ZipEntry.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/internal/zip.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/ZipFileSystem.kt
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jar/jvmMain/okio/internal/ResourceFileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-
jar/jvmMain/okio/internal/FixedLengthSource.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/FileHandle.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/JvmFileHandle.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/commonMain/okio/internal/-
FileSystem.kt
* /opt/cola/permits/1387809635_1660200733.4071565/0/okio-3-0-0-sources-1-jar/jvmMain/okio/FileSystem.kt
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1.77 guice-assistedinject 5.1.0

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1.79 j2objc-annotations 2.8

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* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-jar/com/google/j2objc/annotations/AutoreleasePool.java

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Found in path(s):

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jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
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jar/com/google/j2objc/annotations/RetainedWith.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/ObjectiveCName.java

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1.81 hibernate-validator 6.2.0.Final

1.81.1 Available under license :

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

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

Found in path(s):

```
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
```

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

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

Found in path(s):

```
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/MapKeyExtractor.java
```

```
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/time/DurationMaxValidator.java
```

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedFieldStaxBuilder.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForBigInteger.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/scripting/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/validationcontext/ValidationContext.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/ReturnValueTarget.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/DefaultClockProvider.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArrayOfShort.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/SetPropertyValueExtractor.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/parameternameprovider/ParanamerParameterNameProvider.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/Token.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArray.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedGetterStaxBuilder.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/LengthDef.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/Mod10Check.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForLong.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/AbstractPastOrPresentEpochBasedValidator.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/URLDef.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/MethodConstraintMappingContextImpl.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForCharSequence.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/package-info.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/Mod10CheckDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/annotation/AnnotationDescriptor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/FormatterWrapper.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/AssertFalseValidator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraintvalidation/HibernateConstraintValidatorContext.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/pl/REGONDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArrayOfLong.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/messageinterpolation/ParameterMessageInterpolator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForDate.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/DigitsValidatorForCharSequence.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/constraintvalidation/ClassBasedValidatorDescriptor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/PredefinedScopeHibernateValidatorConfiguration.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/PatternValidator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForCharSequence.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/RangeDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/IterableValueExtractor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/scripting/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/ModCheckValidator.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/BeanMetaDataManager.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/GroupConversionStaxBuilder.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/ValidatorFactoryScopedContext.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/scripting/ScriptEvaluator.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForByte.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/ru/INN.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/EANValidator.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/FloatArrayValueExtractor.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/resolver/TraverseAllTraversableResolver.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/ConstructorConstraintMappingContext.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/PredefinedScopeHibernateValidator.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/location/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/NotBlankValidator.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForHijrahDate.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/pl/package-info.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/ConstraintCreationContext.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMaxValidatorForShort.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForBigInteger.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/AnnotationProcessingOptions.java

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-

jar/org/hibernate/validator/internal/metadata/location/ParameterConstraintLocation.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/xml/AbstractStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/xml/config/ResourceLoaderHelper.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/MessageInterpolatorContext.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/constraints/CodePointLength.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/AbstractScriptAssertValidator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/messageinterpolation/el/RootResolver.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForFloat.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/constraintvalidators/RegexpURLValidator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForOffsetDateTime.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/constraintvalidation/SimpleConstraintTree.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/ByteArrayValueExtractor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/util/TypeVariableBindings.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForInteger.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/cfg/defs/ScriptAssertDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/constraints/URL.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/aggregated/BeanMetaDataImpl.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForDouble.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/package-info.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/metadata/BeanMetaDataClassNormalizer.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForLocalTime.
java

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/*

* Hibernate Validator, declare and validate application constraints

*

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```

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

```

Found in path(s):

```

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/constraints/ParameterScriptAssert.java

```

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```

/*
* Hibernate Validator, declare and validate application constraints
*
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*/
/*
* Written by Doug Lea with assistance from members of JCP JSR-166

```

* Expert Group and released to the public domain, as explained at
* <http://creativecommons.org/licenses/publicdomain>
*/

Found in path(s):

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
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*/

Found in path(s):

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/TypeHelper.java
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~ Hibernate Validator, declare and validate application constraints

~

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Found in path(s):

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-1.1.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-1.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/maven/org.hibernate.validator/hibernate-validator/pom.xml
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-2.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/overview.html

* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.1.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-2.0.xsd

1.82 metrics-jersey2 4.1.31

1.82.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jersey2
Build-Jdk-Spec: 1.8
Bundle-Description: A set of class providing Metrics integration for Jersey, the reference JAX-RS implementation.
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jersey 2.x
Bundle-SymbolicName: io.dropwizard.metrics.jersey2
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jersey2;uses:="com.codahale.metrics.javax.ws.rs.core.javax.ws.rs.ext.org.glassfish.jersey.server.model,org.glassfish.jersey.server.monitoring";version="4.1.31"
Implementation-Title: Metrics Integration for Jersey 2.x
Implementation-Version: 4.1.31
Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.metrics.annotation;version="[4.1,5)",javax.ws.rs.core;version="[2.1,3)",javax.ws.rs.ext;version="[2.1,3)",org.glassfish.jersey.server;version="[2.35,3)",org.glassfish.jersey.server.model;version="[2.35,3)",org.glassfish.jersey.server.monitoring;version="[2.35,3)"
Require-Capability: osgi.ee:filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1317858419_1651160233.06/0/metrics-jersey2-4-1-31-jar/META-INF/MANIFEST.MF

1.83 metrics-jetty 4.1.31

1.83.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jetty9
Build-Jdk-Spec: 1.8
Bundle-Description: A set of extensions for Jetty 9.3 and higher which

provide instrumentation of thread pools, connector metrics, and application latency and utilization.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Integration for Jetty 9.3 and higher

Bundle-SymbolicName: io.dropwizard.metrics.jetty9

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metrics, javax.servlet, javax.servlet.http, org.eclipse.jetty.io, org.eclipse.jetty.server, org.eclipse.jetty.server.handler, org.eclipse.jetty.util.annotation, org.eclipse.jetty.util.component, org.eclipse.jetty.util.thread";version="4.1.31"

Implementation-Title: Metrics Integration for Jetty 9.3 and higher

Implementation-Version: 4.1.31

Import-Package: javax.servlet;version="[2.5.0,4.0.0)", javax.servlet.http;version="[2.5.0,4.0.0)", com.codahale.metrics;version="[4.1,5)", org.eclipse.jetty.http;version="[9.4,10)", org.eclipse.jetty.io;version="[9.4,10)", org.eclipse.jetty.server;version="[9.4,10)", org.eclipse.jetty.server.handler;version="[9.4,10)", org.eclipse.jetty.util.annotation;version="[9.4,10)", org.eclipse.jetty.util.component;version="[9.4,10)", org.eclipse.jetty.util.thread;version="[9.4,10)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1317858390_1651151753.72/0/metrics-jetty9-4-1-31-jar/META-INF/MANIFEST.MF

1.84 jersey 1.19.4

1.84.1 Available under license :

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1.85 apache-log4j 2.17.1

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- * /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/package.html
- * /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/package.html

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/Log.java

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/ServletContextCleaner.java

1.89 jackson-datatype-jdk8 2.15.0

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1.90 commons-lang3 3.12.0

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1.91 jsr305 3.0.2

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1.92 jcl-over-slf4j 1.7.36

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1.93 jackson-dataformat-yaml 2.9.10

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1.94 httpasyncclient 4.1.4

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1.96 asm 3.1

1.97 jackson 2.14.1

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1.98 gethostname4j 0.0.3

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1.101 jackson-module-guice 2.15.2

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1.102 metrics-servlets 4.0.5

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1.103 kotlin 1.6.10

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String.fromCharCode : Kotlin.toString;\n return \"[\" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(\", \") + \"]\";\n};\n\nKotlin.arrayDeepToString = function (arr) {\n return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);\n};\n\nKotlin.arrayEquals = function (a, b) {\n if (a === b) {\n return true;\n }\n if (a === null || b === null || !Kotlin.isArrayish(b) || a.length !== b.length) {\n return false;\n }\n for (var i = 0, n = a.length; i < n; i++) {\n if (!Kotlin.equals(a[i], b[i])) {\n return false;\n }\n }\n return true;\n};\n\nKotlin.arrayDeepEquals = function (a, b) {\n return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);\n};\n\nKotlin.arrayHashCode = function (arr) {\n if (arr === null) return 0;\n var result = 1;\n for (var i = 0, n = arr.length; i < n; i++) {\n result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;\n }\n return result;\n};\n\nKotlin.arrayDeepHashCode = function (arr) {\n return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n};\n\nKotlin.primitiveArraySort = function (array) {\n array.sort(Kotlin.doubleCompareTo);\n};\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.getCallableRef = function(name, f) {\n f.callableName = name;\n return

```

f;\n};\n\nKotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {\n  getter.get = getter;\n  getter.set = setter;\n  getter.callableName = name;\n  return getPropertyRefClass(getter, setter,\n  propertyRefClassMetadataCache[paramCount]);\n};\n\nfunction getPropertyRefClass(obj, setter, cache) {\n  obj.$metadata$ = getPropertyRefMetadata(typeof setter === \"function\" ? cache.mutable : cache.immutable);\n  obj.constructor = obj;\n  return obj;\n}\n\nvar propertyRefClassMetadataCache = [\n  {\n    mutable: { value:\n  null, implementedInterface: function () {\n    return Kotlin.kotlin.reflect.KMutableProperty0 }},\n  immutable: { value: null, implementedInterface: function () {\n    return Kotlin.kotlin.reflect.KProperty0 }},\n  },\n  {\n    mutable: { value: null, implementedInterface: function () {\n    return\n  Kotlin.kotlin.reflect.KMutableProperty1 }},\n    immutable: { value: null, implementedInterface: function\n  () {\n    return Kotlin.kotlin.reflect.KProperty1 }},\n  },\n  ];\n\nfunction getPropertyRefMetadata(cache)\n{\n  if (cache.value === null) {\n    cache.value = {\n      interfaces: [cache.implementedInterface()],\n      baseClass: null,\n      functions: {},\n      properties: {},\n      types: {},\n      staticMembers: {}\n    };\n  }\n  return cache.value;\n}\n\n\"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming\n  Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n  license/LICENSE.txt file.\n */\n\nKotlin.toShort = function (a) {\n  return (a & 0xFFFF) << 16 >>\n  16;\n};\n\nKotlin.toByte = function (a) {\n  return (a & 0xFF) << 24 >> 24;\n};\n\nKotlin.toChar = function (a) {\n  return a & 0xFFFF;\n};\n\nKotlin.numberToLong = function (a) {\n  return a instanceof Kotlin.Long ? a :\n  Kotlin.Long.fromNumber(a);\n};\n\nKotlin.numberToInt = function (a) {\n  return a instanceof Kotlin.Long ?\n  a.toInt() : Kotlin.doubleToInt(a);\n};\n\nKotlin.numberToShort = function (a) {\n  return\n  Kotlin.toShort(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToByte = function (a) {\n  return\n  Kotlin.toByte(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToDouble = function (a) {\n  return\n  +a;\n};\n\nKotlin.numberToChar = function (a) {\n  return\n  Kotlin.toChar(Kotlin.numberToInt(a));\n};\n\nKotlin.doubleToInt = function(a) {\n  if (a > 2147483647) return\n  2147483647;\n  if (a < -2147483648) return -2147483648;\n  return a | 0;\n};\n\nKotlin.toBoxedChar = function\n  (a) {\n  if (a == null) return a;\n  if (a instanceof Kotlin.BoxedChar) return a;\n  return new\n  Kotlin.BoxedChar(a);\n};\n\nKotlin.unboxChar = function(a) {\n  if (a == null) return a;\n  return\n  Kotlin.toChar(a);\n};\n\n\"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language\n  contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n  license/LICENSE.txt file.\n */\n\nKotlin.equals = function (obj1, obj2) {\n  if (obj1 == null) {\n    return obj2 ==\n    null;\n  }\n  if (obj2 == null) {\n    return false;\n  }\n  if (obj1 !== obj2) {\n    return obj2 !== obj2;\n  }\n  if (typeof obj1 === \"object\" && typeof obj1.equals === \"function\") {\n    return obj1.equals(obj2);\n  }\n  if (typeof obj1 === \"number\" && typeof obj2 === \"number\") {\n    return obj1 === obj2 && (obj1 !==\n    0 || 1 / obj1 === 1 / obj2);\n  }\n  return obj1 === obj2;\n};\n\nKotlin.hashCode = function (obj) {\n  if (obj ==\n  null) {\n    return 0;\n  }\n  var objType = typeof obj;\n  if (\"object\" === objType) {\n    return \"function\"\n    === typeof obj.hashCode ? obj.hashCode() : getObjectHashCode(obj);\n  }\n  if (\"function\" === objType) {\n    return\n    getObjectHashCode(obj);\n  }\n  if (\"number\" === objType) {\n    return\n    Kotlin.numberHashCode(obj);\n  }\n  if (\"boolean\" === objType) {\n    return Number(obj)\n  }\n  var str\n  = String(obj);\n  return getStringHashCode(str);\n};\n\n\nKotlin.toString = function (o) {\n  if (o == null) {\n    return \"null\";\n  }\n  else if (Kotlin.isArrayish(o)) {\n    return \"[...]\";\n  }\n  else {\n    return\n    o.toString();\n  }\n};\n\n\n/** @const */\nvar POW_2_32 = 4294967296;\n\n// TODO: consider switching to Symbol\n  type once we are on ES6.\n\n/** @const */\nvar OBJECT_HASH_CODE_PROPERTY_NAME =\n  \"kotlinHashCodeValue\";\n\nfunction getObjectHashCode(obj) {\n  if\n  (!(OBJECT_HASH_CODE_PROPERTY_NAME in obj)) {\n    var hash = (Math.random() * POW_2_32) | 0;\n    // Make 32-bit signed integer.\n    Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, {\n      value: hash, enumerable: false });\n  }\n  return\n  obj[OBJECT_HASH_CODE_PROPERTY_NAME];\n}\n\nfunction getStringHashCode(str) {\n  var hash = 0;\n  for (var i = 0; i < str.length; i++) {\n    var code = str.charCodeAt(i);\n    hash = (hash * 31 + code) | 0;\n    // Keep\n    it 32-bit.\n  }\n  return hash;\n}\n\n\nKotlin.identityHashCode = getObjectHashCode;\n\n\"/*\n * Copyright 2010-

```


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Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as signed integers. See the from* functions below for more convenient ways of constructing Longs.

The internal representation of a long is the two given signed, 32-bit values. We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign.

In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

```

@param {number} low The low (signed) 32 bits of the long.
@param {number} high The high (signed) 32 bits of the long.
@constructor
@final
Kotlin.Long = function(low, high) {
  @type {number}
  @private
  this.low_ = low | 0; // force into 32 signed bits.
  @type {number}
  @private
  this.high_ = high | 0; // force into 32 signed bits.
};
Kotlin.Long.$metadata$ = {
  kind: "class",
  simpleName: "Long",
  interfaces: []
};
NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the from* methods on which they depend.
A cache of the Long representations of small integer values.
@type {!Object}
@private
Kotlin.Long.IntCache_ = {};
Returns a Long representing the given (32-bit) integer value.
@param {number} value The 32-bit integer in question.
@return {!Kotlin.Long} The corresponding Long value.
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
    var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
    if (-128 <= value && value < 128) {
      Kotlin.Long.IntCache_[value] = obj;
    }
    return obj;
  }
};
Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero. Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`, `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.
@param {number} value The number in question.
@return {!Kotlin.Long} The corresponding Long value.
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long(
      (value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,
      (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
};
Returns a Long representing the 64-bit integer that comes by concatenating the given high and low bits. Each is assumed to use 32 bits.
@param {number} lowBits The low 32-bits.
@param {number} highBits The high 32-bits.
@return {!Kotlin.Long} The corresponding Long value.
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};
Returns a Long representation of the given string, written using the given radix.
@param {string} str The textual representation of the Long.
@param {number=} opt_radix The radix in which the text is written.
@return {!Kotlin.Long} The corresponding Long value.
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }
  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }
  // Do several (8) digits each time through the loop, so as to

```

```

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

```

```

the number of bits needed to represent the absolute value of this Long.
*/Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
  }
};
*/Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};
*/Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};
*/Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};
*/Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
};
*/Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_) || (this.low_ != other.low_);
};
*/Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};
*/Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};
*/Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};
*/Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};
*/Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }
  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }
  // at this point, the signs are the same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
};
*/Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE);
  }
};
*/Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  c00 += a00 + b00;
  c16 += c00 >>> 16;
  c00 &= 0xFFFF;
  c16 += a16 + b16;
  c32 += c16 >>> 16;
  c16 &= 0xFFFF;
  c32 += a32 + b32;
  c48 += c32 >>> 16;
  c32 &= 0xFFFF;
  c48 += a48 + b48;
  c48 &= 0xFFFF;
  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
};
*/Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};
*/Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE :

```

```

Kotlin.Long.ZERO;\n }
\n\n if (this.isNegative()) {\n   if (other.isNegative()) {\n     return
this.negate().multiply(other.negate());\n   } else {\n     return this.negate().multiply(other).negate();\n   }\n } else if
(other.isNegative()) {\n   return this.multiply(other.negate()).negate();\n }\n\n // If both longs are small, use float
multiplication\n if (this.lessThan(Kotlin.Long.TWO_PWR_24_) &&\n
other.lessThan(Kotlin.Long.TWO_PWR_24_)) {\n   return Kotlin.Long.fromNumber(this.toNumber() *
other.toNumber());\n }\n\n // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.\n // We can
skip products that would overflow.\n\n var a48 = this.high_ >>> 16;\n var a32 = this.high_ & 0xFFFF;\n var a16 =
this.low_ >>> 16;\n var a00 = this.low_ & 0xFFFF;\n\n var b48 = other.high_ >>> 16;\n var b32 = other.high_ &
0xFFFF;\n var b16 = other.low_ >>> 16;\n var b00 = other.low_ & 0xFFFF;\n\n var c48 = 0, c32 = 0, c16 = 0, c00
= 0;\n c00 += a00 * b00;\n c16 += c00 >>> 16;\n c00 &= 0xFFFF;\n c16 += a16 * b00;\n c32 += c16 >>> 16;\n
c16 &= 0xFFFF;\n c16 += a00 * b16;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c32 += a32 * b00;\n c48 +=
c32 >>> 16;\n c32 &= 0xFFFF;\n c32 += a16 * b16;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c32 += a00 *
b32;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;\n c48
&= 0xFFFF;\n return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns this
Long divided by the given one.\n * @param {Kotlin.Long} other Long by which to divide.\n * @return
{!Kotlin.Long} This Long divided by the given one.\n */\nKotlin.Long.prototype.div = function(other) {\n   if
(other.isZero()) {\n     throw Error('division by zero');\n   } else if (this.isZero()) {\n     return Kotlin.Long.ZERO;\n
}\n\n   if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n     if (other.equalsLong(Kotlin.Long.ONE) ||\n
other.equalsLong(Kotlin.Long.NEG_ONE)) {\n       return Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE
== MIN_VALUE\n     } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n       return Kotlin.Long.ONE;\n
}\n     else {\n       // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.\n       var halfThis =
this.shiftRight(1);\n       var approx = halfThis.div(other).shiftLeft(1);\n       if
(approx.equalsLong(Kotlin.Long.ZERO)) {\n         return other.isNegative() ? Kotlin.Long.ONE :
Kotlin.Long.NEG_ONE;\n       } else {\n         var rem = this.subtract(other.multiply(approx));\n         var result =
approx.add(rem.div(other));\n         return result;\n       }\n     }\n   } else if
(other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n     return Kotlin.Long.ZERO;\n   }\n\n   if (this.isNegative()) {\n
if (other.isNegative()) {\n     return this.negate().div(other.negate());\n   } else {\n     return
this.negate().div(other).negate();\n   }\n } else if (other.isNegative()) {\n   return
this.div(other.negate()).negate();\n }\n\n // Repeat the following until the remainder is less than other: find a\n //
floating-point that approximates remainder / other *from below*, add this\n // into the result, and subtract it from
the remainder. It is critical that\n // the approximate value is less than or equal to the real value so that the\n //
remainder never becomes negative.\n   var res = Kotlin.Long.ZERO;\n   var rem = this;\n   while
(rem.greaterThanOrEqual(other)) {\n     // Approximate the result of division. This may be a little greater or\n //
smaller than the actual value.\n     var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));\n\n
// We will tweak the approximate result by changing it in the 48-th digit or\n // the smallest non-fractional digit,
whichever is larger.\n     var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n     var delta = (log2 <= 48) ? 1 :
Math.pow(2, log2 - 48);\n\n     // Decrease the approximation until it is smaller than the remainder. Note\n // that if
it is too large, the product overflows and is negative.\n     var approxRes = Kotlin.Long.fromNumber(approx);\n     var
approxRem = approxRes.multiply(other);\n     while (approxRem.isNegative() || approxRem.greaterThan(rem))
{\n       approx -= delta;\n       approxRes = Kotlin.Long.fromNumber(approx);\n       approxRem =
approxRes.multiply(other);\n     }\n\n     // We know the answer can't be zero... and actually, zero would cause\n //
infinite recursion since we would make no progress.\n     if (approxRes.isZero()) {\n       approxRes =
Kotlin.Long.ONE;\n     }\n\n     res = res.add(approxRes);\n     rem = rem.subtract(approxRem);\n   }\n   return
res;\n};\n\n\n/**\n * Returns this Long modulo the given one.\n * @param {Kotlin.Long} other Long by which to
mod.\n * @return {!Kotlin.Long} This Long modulo the given one.\n */\nKotlin.Long.prototype.modulo =
function(other) {\n   return this.subtract(this.div(other).multiply(other));\n};\n\n\n/**\n * @return {!Kotlin.Long} The
bitwise-NOT of this value.\n */\nKotlin.Long.prototype.not = function() {\n   return Kotlin.Long.fromBits(~this.low_,
~this.high_);\n};\n\n\n/**\n * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long}

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other The Long with which to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n
*\nKotlin.Long.prototype.and = function(other) {\n return Kotlin.Long.fromBits(this.low_ & other.low_,\n
    this.high_ & other.high_);\n};\n\n/**\n * Returns the bitwise-OR of this Long and the given one.\n *
@param {Kotlin.Long} other The Long with which to OR.\n * @return {!Kotlin.Long} The bitwise-OR of this and
the other.\n *\nKotlin.Long.prototype.or = function(other) {\n return Kotlin.Long.fromBits(this.low_ |
other.low_,\n
    this.high_ | other.high_);\n};\n\n/**\n * Returns the bitwise-XOR of this Long
and the given one.\n * @param {Kotlin.Long} other The Long with which to XOR.\n * @return {!Kotlin.Long}
The bitwise-XOR of this and the other.\n *\nKotlin.Long.prototype.xor = function(other) {\n return
Kotlin.Long.fromBits(this.low_ ^ other.low_,\n
    this.high_ ^ other.high_);\n};\n\n/**\n * Returns this Long with bits shifted to the left by the given amount.\n *
@param {number} numBits The number of
bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the left by the given amount.\n
*\nKotlin.Long.prototype.shiftLeft = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return
this;\n } else {\n var low = this.low_;\n if (numBits < 32) {\n var high = this.high_;\n return
Kotlin.Long.fromBits(\n low << numBits,\n (high << numBits) | (low >>> (32 - numBits)));\n } else
{\n return Kotlin.Long.fromBits(0, low << (numBits - 32));\n } }\n};\n\n/**\n * Returns this Long with
bits shifted to the right by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n
*\n * @return {!Kotlin.Long} This shifted to the right by the given amount.\n *\nKotlin.Long.prototype.shiftRight =
function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n
if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high
<<< (32 - numBits)),\n high >> numBits);\n } else {\n return Kotlin.Long.fromBits(\n high >>
(numBits - 32),\n high >= 0 ? 0 : -1);\n } }\n};\n\n/**\n * Returns this Long with bits shifted to the right
by the given amount, with\n * zeros placed into the new leading bits.\n * @param {number} numBits The number
of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with\n *
zeros placed into the new leading bits.\n *\nKotlin.Long.prototype.shiftRightUnsigned = function(numBits) {\n numBits
&= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var
low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high <<< (32 - numBits)),\n
high >>> numBits);\n } else if (numBits == 32) {\n return Kotlin.Long.fromBits(high, 0);\n } else {\n
return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n } }\n};\n\n// Support for
Kotlin\nKotlin.Long.prototype.equals = function (other) {\n return other instanceof Kotlin.Long &&
this.equalsLong(other);\n};\n\nKotlin.Long.prototype.compareTo_11rb$ =
Kotlin.Long.prototype.compare;\n\nKotlin.Long.prototype.inc = function() {\n return
this.add(Kotlin.Long.ONE);\n};\n\nKotlin.Long.prototype.dec = function() {\n return
this.add(Kotlin.Long.NEG_ONE);\n};\n\nKotlin.Long.prototype.valueOf = function() {\n return
this.toNumber();\n};\n\nKotlin.Long.prototype.unaryPlus = function() {\n return
this;\n};\n\nKotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;\nKotlin.Long.prototype.inv =
Kotlin.Long.prototype.not;\n\nKotlin.Long.prototype.rangeTo = function (other) {\n return new
Kotlin.kotlin.ranges.LongRange(this, other);\n};\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\nKotlin.Long.prototype.declaration\n
*\nKotlin.defineModule = function (id, declaration) {\n};\n\nKotlin.defineInlineFunction = function(tag, fun) {\n
return fun;\n};\n\nKotlin.wrapFunction = function(fun) {\n var f = function() {\n f = fun();\n return
f.apply(this, arguments);\n }; \n return function() {\n return f.apply(this, arguments);\n
};\n};\n\nKotlin.isTypeOf = function(type) {\n return function (object) {\n return typeof object === type;\n
}\n};\n\nKotlin.isInstanceOf = function (klass) {\n return function (object) {\n return Kotlin.isType(object,
klass);\n } }\n};\n\nKotlin.orNull = function (fn) {\n return function (object) {\n return object == null ||
fn(object);\n } }\n};\n\nKotlin.andPredicate = function (a, b) {\n return function (object) {\n return a(object)
&& b(object);\n } }\n};\n\nKotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data)
{\n};\n\nKotlin.suspendCall = function(value) {\n return value;\n};\n\nKotlin.coroutineResult = function(qualifier)

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{\n  throwMarkerError();\n};\n\nKotlin.coroutineController = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineReceiver = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.setCoroutineResult = function(value, qualifier) {\n
throwMarkerError();\n};\n\nKotlin.getReifiedTypeParameterKType = function(typeParameter) {\n
throwMarkerError();\n};\n\nfunction throwMarkerError() {\n  throw new Error(\n    \"This marker function
should never be called. \" +\n    \"Looks like compiler did not eliminate it properly. \" +\n    \"Please, report
an issue if you caught this exception.\");\n}\n\nKotlin.getFunctionById = function(id, defaultValue) {\n  return
function() {\n    return defaultValue;\n  };\n};\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\nKotlin.compareTo = function (a, b) {\n  var typeA = typeof a;\n  if
(typeA === \"number\") {\n    if (typeof b === \"number\") {\n      return Kotlin.doubleCompareTo(a, b);\n    }\n    return Kotlin.primitiveCompareTo(a, b);\n  }\n  if (typeA === \"string\" || typeA === \"boolean\") {\n
return Kotlin.primitiveCompareTo(a, b);\n  }\n  return
a.compareTo_11rb$(b);\n};\n\nKotlin.primitiveCompareTo = function (a, b) {\n  return a < b ? -1 : a > b ? 1 :
0;\n};\n\nKotlin.doubleCompareTo = function (a, b) {\n  if (a < b) return -1;\n  if (a > b) return 1;\n\n  if (a ===
b) {\n    if (a !== 0) return 0;\n\n    var ia = 1 / a;\n    return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);\n  }\n\n
return a !== a ? (b !== b ? 0 : 1) : -1;\n};\n\nKotlin.charInc = function (value) {\n  return
Kotlin.toChar(value+1);\n};\n\nKotlin.charDec = function (value) {\n  return Kotlin.toChar(value-
1);\n};\n\nKotlin.imul = Math.imul || imul;\n\nKotlin.imulEmulated = imul;\n\nfunction imul(a, b) {\n  return ((a &
0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;\n}\n\n(function() {\n  var buf = new ArrayBuffer(8);\n  var
bufFloat64 = new Float64Array(buf);\n  var bufFloat32 = new Float32Array(buf);\n  var bufInt32 = new
Int32Array(buf);\n  var lowIndex = 0;\n  var highIndex = 1;\n\n  bufFloat64[0] = -1; // bff00000_00000000\n  if
(bufInt32[lowIndex] !== 0) {\n    lowIndex = 1;\n    highIndex = 0;\n  }\n\n  Kotlin.doubleToBits =
function(value) {\n    return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n  };\n\n  Kotlin.doubleToRawBits = function(value) {\n    bufFloat64[0] = value;\n    return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n  };\n\n  Kotlin.doubleFromBits =
function(value) {\n    bufInt32[lowIndex] = value.low_;\n    bufInt32[highIndex] = value.high_;\n    return
bufFloat64[0];\n  };\n\n  Kotlin.floatToBits = function(value) {\n    return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n  };\n\n  Kotlin.floatToRawBits = function(value) {\n    bufFloat32[0] = value;\n    return
bufInt32[0];\n  };\n\n  Kotlin.floatFromBits = function(value) {\n    bufInt32[0] = value;\n    return
bufFloat32[0];\n  };\n\n  // returns zero value for number with positive sign bit and non-zero value for number
with negative sign bit.\n  Kotlin.doubleSignBit = function(value) {\n    bufFloat64[0] = value;\n    return
bufInt32[highIndex] & 0x80000000;\n  };\n\n  Kotlin.numberHashCode = function(obj) {\n    if ((obj | 0) ===
obj) {\n      return obj | 0;\n    }\n    else {\n      bufFloat64[0] = obj;\n      return (bufInt32[highIndex]
* 31 | 0) + bufInt32[lowIndex] | 0;\n    }\n  }\n}\n}\n\nKotlin.ensureNotNull = function(x) {\n  return x != null
? x : Kotlin.throwNPE();\n};\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nif (typeof String.prototype.startsWith === \"undefined\") {\n
Object.defineProperty(String.prototype, \"startsWith\", {\n  value: function (searchString, position) {\n
position = position || 0;\n    return this.lastIndexOf(searchString, position) === position;\n  }\n});\n\nif
(typeof String.prototype.endsWith === \"undefined\") {\n  Object.defineProperty(String.prototype, \"endsWith\",
{\n  value: function (searchString, position) {\n    var subjectString = this.toString();\n    if (position
=== undefined || position > subjectString.length) {\n      position = subjectString.length;\n    }\n
position -= searchString.length;\n    var lastIndex = subjectString.indexOf(searchString, position);\n
return lastIndex !== -1 && lastIndex === position;\n  }\n});\n\n// ES6 Math polyfills\nif (typeof Math.sign
=== \"undefined\") {\n  Math.sign = function(x) {\n    x = +x; // convert to a number\n    if (x === 0 ||
isNaN(x)) {\n      return Number(x);\n    }\n    return x > 0 ? 1 : -1;\n  };\n\nif (typeof Math.trunc ===
\"undefined\") {\n  Math.trunc = function(x) {\n    if (isNaN(x)) {\n      return NaN;\n    }\n    if (x > 0)

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return Math.floor(x);
return Math.ceil(x);
}(function() {
var epsilon = 2.220446049250313E-16;
var taylor_2_bound = Math.sqrt(epsilon);
var taylor_n_bound = Math.sqrt(taylor_2_bound);
var upper_taylor_2_bound = 1/taylor_2_bound;
var upper_taylor_n_bound = 1/taylor_n_bound;
if (typeof Math.sinh === "undefined") {
Math.sinh = function(x) {
if (Math.abs(x) < taylor_n_bound) {
var result = x;
if (Math.abs(x) > taylor_2_bound) {
result += (x * x * x) / 6;
}
return result;
} else {
var y = Math.exp(x);
var y1 = 1 / y;
if (!isFinite(y)) return Math.exp(x - Math.LN2);
if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);
return (y - y1) / 2;
}
};
}
if (typeof Math.cosh === "undefined") {
Math.cosh = function(x) {
var y = Math.exp(x);
var y1 = 1 / y;
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);
return (y + y1) / 2;
};
}
if (typeof Math.tanh === "undefined") {
Math.tanh = function(x) {
if (Math.abs(x) < taylor_n_bound) {
var result = x;
if (Math.abs(x) > taylor_2_bound) {
result -= (x * x * x) / 3;
}
return result;
} else {
var a = Math.exp(+x), b = Math.exp(-x);
return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
}
};
}
// Inverse hyperbolic function implementations derived from boost special math functions,
// Copyright Eric Ford & Hubert Holin 2001.
if (typeof Math.asinh === "undefined") {
var asinh = function(x) {
if (x >= +taylor_n_bound) {
if (x > upper_taylor_n_bound) {
if (x > upper_taylor_2_bound) {
// approximation by laurent series in 1/x at 0+ order from -1 to 0
return Math.log(x) + Math.LN2;
} else {
// approximation by laurent series in 1/x at 0+ order from -1 to 1
return Math.log(x * 2 + (1 / (x * 2)));
}
} else if (x <= -taylor_n_bound) {
return -asinh(-x);
} else {
// approximation by taylor series in x at 0 up to order 2
var result = x;
if (Math.abs(x) >= taylor_2_bound) {
var x3 = x * x * x;
// approximation by taylor series in x at 0 up to order 4
result -= x3 / 6;
}
return result;
}
};
Math.asinh = asinh;
}
if (typeof Math.acosh === "undefined") {
Math.acosh = function(x) {
if (x < 1) {
return NaN;
} else if (x - 1 >= taylor_n_bound) {
if (x > upper_taylor_2_bound) {
// approximation by laurent series in 1/x at 0+ order from -1 to 0
return Math.log(x) + Math.LN2;
} else {
var y = Math.sqrt(x - 1);
// approximation by taylor series in y at 0 up to order 2
var result = y;
if (y >= taylor_2_bound) {
var y3 = y * y * y;
// approximation by taylor series in y at 0 up to order 4
result -= y3 / 12;
}
return Math.sqrt(2) * result;
}
};
}
if (typeof Math.atanh === "undefined") {
Math.atanh = function(x) {
if (Math.abs(x) < taylor_n_bound) {
var result = x;
if (Math.abs(x) > taylor_2_bound) {
result += (x * x * x) / 3;
}
return result;
}
return Math.log((1 + x) / (1 - x)) / 2;
};
}
if (typeof Math.log1p === "undefined") {
Math.log1p = function(x) {
if (Math.abs(x) < taylor_n_bound) {
var x2 = x * x;
var x3 = x2 * x;
var x4 = x3 * x;
// approximation by taylor series in x at 0 up to order 4
return (-x4 / 4 + x3 / 3 - x2 / 2 + x);
}
return Math.log(x + 1);
};
}
if (typeof Math.expm1 === "undefined") {
Math.expm1 = function(x) {
if (Math.abs(x) < taylor_n_bound) {
var x2 = x * x;
var x3 = x2 * x;
var x4 = x3 * x;
// approximation by taylor series in x at 0 up to order 4
return (x4 / 24 + x3 / 6 + x2 / 2 + x);
}
return Math.exp(x) - 1;
};
}
}
if (typeof Math.hypot === "undefined") {
Math.hypot = function() {
var y = 0;
var length = arguments.length;
for (var i = 0; i < length; i++) {
if (arguments[i] === Infinity || arguments[i] === -Infinity) {
return Infinity;
}
y += arguments[i] * arguments[i];
}
return Math.sqrt(y);
};
}
if (typeof Math.log10 === "undefined") {
Math.log10 = function(x) {
return Math.log(x) * Math.LOG10E;
};
}
if (typeof Math.log2 === "

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Math.log2 = function(x) {
    return Math.log(x) * Math.LOG2E;
};

(function() {
    if (typeof Math.clz32 === "undefined") {
        Math.clz32 = (function(log, LN2) {
            return function(x) {
                var asUint = x >>> 0;
                if (asUint === 0) return 32;
                return 31 - (log(asUint) / LN2 | 0) | 0;
            };
        })(Math.log, Math.LN2);
    }
})();

// For HTMLUnit and PhantomJS
(function() {
    if (typeof ArrayBuffer.isView === "undefined") {
        ArrayBuffer.isView = function(a) {
            return a != null && a.__proto__ != null && a.__proto__.__proto__ === Int8Array.prototype.__proto__;
        };
    }
})();

(function() {
    if (typeof Array.prototype.fill === "undefined") {
        // Polyfill from https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/fill#Polyfill
        Object.defineProperty(Array.prototype, 'fill', {
            value: function(value) {
                // Steps 1-2
                if (this === null) throw new TypeError('this is null or not defined');
                var O = Object(this);
                // Steps 3-5
                var len = O.length >>> 0;
                // Steps 6-7
                var start = arguments[1];
                var relativeStart = start >> 0;
                // Step 8
                var k = relativeStart < 0 ? Math.max(len + relativeStart, 0) : Math.min(relativeStart, len);
                // Steps 9-10
                var end = arguments[2];
                var relativeEnd = end === undefined ? len : end >> 0;
                // Step 11
                var finalValue = relativeEnd < 0 ? Math.max(len + relativeEnd, 0) : Math.min(relativeEnd, len);
                // Step 12
                while (k < finalValue) {
                    O[k] = value;
                    k++;
                }
                // Step 13
                return O;
            };
        });
    }
})();

(function() {
    function normalizeOffset(offset, length) {
        if (offset < 0) return Math.max(0, offset + length);
        return Math.min(offset, length);
    }

    function TypedArraySlice(begin, end) {
        if (typeof end === "undefined") end = this.length;
        begin = normalizeOffset(begin || 0, this.length);
        end = Math.max(begin, normalizeOffset(end, this.length));
        return new this.constructor(this.subarray(begin, end));
    }

    var arrays = [Int8Array, Int16Array, Uint16Array, Int32Array, Float32Array, Float64Array];
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.fill === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'fill', {
                value: Array.prototype.fill
            });
        }
        if (typeof TypedArray.prototype.slice === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'slice', {
                value: TypedArraySlice
            });
        }
        // Patch apply to work with TypedArrays if needed
        try {
            (function() {}).apply(null, new Int32Array(0));
        } catch (e) {
            var apply = Function.prototype.apply;
            Object.defineProperty(Function.prototype, 'apply', {
                value: function(self, array) {
                    return apply.call(this, self, [].slice.call(array));
                }
            });
        }
        // Patch map to work with TypedArrays if needed
        for (var i = 0; i < arrays.length; ++i) {
            var TypedArray = arrays[i];
            if (typeof TypedArray.prototype.map === "undefined") {
                Object.defineProperty(TypedArray.prototype, 'map', {
                    value: function(callback, self) {
                        return [].slice.call(this).map(callback, self);
                    }
                });
            }
        }
        // Patch sort to work with TypedArrays if needed
        // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)
        var totalOrderComparator = function(a, b) {
            if (a < b) return -1;
            if (a > b) return 1;
            if (a === b) {
                if (a !== 0) return 0;
                var ia = 1 / a;
                return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
            }
            return a !== a ? (b !== b ? 0 : 1) : -1;
        };
        for (var i = 0; i < arrays.length; ++i) {
            var TypedArray = arrays[i];
            if (typeof TypedArray.prototype.sort === "undefined") {
                Object.defineProperty(TypedArray.prototype, 'sort', {
                    value: function(compareFunction) {
                        return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
                    }
                });
            }
        }
    }
})();

/*
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 */

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "interface",
    OBJECT: "object"
};

Kotlin.callGetter = function(thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }
    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }
    return Kotlin.callGetter(thisObject,

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```

Object.getPrototypeOf(class), propertyName);};\n\nKotlin.callSetter = function (thisObject, class, propertyName,
value) {\n  var propertyDescriptor = Object.getOwnPropertyDescriptor(class, propertyName);\n  if
(propertyDescriptor != null && propertyDescriptor.set != null) {\n    propertyDescriptor.set.call(thisObject,
value);\n    return;\n  }\n  propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject,
propertyName);\n  if (propertyDescriptor != null && \"value\" in propertyDescriptor) {\n
thisObject[propertyName] = value;\n  return\n  }\n  Kotlin.callSetter(thisObject,
Object.getPrototypeOf(class), propertyName, value);};\n\nfunction isInheritanceFromInterface(ctor, iface) {\n  if
(ctor === iface) return true;\n  var metadata = ctor.$metadata$;\n  if (metadata != null) {\n    var interfaces =
metadata.interfaces;\n    for (var i = 0; i < interfaces.length; i++) {\n      if
(isInheritanceFromInterface(interfaces[i], iface)) {\n        return true;\n      }\n    }\n  }\n  var
superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;\n  var superConstructor =
superPrototype != null ? superPrototype.constructor : null;\n  return superConstructor != null &&
isInheritanceFromInterface(superConstructor, iface);}\n\n/**\n * @param {*} object\n * @param
{Function|Object} klass\n * @returns {Boolean}\n */\nKotlin.isType = function (object, klass) {\n  if (klass ===
Object) {\n    switch (typeof object) {\n      case \"string\":\n      case \"number\":\n      case
\"boolean\":\n      case \"function\":\n        return true;\n      default:\n        return object instanceof
Object;\n    }\n  }\n  if (object == null || klass == null || (typeof object !== 'object' && typeof object !==
'function')) {\n    return false;\n  }\n  if (typeof klass === \"function\" && object instanceof klass) {\n
return true;\n  }\n  var proto = Object.getPrototypeOf(klass);\n  var constructor = proto != null ?
proto.constructor : null;\n  if (constructor != null && \"$metadata$\" in constructor) {\n    var metadata =
constructor.$metadata$;\n    if (metadata.kind === Kotlin.Kind.OBJECT) {\n      return object === klass;\n    }\n  }\n  var klassMetadata = klass.$metadata$;\n  // In WebKit (JavaScriptCore) for some interfaces from
DOM typeof returns \"object\", nevertheless they can be used in RHS of instanceof\n  if (klassMetadata == null) {\n
return object instanceof klass;\n  }\n  if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&
object.constructor != null) {\n    return isInheritanceFromInterface(object.constructor, klass);\n  }\n  return
false;\n};\n\nKotlin.isNumber = function (a) {\n  return typeof a == \"number\" || a instanceof
Kotlin.Long;\n};\n\nKotlin.isChar = function (value) {\n  return value instanceof
Kotlin.BoxedChar;\n};\n\nKotlin.isComparable = function (value) {\n  var type = typeof value;\n  return type
=== \"string\" ||\n    type === \"boolean\" ||\n    Kotlin.isNumber(value) ||\n    Kotlin.isType(value,
Kotlin.kotlin.Comparable);\n};\n\nKotlin.isCharSequence = function (value) {\n  return typeof value === \"string\"
|| Kotlin.isType(value, Kotlin.kotlin.CharSequence);\n};\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the
module\n\n@PublishedApi\nexternal fun <T> Array(size: Int): Array<T>\n\n@JsName(\"newArray\")\nfun
<T> newArray(size: Int, initialValue: T) = fillArrayVal(Array<T>(size),
initialValue)\n\n@JsName(\"newArrayF\")\ninline fun <T> arrayWithFun(size: Int, init: (Int) -> T) =
fillArrayFun(Array<T>(size), init)\n\n@JsName(\"fillArray\")\ninline fun <T> fillArrayFun(array: Array<T>, init:
(Int) -> T): Array<T> {\n  for (i in 0..array.size - 1) {\n    array[i] = init(i)\n  }\n  return
array\n}\n\n@JsName(\"booleanArray\")\nfun booleanArray(size: Int, init: dynamic): Array<Boolean> {\n  val
result: dynamic = Array<Boolean>(size)\n  result.$type$ = \"BooleanArray\"\n  return when (init) {\n    null,
true -> fillArrayVal(result, false)\n    false -> result\n    else -> fillArrayFun<Boolean>(result, init)\n  }\n}\n\n@JsName(\"booleanArrayF\")\ninline fun booleanArrayWithFun(size: Int, init: (Int) -> Boolean):
Array<Boolean> = fillArrayFun(booleanArray(size, false),
init)\n\n@JsName(\"charArray\")\n@Suppress(\"UNUSED_PARAMETER\")\nfun charArray(size: Int, init:
dynamic): Array<Char> {\n  val result = js(\"new Uint16Array(size)\")\n  result.$type$ = \"CharArray\"\n  return when (init) {\n    null, true, false -> result // For consistency\n    else -> fillArrayFun<Char>(result,
init)\n  }\n}\n\n@JsName(\"charArrayF\")\ninline fun charArrayWithFun(size: Int, init: (Int) -> Char):
Array<Char> {\n  val array = charArray(size, null)\n  for (i in 0..array.size - 1) {\n

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@Suppress("UNUSED_VARIABLE") // used in js block\n    val value = init(i)\n    js("array[i] = value;")\n
}\n    return array\n}\n\n@JsName("untypedCharArrayF")\ninline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {\n    val array = Array<Char>(size)\n    for (i in 0..array.size - 1) {\n
@Suppress("UNUSED_VARIABLE") // used in js block\n    val value = init(i)\n    js("array[i] = value;")\n
}\n    return array\n}\n\n@JsName("longArray")\nfun longArray(size: Int, init: dynamic): Array<Long> {\n    val result: dynamic = Array<Long>(size)\n    result.$type$ = "LongArray"\n    return when (init) {\n        null, true -> fillArrayVal(result, 0L)\n        false -> result\n        else -> fillArrayFun<Long>(result, init)\n
}\n}\n\n@JsName("longArrayF")\ninline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false), init)\n\nprivate fun <T> fillArrayVal(array: Array<T>, initialValue: T): Array<T> {\n    for (i in 0..array.size - 1) {\n        array[i] = initialValue\n    }\n    return array\n}", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\npublic class Enum<T> : Enum<T>> : Comparable<Enum<T>> {\n    @JsName("name$") private var _name: String = ""\n    @JsName("ordinal$") private var _ordinal: Int = 0\n    val name: String\n    get() = _name\n    val ordinal: Int\n    get() = _ordinal\n    override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)\n    override fun equals(other: Any?) = this === other\n    override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)\n    override fun toString() = name\n    companion object\n}", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js.internal\n\n@JsName("DoubleCompanionObject")\ninternal object DoubleCompanionObject {\n    @JsName("MIN_VALUE")\n    const val MIN_VALUE: Double = 4.9E-324\n    @JsName("MAX_VALUE")\n    const val MAX_VALUE: Double = 1.7976931348623157E308\n    @JsName("POSITIVE_INFINITY")\n    @Suppress("DIVISION_BY_ZERO")\n    const val POSITIVE_INFINITY: Double = 1.0 / 0.0\n    @JsName("NEGATIVE_INFINITY")\n    @Suppress("DIVISION_BY_ZERO")\n    const val NEGATIVE_INFINITY: Double = -1.0 / 0.0\n    @JsName("NaN")\n    @Suppress("DIVISION_BY_ZERO")\n    const val NaN: Double = -(0.0 / 0.0)\n    @JsName("SIZE_BYTES")\n    const val SIZE_BYTES = 8\n    @JsName("SIZE_BITS")\n    const val SIZE_BITS = 64\n}\n\n@JsName("FloatCompanionObject")\ninternal object FloatCompanionObject {\n    @JsName("MIN_VALUE")\n    const val MIN_VALUE: Float = 1.4E-45F\n    @JsName("MAX_VALUE")\n    const val MAX_VALUE: Float = 3.4028235E38F\n    @JsName("POSITIVE_INFINITY")\n    @Suppress("DIVISION_BY_ZERO")\n    const val POSITIVE_INFINITY: Float = 1.0F / 0.0F\n    @JsName("NEGATIVE_INFINITY")\n    @Suppress("DIVISION_BY_ZERO")\n    const val NEGATIVE_INFINITY: Float = -1.0F / 0.0F\n    @JsName("NaN")\n    @Suppress("DIVISION_BY_ZERO")\n    const val NaN: Float = -(0.0F / 0.0F)\n    @JsName("SIZE_BYTES")\n    const val SIZE_BYTES = 4\n    @JsName("SIZE_BITS")\n    const val SIZE_BITS = 32\n}\n\n@JsName("IntCompanionObject")\ninternal object IntCompanionObject {\n    @JsName("MIN_VALUE")\n    val MIN_VALUE: Int = -2147483647 - 1\n    @JsName("MAX_VALUE")\n    val MAX_VALUE: Int = 2147483647\n    @JsName("SIZE_BYTES")\n    const val SIZE_BYTES = 4\n    @JsName("SIZE_BITS")\n    const val SIZE_BITS = 32\n}\n\n@JsName("LongCompanionObject")\ninternal object LongCompanionObject {\n    @JsName("MIN_VALUE")\n    val MIN_VALUE: Long = js("Kotlin.Long.MIN_VALUE")\n    @JsName("MAX_VALUE")\n    val MAX_VALUE: Long = js("Kotlin.Long.MAX_VALUE")\n    @JsName("SIZE_BYTES")\n    const val SIZE_BYTES = 8\n    @JsName("SIZE_BITS")\n    const val SIZE_BITS = 64\n}\n\n@JsName("ShortCompanionObject")\ninternal object ShortCompanionObject {\n    @JsName("MIN_VALUE")\n    val MIN_VALUE: Short = -32768\n    @JsName("MAX_VALUE")\n    val MAX_VALUE: Short = 32767\n    @JsName("SIZE_BYTES")\n    const val SIZE_BYTES = 2\n    @JsName("SIZE_BITS")\n    const val SIZE_BITS = 16\n}\n\n@JsName("ByteCompanionObject")\ninternal object ByteCompanionObject {\n    @JsName("MIN_VALUE")\n    val MIN_VALUE: Byte = -128\n    @JsName("MAX_VALUE")\n    val

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MAX_VALUE: Byte = 127\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 1\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 8\n}\n\n@JsName("CharCompanionObject")\ninternal
object CharCompanionObject {\n @JsName("MIN_VALUE")\n public const val MIN_VALUE: Char =
"\u0000"\n\n @JsName("MAX_VALUE")\n public const val MAX_VALUE: Char = "\uFFFF"\n\n
@JsName("MIN_HIGH_SURROGATE")\n public const val MIN_HIGH_SURROGATE: Char = "\uD800"\n\n
@JsName("MAX_HIGH_SURROGATE")\n public const val MAX_HIGH_SURROGATE: Char =
"\uDBFF"\n\n @JsName("MIN_LOW_SURROGATE")\n public const val MIN_LOW_SURROGATE: Char =
"\uDC00"\n\n @JsName("MAX_LOW_SURROGATE")\n public const val MAX_LOW_SURROGATE: Char =
"\uDFFF"\n\n @JsName("MIN_SURROGATE")\n public const val MIN_SURROGATE: Char =
MIN_HIGH_SURROGATE\n\n @JsName("MAX_SURROGATE")\n public const val MAX_SURROGATE:
Char = MAX_LOW_SURROGATE\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 2\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 16\n}\n\ninternal object StringCompanionObject
{\n}\n\ninternal object BooleanCompanionObject {\n}\n\n",/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ArraysKt")\n\npackage
kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the
size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior
is unspecified.\n *\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component1(): T
{\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1,
throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component1(): Byte {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component1(): Short {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1(): Boolean {\n return
get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1(): Char {\n return
get(0)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component2(): T {\n return

```

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `ByteArray.component2()`: Byte { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `ShortArray.component2()`: Short { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `IntArray.component2()`: Int { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `LongArray.component2()`: Long { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `FloatArray.component2()`: Float { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `DoubleArray.component2()`: Double { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `BooleanArray.component2()`: Boolean { return `get(1)` }

`get(1)` Returns 2nd *element* from the array. If the size of this array is less than 2, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `CharArray.component2()`: Char { return `get(1)` }

`get(1)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `<T> Array<out T>.component3()`: T { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `ByteArray.component3()`: Byte { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `ShortArray.component3()`: Short { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `IntArray.component3()`: Int { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `LongArray.component3()`: Long { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `FloatArray.component3()`: Float { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `DoubleArray.component3()`: Double { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `BooleanArray.component3()`: Boolean { return `get(2)` }

`get(2)` Returns 3rd *element* from the array. If the size of this array is less than 3, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`get(2)`\n\n**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n return`

`get(2)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component4(): Double {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n return`

`get(3)`\n\n**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component4(): Char {\n return`

`get(3)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component5(): T {\n return`

`get(4)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component5(): Byte {\n return`

`get(4)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n return`

`get(4)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n return`

`get(4)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n return`

`get(4)`\n\n**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS\n * where the behavior is unspecified.\n

`*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component5(): Float {\n return`

`get(4)` Returns 5th element from the array. If the size of this array is less than 5, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `DoubleArray.component5(): Double` Returns 5th element from the array. If the size of this array is less than 5, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `BooleanArray.component5(): Boolean` Returns 5th element from the array. If the size of this array is less than 5, throws an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

`@kotlin.internal.InlineOnly` public inline operator fun `CharArray.component5(): Char` Returns true if [element] is found in the array.

`@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean` Returns true if [element] is found in the array.

`ByteArray.contains(element: Byte): Boolean` Returns true if [element] is found in the array.

`ShortArray.contains(element: Short): Boolean` Returns true if [element] is found in the array.

`IntArray.contains(element: Int): Boolean` Returns true if [element] is found in the array.

`LongArray.contains(element: Long): Boolean` Returns true if [element] is found in the array.

`@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.", ReplaceWith("any { it == element }"))`

`@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")`

`@Suppress("DEPRECATION_ERROR")` public operator fun `FloatArray.contains(element: Float): Boolean` Returns true if [element] is found in the array.

`@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.", ReplaceWith("any { it == element }"))`

`@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")`

`@Suppress("DEPRECATION_ERROR")` public operator fun `DoubleArray.contains(element: Double): Boolean` Returns true if [element] is found in the array.

`BooleanArray.contains(element: Boolean): Boolean` Returns true if [element] is found in the array.

`CharArray.contains(element: Char): Boolean` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`<T> Array<out T>.elementAt(index: Int): T` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`public expect fun ByteArray.elementAt(index: Int): Byte` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`public expect fun ShortArray.elementAt(index: Int): Short` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`public expect fun IntArray.elementAt(index: Int): Int` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`public expect fun LongArray.elementAt(index: Int): Long` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index] is out of bounds of this array.

`@sample samples.collections.Collections.Elements.elementAt`

`public expect fun FloatArray.elementAt(index: Int): Float` Returns an element at the given [index] or throws an `IndexOutOfBoundsException` if the [index]

is out of bounds of this array.

```

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

```

`ByteArray.elementAtOrNull(index: Int): Byte?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`ShortArray.elementAtOrNull(index: Int): Short?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`IntArray.elementAtOrNull(index: Int): Int?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`LongArray.elementAtOrNull(index: Int): Long?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`FloatArray.elementAtOrNull(index: Int): Float?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`DoubleArray.elementAtOrNull(index: Int): Double?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`BooleanArray.elementAtOrNull(index: Int): Boolean?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`CharArray.elementAtOrNull(index: Int): Char?` `{\n return this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`ByteArray.find(predicate: (Byte) -> Boolean): Byte?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`ShortArray.find(predicate: (Short) -> Boolean): Short?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`IntArray.find(predicate: (Int) -> Boolean): Int?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`LongArray.find(predicate: (Long) -> Boolean): Long?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`FloatArray.find(predicate: (Float) -> Boolean): Float?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`DoubleArray.find(predicate: (Double) -> Boolean): Double?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

`BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean?` `{\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun`

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

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

IntArray.firstOrNull(): Int? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun LongArray.firstOrNull(): Long? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun FloatArray.firstOrNull(): Float? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun DoubleArray.firstOrNull(): Double? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun BooleanArray.firstOrNull(): Boolean? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.getOrNull(index: Int, defaultValue: (Int) -> T): T? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrNull(index: Int, defaultValue: (Int) -> Byte): Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrNull(index: Int, defaultValue: (Int) -> Short): Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrNull(index: Int, defaultValue: (Int) -> Int): Int? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.getOrNull(index: Int, defaultValue: (Int) -> Long): Long? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n

```

*  

@kotlin.internal.InlineOnly  

public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float):  

Float {  

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)  

}  

  

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.  

  

*  

@kotlin.internal.InlineOnly  

public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {  

    return if (index >= 0 && index <= lastIndex) get(index) else  

    defaultValue(index)  

}  

  

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.  

  

*  

@kotlin.internal.InlineOnly  

public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {  

    return if (index >= 0 && index <= lastIndex) get(index) else  

    defaultValue(index)  

}  

  

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.  

  

*  

@kotlin.internal.InlineOnly  

public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {  

    return if (index >= 0 && index <= lastIndex) get(index) else  

    defaultValue(index)  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun <T> Array<out T>.getOrElseOrNull(index: Int): T? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun ByteArray.getOrElseOrNull(index: Int): Byte? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun ShortArray.getOrElseOrNull(index: Int): Short? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun IntArray.getOrElseOrNull(index: Int): Int? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun LongArray.getOrElseOrNull(index: Int): Long? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun FloatArray.getOrElseOrNull(index: Int): Float? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun DoubleArray.getOrElseOrNull(index: Int): Double? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun BooleanArray.getOrElseOrNull(index: Int): Boolean? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.  

  

* @sample  

samples.collections.Collections.Elements.getOrElseOrNull  

  

*  

public fun CharArray.getOrElseOrNull(index: Int): Char? {  

    return if (index >= 0 && index <= lastIndex) get(index) else null  

}  

  

* Returns first index of [element], or -1 if the array does not contain element.  

  

*  

public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {  

    if (element == null) {  

        for (index in indices) {  

            if (this[index] == null) {  

                return index  

            }  

        }  

    } else {  

        for (index in indices) {  

            if (element == this[index]) {  

                return index  

            }  

        }  

    }  

    return -1  

}  

  

* Returns first index of [element], or -1 if the array does not contain element.  

  

*  

public fun ByteArray.indexOf(element: Byte): Int {  

    for (index in indices) {  

        if (element == this[index]) {  

            return index  

        }  

    }  

    return -1  

}  

  

* Returns first index of [element], or -1 if the array does not contain element.  

  

*  

public fun ShortArray.indexOf(element: Short): Int {  

    for (index in indices) {  

        if (element == this[index]) {  

            return index  

        }  

    }  

    return -1  

}  

  

* Returns first index of [element], or -1 if the array does not

```

```

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

```

```

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

```

```

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

```

```

Char {
    fun for(index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

fun lastIndexOf(element: T): Int {
    for (index in indices.reversed()) {
        if (this[index] == element)
            return index
    }
    return -1
}

fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun ShortArray.lastIndexOf(element: Short): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun IntArray.lastIndexOf(element: Int): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun LongArray.lastIndexOf(element: Long): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfLast { it == element }"))
fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfLast { it == element }"))
fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

fun lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

fun ByteArray.lastOrNull(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}

fun ShortArray.lastOrNull(): Short? {
    return if (isEmpty()) null else this[size - 1]
}

fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

```



```

\n * @sample samples.collections.Collections.Elements.last\n * \npublic fun BooleanArray.lastOrNull(): Boolean?
{\n  return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is
empty.\n * \n * @sample samples.collections.Collections.Elements.last\n * \npublic fun CharArray.lastOrNull():
Char? {\n  return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun <T> Array<out T>.lastOrNull(predicate: (T) ->
Boolean): T? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun ByteArray.lastOrNull(predicate: (Byte) ->
Boolean): Byte? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun ShortArray.lastOrNull(predicate: (Short) ->
Boolean): Short? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun IntArray.lastOrNull(predicate: (Int) ->
Boolean): Int? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun LongArray.lastOrNull(predicate: (Long) ->
Boolean): Long? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun FloatArray.lastOrNull(predicate: (Float) ->
Boolean): Float? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun DoubleArray.lastOrNull(predicate: (Double) ->
Boolean): Double? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun BooleanArray.lastOrNull(predicate: (Boolean)
-> Boolean): Boolean? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n * \npublic inline fun CharArray.lastOrNull(predicate: (Char) ->
Boolean): Char? {\n  for (index in this.indices.reversed()) {\n    val element = this[index]\n    if
(predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns a random element from this array.\n
* \n * @throws NoSuchElementException if this array is empty.\n
* \n * @since Kotlin("1.3")\n * \n * @kotlin.internal.InlineOnly\n * \npublic inline fun <T> Array<out T>.random(): T {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n * \n * @since Kotlin("1.3")\n * \n * @kotlin.internal.InlineOnly\n
* \npublic inline fun ByteArray.random(): Byte {\n  return random(Random)\n}\n\n/**\n * Returns a random element from
this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
* \n * @since Kotlin("1.3")\n * \n * @kotlin.internal.InlineOnly\n * \npublic inline fun ShortArray.random(): Short {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws

```

```

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

```

```

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

```

```

get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
DoubleArray.randomOrNull(random: Random): Double? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
BooleanArray.randomOrNull(random: Random): Boolean? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
CharArray.randomOrNull(random: Random): Char? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or
has more than one element.\n *\npublic fun <T> Array<out T>.single(): T {\n return when (size) {\n 0 ->
throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n *\npublic fun ByteArray.single(): Byte
{\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n
else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the
single element, or throws an exception if the array is empty or has more than one element.\n *\npublic fun
ShortArray.single(): Short {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
}\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one
element.\n *\npublic fun IntArray.single(): Int {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n *\npublic fun LongArray.single(): Long
{\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n
else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the
single element, or throws an exception if the array is empty or has more than one element.\n *\npublic fun
FloatArray.single(): Float {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
}\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one
element.\n *\npublic fun DoubleArray.single(): Double {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n *\npublic fun BooleanArray.single():
Boolean {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 ->
this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n }\n}\n\n/**\n *
Returns the single element, or throws an exception if the array is empty or has more than one element.\n *\npublic
fun CharArray.single(): Char {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
}\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or
more than one matching element.\n *\npublic inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {\n
var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if
(found) throw IllegalArgumentException("Array contains more than one matching element.")\n single =
element\n found = true\n }\n }\n if (!found) throw NoSuchElementException("Array contains no
element matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return single as T\n}\n\n/**\n *

```

Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching
the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element
matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no
element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```

public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no
element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

```

```

* Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun <T>
Array<out T>.singleOrNull(): T? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or
`null` if the array is empty or has more than one element.\n */\npublic fun ByteArray.singleOrNull(): Byte? {\n
return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more
than one element.\n */\npublic fun ShortArray.singleOrNull(): Short? {\n    return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic
fun IntArray.singleOrNull(): Int? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or
`null` if the array is empty or has more than one element.\n */\npublic fun LongArray.singleOrNull(): Long? {\n
return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more
than one element.\n */\npublic fun FloatArray.singleOrNull(): Float? {\n    return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic
fun DoubleArray.singleOrNull(): Double? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single
element, or `null` if the array is empty or has more than one element.\n */\npublic fun BooleanArray.singleOrNull():
Boolean? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is
empty or has more than one element.\n */\npublic fun CharArray.singleOrNull(): Char? {\n    return if (size == 1)
this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not
found or more than one element was found.\n */\npublic inline fun <T> Array<out T>.singleOrNull(predicate: (T) -
> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if
(predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n
}\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or
`null` if element was not found or more than one element was found.\n */\npublic inline fun
ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {\n    var single: Byte? = null\n    var found = false\n
for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n
found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic
inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {\n    var single: Short? = null\n    var
found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the
single element matching the given [predicate], or `null` if element was not found or more than one element was
found.\n */\npublic inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {\n    var single: Int? = null\n
var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n *
Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {\n    var
single: Long? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n           
if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n
return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or
more than one element was found.\n */\npublic inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean):
Float? {\n    var single: Float? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element))
{\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return
null\n    return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element
was not found or more than one element was found.\n */\npublic inline fun DoubleArray.singleOrNull(predicate:
(Double) -> Boolean): Double? {\n    var single: Double? = null\n    var found = false\n    for (element in this) {\n
if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n
        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns the single element matching the given
[predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun
BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n    var single: Boolean? = null\n    var
found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n
            single

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

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

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

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

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

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

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

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matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n * \n public inline fun <C : MutableCollection<in Char>>
CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) ->
Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n * \n public inline fun <C : MutableCollection<in
Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n for (element in this) if
(predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) ->
Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n * \n public inline fun <C : MutableCollection<in Int>>
IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n for (element in this) if (predicate(element))
destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to
the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n * \n public inline fun
<C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n for
(element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all
elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n * \n public inline fun <C : MutableCollection<in Float>>
FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {\n for (element in this) if
(predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double)
-> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n * \n public inline fun <C : MutableCollection<in
Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {\n for (element in this) if
(predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) ->
Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n * \n public
fun <T> Array<out T>.slice(indices: IntRange): List<T> {\n if (indices.isEmpty()) return listOf()\n return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
indices in the specified [indices] range.\n * \n public fun ByteArray.slice(indices: IntRange): List<Byte> {\n if
(indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n * \n public
fun ShortArray.slice(indices: IntRange): List<Short> {\n if (indices.isEmpty()) return listOf()\n return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at
indices in the specified [indices] range.\n * \n public fun IntArray.slice(indices: IntRange): List<Int> {\n if
(indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive +
1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n * \n public
fun LongArray.slice(indices: IntRange): List<Long> {\n if (indices.isEmpty()) return listOf()\n return
copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at

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

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= 0\n for (sourceIndex in indices) {\n    result[targetIndex++] = this[sourceIndex]\n }\n return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\npublic fun
LongArray.sliceArray(indices: Collection<Int>): LongArray {\n    val result = LongArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\npublic fun
FloatArray.sliceArray(indices: Collection<Int>): FloatArray {\n    val result = FloatArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\npublic fun
DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {\n    val result = DoubleArray(indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\npublic fun
BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {\n    val result = BooleanArray(indices.size)\n
var targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n
return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n *\npublic fun
CharArray.sliceArray(indices: Collection<Int>): CharArray {\n    val result = CharArray(indices.size)\n    var
targetIndex = 0\n    for (sourceIndex in indices) {\n        result[targetIndex++] = this[sourceIndex]\n    }\n    return
result\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\npublic fun
<T> Array<T>.sliceArray(indices: IntRange): Array<T> {\n    if (indices.isEmpty()) return copyOfRange(0, 0)\n
return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at
indices in the specified [indices] range.\n *\npublic fun ByteArray.sliceArray(indices: IntRange): ByteArray {\n    if
(indices.isEmpty()) return ByteArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n
* Returns an array containing elements at indices in the specified [indices] range.\n *\npublic fun
ShortArray.sliceArray(indices: IntRange): ShortArray {\n    if (indices.isEmpty()) return ShortArray(0)\n    return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices
in the specified [indices] range.\n *\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n    if
(indices.isEmpty()) return IntArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n
* Returns an array containing elements at indices in the specified [indices] range.\n *\npublic fun
LongArray.sliceArray(indices: IntRange): LongArray {\n    if (indices.isEmpty()) return LongArray(0)\n    return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices
in the specified [indices] range.\n *\npublic fun FloatArray.sliceArray(indices: IntRange): FloatArray {\n    if
(indices.isEmpty()) return FloatArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n
* Returns an array containing elements at indices in the specified [indices] range.\n *\npublic fun
DoubleArray.sliceArray(indices: IntRange): DoubleArray {\n    if (indices.isEmpty()) return DoubleArray(0)\n    return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at
indices in the specified [indices] range.\n *\npublic fun BooleanArray.sliceArray(indices: IntRange): BooleanArray
{\n    if (indices.isEmpty()) return BooleanArray(0)\n    return copyOfRange(indices.start, indices.endInclusive +
1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n *\npublic fun
CharArray.sliceArray(indices: IntRange): CharArray {\n    if (indices.isEmpty()) return CharArray(0)\n    return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing first [n] elements.\n *\n
* @throws IllegalArgumentException if [n] is negative.\n *\n\n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun <T> Array<out T>.take(n: Int): List<T> {\n
require(n >= 0) {\n    "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n >=
size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<T>(n)\n    for
(item in this) {\n        list.add(item)\n        if (++count == n)\n            break\n    }\n    return list\n}\n\n/**\n
* Returns a list containing first [n] elements.\n *\n * @throws IllegalArgumentException if [n] is negative.\n *\n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun ByteArray.take(n: Int): List<Byte> {\n
require(n >= 0) {\n    "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    if (n >=
size) return toList()\n    if (n == 1) return listOf(this[0])\n    var count = 0\n    val list = ArrayList<Byte>(n)\n    for

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

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

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

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*public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    val list = ArrayList<Char>()
    for (item in this) {
        if (!predicate(item)) break
        list.add(item)
    }
    return list
}

* Reverses elements in the array in-place.
public fun <T> Array<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

* Reverses elements in the array in-place.
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

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

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

* Reverses elements of the array in the specified range in-place.
* @param fromIndex the start of the range (inclusive) to reverse.
* @param toIndex the end of the range (exclusive) to reverse.
* @throws IndexOutOfBoundsException if

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

```

```

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

```

Randomly shuffles elements in this array in-place.

```

*^@SinceKotlin("1.4")\npublic fun <T>
Array<T>.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n *^@SinceKotlin("1.4")\npublic fun ByteArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *^@SinceKotlin("1.4")\npublic fun ShortArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*^@SinceKotlin("1.4")\npublic fun IntArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *^@SinceKotlin("1.4")\npublic fun LongArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*^@SinceKotlin("1.4")\npublic fun FloatArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *^@SinceKotlin("1.4")\npublic fun DoubleArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*^@SinceKotlin("1.4")\npublic fun BooleanArray.shuffle(): Unit {\n  shuffle(Random)\n}\n\n/**\n * Randomly
shuffles elements in this array in-place.\n *^@SinceKotlin("1.4")\npublic fun CharArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random]
instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun <T> Array<T>.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun ByteArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun ShortArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun IntArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun LongArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun FloatArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*^@SinceKotlin("1.4")\npublic fun DoubleArray.shuffle(random: Random): Unit {\n  for (i in lastIndex
downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] = this[j]\n    this[j] = copy\n
}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n

```

```

}
}

Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness. See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndex
        downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness. See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex
        downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

Sorts elements in the array in-place according to natural sort order of the value returned by specified
[selector] function. The sort is _stable_. It means that equal elements preserve their order relative to each
other after sorting.
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -
    > R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

Sorts elements in the array in-place
descending according to natural sort order of the value returned by specified [selector] function. The sort is
_stable_. It means that equal elements preserve their order relative to each other after sorting.
public inline fun
<T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareByDescending(selector))
}

Sorts elements in the array in-place descending according
to their natural sort order. The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

Sorts elements in the array in-place descending according to their natural
sort order.
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Sorts elements in the array in-place descending according to their natural sort order.
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Sorts
elements in the array in-place descending according to their natural sort order.
public fun
IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Sorts elements
in the array in-place descending according to their natural sort order.
public fun LongArray.sortDescending():
Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Sorts elements in the array in-place
descending according to their natural sort order.
public fun FloatArray.sortDescending(): Unit {
    if (size >
        1) {
        sort()
        reverse()
    }
}

Sorts elements in the array in-place descending according to
their natural sort order.
public fun DoubleArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Sorts elements in the array in-place descending according to their natural sort order.
public fun CharArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

Returns a list of all elements sorted according to their natural sort order. The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.
public fun <T : Comparable<T>>
Array<out T>.sorted(): List<T> {
    return sortedArray().asList()
}

Returns a list of all elements sorted
according to their natural sort order.
public fun ByteArray.sorted(): List<Byte> {
    return
    toTypedArray().apply { sort() }.asList()
}

Returns a list of all elements sorted according to their natural
sort order.
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort()
    }.asList()
}

Returns a list of all elements sorted according to their natural sort order.
public fun
IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

Returns a list of all
elements sorted according to their natural sort order.
public fun LongArray.sorted(): List<Long> {
    return
    toTypedArray().apply { sort() }.asList()
}

Returns a list of all elements sorted according to their natural
sort order.
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort()
    }.asList()
}

Returns a list of all elements sorted according to their natural sort order.
public fun
DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

Returns a
list of all elements sorted according to their natural sort order.
public fun CharArray.sorted(): List<Char> {
    return
    toTypedArray().apply { sort() }.asList()
}

Returns an array with all elements of this array sorted

```


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

ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
 of the value returned by specified [selector] function.\n * \n * @sample
 samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <R : Comparable<R>>

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {\n return
 sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural
 sort order of the value returned by specified [selector] function.\n * \n * The sort is `_stable_`. It means that equal
 elements preserve their order relative to each other after sorting.\n * \n\npublic inline fun <T, R : Comparable<R>>

Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * \n\npublic inline fun <R :
 Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * \n\npublic inline fun <R :
 Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * \n\npublic inline fun <R :
 Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * \n\npublic inline fun <R :
 Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {\n return
 sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
 according to natural sort order of the value returned by specified [selector] function.\n * \n\npublic inline fun <R :
 Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n return

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

`<T> Array<out T>.asList(): List<T>` Returns a [List] that wraps the original array.

`fun ByteArray.asList(): List<Byte>` Returns a [List] that wraps the original array.

`fun ShortArray.asList(): List<Short>` Returns a [List] that wraps the original array.

`fun IntArray.asList(): List<Int>` Returns a [List] that wraps the original array.

`fun LongArray.asList(): List<Long>` Returns a [List] that wraps the original array.

`fun FloatArray.asList(): List<Float>` Returns a [List] that wraps the original array.

`fun DoubleArray.asList(): List<Double>` Returns a [List] that wraps the original array.

`fun BooleanArray.asList(): List<Boolean>` Returns a [List] that wraps the original array.

`fun CharArray.asList(): List<Char>` Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean` Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order. The specified arrays are also considered deeply equal if both are `null`. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")\npublic expect infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean` Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.

`@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepHashCode(): Int` Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.

`@SinceKotlin("1.4")\npublic expect fun <T> Array<out T>?.contentDeepHashCode(): Int` Returns a string representation of the contents of this array as if it is a [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level that reference is rendered as `"[...]"` to prevent recursion.

`@sample samples.collections.Arrays.ContentOperations.contentDeepToString`

`@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepToString(): String` Returns a string representation of the contents of this array as if it is a [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level that reference is rendered as `"[...]"` to prevent recursion.

`@sample samples.collections.Arrays.ContentOperations.contentDeepToString`

`@SinceKotlin("1.4")\npublic expect fun <T> Array<out T>?.contentDeepToString(): String` Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

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

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean` Returns `true` if the two specified arrays are

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

equal to `0.0`.
`@SinceKotlin("1.4")`
`public expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun LongArray?.contentEquals(other: LongArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean`
Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `[equals][Any.equals]` function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

`@SinceKotlin("1.4")`
`public expect infix fun CharArray?.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun <T> Array<out T>.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun ByteArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun ShortArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun IntArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun LongArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun FloatArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

`@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")`
`@SinceKotlin("1.1")`
`@DeprecatedSinceKotlin(hiddenSince = "1.4")`
`public expect fun DoubleArray.contentHashCode(): Int`
Returns a hash code based on the contents of this array as if it is `[List]`.

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

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

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

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

the original array, the extra elements in the copy array are filled with zero values.

`ByteArrayList.copyOf(newSize: Int): ByteArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`ShortArrayList.copyOf(newSize: Int): ShortArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`IntArray.copyOf(newSize: Int): IntArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`LongArrayList.copyOf(newSize: Int): LongArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`FloatArrayList.copyOf(newSize: Int): FloatArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`DoubleArrayList.copyOf(newSize: Int): DoubleArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with `false` values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

`BooleanArrayList.copyOf(newSize: Int): BooleanArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.

`CharArray.copyOf(newSize: Int): CharArray` Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with `null` values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

`Array.copyOf(newSize: Int): Array` Returns a new array which is a copy of the specified range of the original array. @param fromIndex the start of the range (inclusive) to copy. @param toIndex the end of the range (exclusive) to copy. @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the

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

0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

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*\n@SinceKotlin("1.3")\npublic expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
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*\n@SinceKotlin("1.3")\npublic expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

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*\n@SinceKotlin("1.3")\npublic expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

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*\n@SinceKotlin("1.3")\npublic expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

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*\n@SinceKotlin("1.3")\npublic expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

```

*\n@SinceKotlin("1.3")\npublic expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

```

*\n@SinceKotlin("1.3")\npublic expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

```

*\n@SinceKotlin("1.3")\npublic expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val <T> Array<out T>.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val ByteArray.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val ShortArray.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val IntArray.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val LongArray.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *\npublic val FloatArray.indices: IntRange\n    get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for

```

the array.
`public val DoubleArray.indices: IntRange`
`get() = IntRange(0, lastIndex)`
Returns the range of valid indices for the array.
`public val BooleanArray.indices: IntRange`
`get() = IntRange(0, lastIndex)`
Returns the range of valid indices for the array.
`public val CharArray.indices: IntRange`
`get() = IntRange(0, lastIndex)`
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun <T> Array<out T>.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun ByteArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun ShortArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun IntArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun LongArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun FloatArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun DoubleArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun BooleanArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is empty.
`@kotlin.internal.InlineOnly`
`public inline fun CharArray.isEmpty(): Boolean`
{return size == 0}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun <T> Array<out T>.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun ByteArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun ShortArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun IntArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun LongArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun FloatArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun DoubleArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun BooleanArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns `true` if the array is not empty.
`@kotlin.internal.InlineOnly`
`public inline fun CharArray.isNotEmpty(): Boolean`
{return !isEmpty()}
Returns the last valid index for the array.
`public val <T> Array<out T>.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val ByteArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val ShortArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val IntArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val LongArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val FloatArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val DoubleArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val BooleanArray.lastIndex: Int`
`get() = size - 1`
Returns the last valid index for the array.
`public val CharArray.lastIndex: Int`
`get() = size - 1`
Returns an array containing all elements of the original array and then the given [element].
`@Suppress("NO_ACTUAL_FOR_EXPECT")`
`public expect operator fun <T> Array<T>.plus(element: T): Array<T>`
Returns an array containing all elements of the original array and then the given [element].
`public expect operator fun ByteArray.plus(element: Byte): ByteArray`
Returns an array containing all elements of the original array and then the given [element].
`public expect operator fun ShortArray.plus(element: Short): ShortArray`
Returns an array containing all elements of the original array and then the given [element].
`public expect operator fun IntArray.plus(element: Int): IntArray`
Returns an array containing all elements of the original array and then the given [element].
`public expect`

operator fun LongArray.plus(element: Long): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun FloatArray.plus(element: Float): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun DoubleArray.plus(element: Double): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun BooleanArray.plus(element: Boolean): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun CharArray.plus(element: Char): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun IntArray.plus(elements: Collection<Int>): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun LongArray.plus(elements: Collection<Long>): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun CharArray.plus(elements: Collection<Char>): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ByteArray.plus(elements: ByteArray): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ShortArray.plus(elements: ShortArray): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun IntArray.plus(elements: IntArray): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun LongArray.plus(elements: LongArray): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun FloatArray.plus(elements: FloatArray): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun CharArray.plus(elements: CharArray): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun <T> Array<T>.plusElement(element: T): Array<T>\n\n/**\n * Sorts the array in-place.\n */\n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun IntArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n */\n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun LongArray.sort():

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

\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

```

    */\n@SinceKotlin("1.4")\npublic fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n
    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  
```

```

    */\n@SinceKotlin("1.4")\npublic fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n
    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n
  
```

```

    *\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit\n\n/**\n * Sorts a range in the array in-place with the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
  
```

```

    *\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns an array of Boolean containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Boolean>.toBooleanArray(): BooleanArray {\n
    return BooleanArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Byte>.toByteArray(): ByteArray {\n
    return ByteArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Char containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Char>.toCharArray(): CharArray {\n
    return CharArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Double containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Double>.toDoubleArray(): DoubleArray {\n
    return DoubleArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Float containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Float>.toFloatArray(): FloatArray {\n
    return FloatArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Int containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Int>.toIntArray(): IntArray {\n
    return IntArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Long containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Long>.toLongArray(): LongArray {\n
    return LongArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Short containing all of the elements of this generic array.\n
  
```

```

    *\npublic fun Array<out Short>.toShortArray(): ShortArray {\n
    return ShortArray(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun ByteArray.toTypedArray(): Array<Byte>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun ShortArray.toTypedArray(): Array<Short>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun IntArray.toTypedArray(): Array<Int>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun LongArray.toTypedArray(): Array<Long>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun FloatArray.toTypedArray(): Array<Float>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun DoubleArray.toTypedArray(): Array<Double>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun BooleanArray.toTypedArray(): Array<Boolean>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
  
```

```

    *\npublic expect fun CharArray.toTypedArray(): Array<Char>\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original
  
```

```

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

```

```

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

```

order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, Double>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>

```

BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, Boolean>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K>

```

CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n  val capacity =
mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, Char>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline

```

fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n  val
capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves
the entry iteration order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline

```

fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n  val
capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves
the entry iteration order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline

```

fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n
val capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves
the entry iteration order of the original array.\n * \n * @sample

```

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline

```

fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n  val
capacity = mapCapacity(size).coerceAtLeast(16)\n  return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would

```

have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n * \n public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n }\n \n /**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n * \n public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n }\n \n /**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n * \n public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n }\n \n /**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n * \n public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n }\n \n /**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n * \n public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n }\n \n /**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
```

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

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n * \n public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n }\n \n /**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any
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two elements would have the same key returned by [keySelector] the last one gets added to the map.

```

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

```

map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample

```

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

```



```

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

```

the last one gets added to the map.

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

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

```

```

IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample
samples.collections.Collections.Transformations.associateWithTo

*SinceKotlin("1.4")@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample
samples.collections.Collections.Transformations.associateWithTo

*SinceKotlin("1.4")@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample
samples.collections.Collections.Transformations.associateWithTo

*SinceKotlin("1.4")@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample
samples.collections.Collections.Transformations.associateWithTo

*SinceKotlin("1.4")@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample
samples.collections.Collections.Transformations.associateWithTo

*SinceKotlin("1.4")@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

Appends all elements to the given [destination] collection.

public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

Appends all elements to the given [destination] collection.

public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

Appends all elements to the given [destination] collection.

public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

Appends all elements to the given [destination] collection.

public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

Appends all elements to the given [destination] collection.

public fun <C : MutableCollection<in Long>>
LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return

```

```

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

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```

*public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a new [MutableList] filled with all elements of this array.

*public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun <T> Array<out T>.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}
* Returns a [Set] of all elements.
* The returned set preserves the element iteration order of the original array.

*public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
    }
}
* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

@sample samples.collections.Collections.Transformations.flatMap
*public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of

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

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

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

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

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

```

returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

```

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

```

```

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

```

```

    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector:
(Short) -> K, valueTransform: (Short) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector:
(Int) -> K, valueTransform: (Int) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector:
(Long) -> K, valueTransform: (Long) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector:
(Float) -> K, valueTransform: (Float) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector:
(Double) -> K, valueTransform: (Double) -> V): M {
  for (element in this) {
    val key =
keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return destination
}

/**
 * Groups values returned by the
 * [valueTransform] function applied to each element of the original array
 * by the key returned by the given
 * [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a
 * list of corresponding values.
 *
 * @return The [destination] map.
 *
 * @sample
 * samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K,
valueTransform: (Boolean) -> V): M {
  for (element in this) {
    val key = keySelector(element)
    val list =
destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
  }
  return
destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination]
 * map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeyAndValues
 */
public

```

```

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

```



```

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

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

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ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
/** Applies the given [transform] function to each
element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
/** Applies the given [transform] function to each
element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
/** Applies the given [transform] function to
each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R,
C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in
this)
        destination.add(transform(item))
    return destination
}
/** Applies the given [transform]
function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
/** Applies the given
[transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean)
-> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
/** Applies
the given [transform] function to each element of the original array
* and appends the results to the given
[destination].
*/
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C,
transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
destination
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an
[IndexValue] containing the index of that element and the element itself.
*/
public fun <T> Array<out
T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}
/** Returns a
lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that
element and the element itself.
*/
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return
IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*/
public fun
ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the
index of that element and the element itself.
*/
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>>
{
    return IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable] that wraps each element of the
original array
* into an [IndexedValue] containing the index of that element and the element itself.
*/
public fun
LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the
index of that element and the element itself.
*/
public fun FloatArray.withIndex():
Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable]
that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the
element itself.
*/
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return
IndexingIterable { iterator() }
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*/
public fun
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator()
}
}
/** Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue]
containing the index of that element and the element itself.
*/
public fun CharArray.withIndex():
Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}
/** Returns a list containing
only distinct elements from the given array.
* \n * Among equal elements of the given array, only the first one will
be present in the resulting list.
* \n * The elements in the resulting list are in the same order as they were in the source
array.
* \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy
*/
public fun
<T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}
/** Returns a list

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containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample

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

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

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

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returned set preserves the element iteration order of the original array.

```

public infix fun
CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun <T> Array<out T>.toMutableSet(): MutableSet<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun ByteArray.toMutableSet():
MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

```

* Returns a new [MutableSet] containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

```

public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

```

* Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array. * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

* Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array. * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

* Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array. * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun ShortArray.union(other:
Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

* Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array. * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

* Returns a set containing all distinct elements

from both collections.

- * The returned set preserves the element iteration order of the original array.
- * Those elements of the [other] collection that are unique are iterated in the end
- * in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

Returns a set containing all distinct elements from both collections.

- * The returned set preserves the element iteration order of the original array.
- * Those elements of the [other] collection that are unique are iterated in the end
- * in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

Returns a set containing all distinct elements from both collections.

- * The returned set preserves the element iteration order of the original array.
- * Those elements of the [other] collection that are unique are iterated in the end
- * in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

Returns a set containing all distinct elements from both collections.

- * The returned set preserves the element iteration order of the original array.
- * Those elements of the [other] collection that are unique are iterated in the end
- * in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

Returns a set containing all distinct elements from both collections.

- * The returned set preserves the element iteration order of the original array.
- * Those elements of the [other] collection that are unique are iterated in the end
- * in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

```

public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if all elements match the given [predicate].

- * @sample samples.collections.Collections.Aggregates.all

```

public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

```

Returns `true` if


```

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

```

```

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

```

```

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

```

```

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

```

```

ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```

public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.

Returns the specified [initial] value if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

```

public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
  var index = lastIndex
  var accumulator = initial
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

```

```

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

```

```

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

```

```

maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n\npublic fun <T : Comparable<T>> Array<out T>.max(): T? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n\npublic fun ByteArray.max(): Byte? {\n    return maxOrNull()\n}\n\n@Deprecated("Use
maxOrNull instead.", ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6")\n\npublic fun ShortArray.max(): Short? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n\npublic fun IntArray.max(): Int? {\n    return maxOrNull()\n}\n\n@Deprecated("Use
maxOrNull instead.", ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6")\n\npublic fun LongArray.max(): Long? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n\npublic fun FloatArray.max(): Float? {\n    return maxOrNull()\n}\n\n@Deprecated("Use
maxOrNull instead.", ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6")\n\npublic fun DoubleArray.max(): Double? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n\npublic fun CharArray.max(): Char? {\n    return maxOrNull()\n}\n\n@Deprecated("Use
maxByOrNull instead.", ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince =
"1.4", errorSince = "1.5", hiddenSince = "1.6")\n\npublic inline fun <T, R : Comparable<R>> Array<out
T>.maxBy(selector: (T) -> R): T? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull
instead.", ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector:
(Byte) -> R): Byte? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R):
Short? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int?
{\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R):
Long? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R):
Float? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) ->
R): Double? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -
> R): Boolean? {\n    return maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)\n}\n\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\n\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R):
Char? {\n    return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the

```



```

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

```

Returns the first element yielding the largest value of the given function or `null` if there are no elements.

```

@sample samples.collections.Collections.Aggregates.maxByOrNull
*/@SinceKotlin("1.4")
public inline fun
<R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue =
    selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v)
        {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
*/
*/ Returns the largest
value among all values produced by [selector] function
*/ applied to each element in the array.
*/
*/ If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
*/ @throws
NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for
(i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for
(i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOf(selector: (Short) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for
(i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun IntArray.maxOf(selector: (Int) -> Double):
Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in
1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun LongArray.maxOf(selector: (Long) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for
(i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/
*/@SinceKotlin("1.4")
*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
*/@OverloadResolution
ByLambdaReturnType
*/@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for
(i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}
*/
*/ Returns the largest value among all values produced by [selector] function
*/ applied to
each element in the array.
*/
*/ If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.
*/
*/ @throws NoSuchElementException if the array is empty.
*/

```

```

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

```

```

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

```

```

maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> LongArray.maxOf(selector: (Long) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> FloatArray.maxOf(selector: (Float) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> DoubleArray.maxOf(selector: (Double) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> BooleanArray.maxOf(selector: (Boolean) -> R): R {\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>

```

CharArray.maxOf(selector: (Char) -> R): R {
 if (isEmpty()) throw NoSuchElementException()
 var
 maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 if (maxValue < v) {
 maxValue = v
 }
 }
 return maxValue
} // Returns the largest value among all values
produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.

*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector:
(T) -> Double): Double? {
 if (isEmpty()) return null
 var maxValue = selector(this[0])
 for (i in
 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return
 maxValue
} // Returns the largest value among all values produced by [selector] function
* applied to
each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.

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

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

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

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

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

*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution

```

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

```

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

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

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOrNull(selector: (Char) -> Float): Float? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxOrNull(selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.maxOrNull(selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```



```

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

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the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWith(comparator:\nComparator<in R>, selector: (Byte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\nmaxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
```

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWith(comparator:\nComparator<in R>, selector: (Short) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\nmaxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.maxOfWith(comparator:\nComparator<in R>, selector: (Int) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue\n= selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.maxOfWith(comparator:\nComparator<in R>, selector: (Long) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\nmaxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWith(comparator:\nComparator<in R>, selector: (Float) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\nmaxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.maxOfWith(comparator:\nComparator<in R>, selector: (Double) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\nmaxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if\n(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n
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```

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

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

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

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

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

```

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

```



```

Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Double):
Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in
1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

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

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
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 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) ->
Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return
    minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution

```

```

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

```

```

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

```

or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

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

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

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

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

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

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector:\n(Double) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector:\n(Boolean) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in\n1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return\n
```

minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOrNull(selector: (Char) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.minOrNull(selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOrNull(selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ShortArray.minOrNull(selector: (Short) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> IntArray.minOrNull(selector: (Int) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> LongArray.minOrNull(selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> FloatArray.minOrNull(selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> DoubleArray.minOrNull(selector: (Double) -> R): R? {\n    if (isEmpty()) return null\n    var minValue =
```

```

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

```



```

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

```

```

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

```

```

minOrNull() Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * Since Kotlin("1.4")
public fun Array<out Float>.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun ByteArray.minOrNull(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun ShortArray.minOrNull(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun IntArray.minOrNull(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun LongArray.minOrNull(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * Since Kotlin("1.4")
public fun FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * Since Kotlin("1.4")
public fun DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

minOrNull() Returns the smallest element or `null` if there are no elements.
 * Since Kotlin("1.4")
public fun CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    return minOrNull(comparator)
}

@Deprecated("Use minOrNull instead.")
ReplaceWith("this.minOrNull(comparator)")
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5", hiddenSince = "1.6")
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    return minOrNull(comparator)
}

```

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ReplaceWith("\this.minWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>):
Boolean? {\n    return minWithOrNull(comparator)\n}\n\n@Deprecated("\Use minWithOrNull instead.",
ReplaceWith("\this.minWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\npublic fun CharArray.minWith(comparator: Comparator<in Char>): Char? {\n
return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to
the provided [comparator] or `null` if there are no elements.\n * \n@SinceKotlin("1.4")\npublic fun <T> Array<out
T>.minWithOrNull(comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for
(i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return
min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or
`null` if there are no elements.\n * \n@SinceKotlin("1.4")\npublic fun ByteArray.minWithOrNull(comparator:
Comparator<in Byte>): Byte? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n
val e = this[i]\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {\n
if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {\n    if
(isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {\n
if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {\n
if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>):
Double? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>):
Boolean? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n
if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n@SinceKotlin("1.4")\npublic fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {\n
if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if
(comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns `true` if the array has no
elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n * \npublic fun <T> Array<out
T>.none(): Boolean {\n    return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n *
\n * @sample samples.collections.Collections.Aggregates.none\n * \npublic fun ByteArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * \n * @sample
samples.collections.Collections.Aggregates.none\n * \npublic fun ShortArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * \n * @sample
samples.collections.Collections.Aggregates.none\n * \npublic fun IntArray.none(): Boolean {\n    return

```

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isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *^\npublic fun LongArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *^\npublic fun FloatArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *^\npublic fun DoubleArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *^\npublic fun BooleanArray.none(): Boolean {\n    return
isEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun <T> Array<out
T>.none(predicate: (T) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun ByteArray.none(predicate:
(Byte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun ShortArray.none(predicate:
(Short) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun IntArray.none(predicate: (Int)
-> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return true\n}\n\n/**\n *
Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun LongArray.none(predicate:
(Long) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun FloatArray.none(predicate:
(Float) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun DoubleArray.none(predicate:
(Double) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun
BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {\n    for (element in this) if (predicate(element))
return false\n    return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *^\npublic inline fun CharArray.none(predicate:
(Char) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return
true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n
*\n *^\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEach(action: (T) ->
Unit): Array<out T> {\n    return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n
*\n *^\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEach(action: (Byte) ->
Unit): ByteArray {\n    return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n
*\n *^\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEach(action: (Short) ->
Unit): ShortArray {\n    return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n
*\n *^\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEach(action: (Int) -> Unit):

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

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element and the element itself\n * and performs the action on the element.\n

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


```

1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n } return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
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instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
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instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for
(index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an

```

exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```

    @param [operation] function that takes the index of an
    element, current accumulator value and the element itself,
    and calculates the next accumulator value.
    @sample samples.collections.Collections.Aggregates.reduce
    public inline fun
    BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
        if (isEmpty())
            throw UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = this[0]
        for (index in 1..lastIndex) {
            accumulator = operation(index, accumulator, this[index])
        }
        return accumulator
    }
    Accumulates value starting with the first element and applying [operation] from
    left to right
    to current accumulator value and each element with its index in the original array.
    Throws
    an exception if this array is empty. If the array can be empty in an expected way,
    please use
    [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
    @param [operation] function
    that takes the index of an element, current accumulator value and the element itself,
    and calculates the next
    accumulator value.
    @sample samples.collections.Collections.Aggregates.reduce
    public inline fun
    CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
        if (isEmpty())
            throw
            UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = this[0]
        for (index in
            1..lastIndex) {
            accumulator = operation(index, accumulator, this[index])
        }
        return
        accumulator
    }
    Accumulates value starting with the first element and applying [operation] from left to
    right
    to current accumulator value and each element with its index in the original array.
    Returns `null` if
    the array is empty.
    @param [operation] function that takes the index of an element, current accumulator
    value and the element itself,
    and calculates the next accumulator value.
    @sample
    samples.collections.Collections.Aggregates.reduceOrNull
    @SinceKotlin("1.4")
    public inline fun <S, T : S>
    Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
        if (isEmpty())
            return
            null
        var accumulator: S = this[0]
        for (index in 1..lastIndex) {
            accumulator = operation(index,
                accumulator, this[index])
        }
        return accumulator
    }
    Accumulates value starting with the first
    element and applying [operation] from left to right
    to current accumulator value and each element with its index
    in the original array.
    Returns `null` if the array is empty.
    @param [operation] function that takes the
    index of an element, current accumulator value and the element itself,
    and calculates the next accumulator
    value.
    @sample samples.collections.Collections.Aggregates.reduceOrNull
    @SinceKotlin("1.4")
    public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte,
    Byte) -> Byte): Byte? {
        if (isEmpty())
            return null
        var accumulator = this[0]
        for (index in
            1..lastIndex) {
            accumulator = operation(index, accumulator, this[index])
        }
        return
        accumulator
    }
    Accumulates value starting with the first element and applying [operation] from left to
    right
    to current accumulator value and each element with its index in the original array.
    Returns `null` if
    the array is empty.
    @param [operation] function that takes the index of an element, current accumulator
    value and the element itself,
    and calculates the next accumulator value.
    @sample
    samples.collections.Collections.Aggregates.reduceOrNull
    @SinceKotlin("1.4")
    public inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
        if (isEmpty())
            return null
        var accumulator = this[0]
        for (index in 1..lastIndex) {
            accumulator = operation(index,
                accumulator, this[index])
        }
        return accumulator
    }
    Accumulates value starting with the first
    element and applying [operation] from left to right
    to current accumulator value and each element with its index
    in the original array.
    Returns `null` if the array is empty.
    @param [operation] function that takes the
    index of an element, current accumulator value and the element itself,
    and calculates the next accumulator
    value.
    @sample samples.collections.Collections.Aggregates.reduceOrNull
    @SinceKotlin("1.4")
    public inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) ->
    Int): Int? {
        if (isEmpty())
            return null
        var accumulator = this[0]
        for (index in 1..lastIndex) {
            accumulator = operation(index, accumulator, this[index])
        }
        return accumulator
    }
    Accumulates
    value starting with the first element and applying [operation] from left to right
    to current accumulator value and
    each element with its index in the original array.
    Returns `null` if the array is empty.
    @param

```

[operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
public inline fun LongArray.reduceIndexedOrNull(operation: (index: Int, acc: Long, Long) -> Long): Long? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
public inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns `null` if the array is empty.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty()) return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns `null` if the array is empty.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceOrNull
*
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var

```

```

accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n * from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {\n  if (isEmpty())\n    return null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n * from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nIntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {\n  if (isEmpty())\n    return null\n  var\n  accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n * from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nLongArray.reduceOrNull(operation: (acc: Long, Long) -> Long): Long? {\n  if (isEmpty())\n    return null\n  var\n  accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n * from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nFloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {\n  if (isEmpty())\n    return null\n  var\n  accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n * from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nDoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {\n  if (isEmpty())\n    return\n    null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator,\n    this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and\n * applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if\n * the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample\n * samples.collections.Collections.Aggregates.reduceOrNull\n *\n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n */\npublic inline fun\nBooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {\n  if (isEmpty())\n    return\n    null\n  var accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator =\n    operation(accumulator, this[index])\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the\n * first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if\n * the array is empty.\n * \n * @param [operation] function that takes current accumulator value and\n * an element,\n * and calculates the next\n * accumulator value.\n * \n * @sample

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samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n  if (isEmpty())\n    return null\n  var
accumulator = this[0]\n  for (index in 1..lastIndex) {\n    accumulator = operation(accumulator, this[index])\n
}\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null`
when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun <S, T : S> Array<out
T>.reduceRight(operation: (T, acc: S) -> S): S {\n  var index = lastIndex\n  if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator: S = get(index--)\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline
fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {\n  var index = lastIndex\n  if (index < 0)
throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n
while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the
array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun ShortArray.reduceRight(operation:
(Short, acc: Short) -> Short): Short {\n  var index = lastIndex\n  if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline
fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {\n  var index = lastIndex\n  if (index < 0)
throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while
(index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline
fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {\n  var index = lastIndex\n  if (index <
0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n
while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the

```

array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes an element and current accumulator value, and calculates the next accumulator value.

`@sample`

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {\n    var index = lastIndex\n    if (index < 0) throw\n    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n    var index = lastIndex\n    if (index < 0) throw\n    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n    var index = lastIndex\n    if (index < 0) throw\n    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator: S = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRight\n *^\npublic
```

```

inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 @sample

```

samples.collections.Collections.Aggregates.reduceRight

```

```

public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 @sample

```

samples.collections.Collections.Aggregates.reduceRight

```

```

public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 @sample

```

samples.collections.Collections.Aggregates.reduceRight

```

```

public inline fun LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 @sample

```

samples.collections.Collections.Aggregates.reduceRight

```

```

public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

* Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 @sample

```

samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself and current accumulator
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samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {\n  var
index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n
var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
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value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n *\npublic inline fun
CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n  var index = lastIndex\n
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n
  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n
* Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the
element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun <S,
T : S> Array<out T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator: S = get(index--)\n  while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun
ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
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samples.collections.Collections.Aggregates.reduceRightOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun
ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n *
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n
* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n
* and calculates the next accumulator value.\n * \n * @sample

```


Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. @sample

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nIntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator =\n        operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with its index in\n * the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nLongArray.reduceRightIndexedOrNull(operation: (index: Int, Long, acc: Long) -> Long): Long? {\n    var index =\n    lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with\n * its index in the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nFloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float, acc: Float) -> Float): Float? {\n    var index =\n    lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with\n * its index in the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nDoubleArray.reduceRightIndexedOrNull(operation: (index: Int, Double, acc: Double) -> Double): Double? {\n    var\n    index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with\n * its index in the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nBooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {\n    var\n    index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with\n * its index in the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

```
samples.collections.Collections.Aggregates.reduceRightOrNull\n\n@SinceKotlin("1.4")\npublic inline fun\nCharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {\n    var index =\n    lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates\n * value starting with the last element and applying [operation] from right to left\n * to each element with\n * its index in the original array and current accumulator value.\n * Returns `null` if the array is empty.\n * @param\n * [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>\nArray<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator: S = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and\n * applying [operation] from right to left to each element and current accumulator value.\n * Returns `null` if\n * the array is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator =\n        operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the\n * last element and applying [operation] from right to left to each element and current accumulator value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and current\n * accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator =\n        operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the\n * last element and applying [operation] from right to left to each element and current accumulator value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and current\n * accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nIntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--),\n        accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and\n * applying [operation] from right to left to each element and current accumulator value.\n * Returns `null` if\n * the array is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nLongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator =\n        operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the\n * last element and applying [operation] from right to left to each element and current accumulator value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and current\n * accumulator value,\n * and calculates the next accumulator value.\n * @sample
```

`samples.collections.Collections.Aggregates.reduceRightOrNull`

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nFloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {\n    var index = lastIndex\n    if (index < 0)\n        return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator =\n        operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the
```

last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull

*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left to each element and current accumulator
value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and
current accumulator value,\n * and calculates the next accumulator value.\n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull

*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {\n  var index =
lastIndex\n  if (index < 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n
accumulator = operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left to each element and current accumulator
value.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes an element and
current accumulator value,\n * and calculates the next accumulator value.\n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull

*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n  var index = lastIndex\n  if (index
< 0) return null\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator =
operation(get(index--), accumulator)\n  }\n  return accumulator\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right to each element and current
accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
function that takes current accumulator value and an element, and calculates the next accumulator value.\n *
@sample samples.collections.Collections.Aggregates.runningFold

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

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

*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.runningFold(initial: R,

```

```

operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

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

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

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

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

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

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.runningFold
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.runningFold(initial: R,
operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator =
operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R>
Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    if (isEmpty())
return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
result.add(accumulator)
    }
    return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty())
return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
result.add(accumulator)
    }
    return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    if (isEmpty())
return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
result.add(accumulator)
    }
    return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
    if (isEmpty()) return
listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for
(index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
}
}

```

```
}
}

return result
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```
*
*
* @SinceKotlin("1.4")
* @kotlin.internal.InlineOnly
* public inline fun <R>
* LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {
* if (isEmpty())
* return listOf(initial)
* val result = ArrayList<R>(size + 1).apply { add(initial) }
* var accumulator = initial
* for (index in indices) {
* accumulator = operation(index, accumulator, this[index])
* result.add(accumulator)
* }
* return result
* }
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```
*
*
* @SinceKotlin("1.4")
* @kotlin.internal.InlineOnly
* public inline fun <R>
* FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
* if (isEmpty())
* return listOf(initial)
* val result = ArrayList<R>(size + 1).apply { add(initial) }
* var accumulator = initial
* for (index in indices) {
* accumulator = operation(index, accumulator, this[index])
* result.add(accumulator)
* }
* return result
* }
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```
*
*
* @SinceKotlin("1.4")
* @kotlin.internal.InlineOnly
* public inline fun <R>
* DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
* if (isEmpty())
* return listOf(initial)
* val result = ArrayList<R>(size + 1).apply { add(initial) }
* var accumulator = initial
* for (index in indices) {
* accumulator = operation(index, accumulator, this[index])
* result.add(accumulator)
* }
* return result
* }
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```
*
*
* @SinceKotlin("1.4")
* @kotlin.internal.InlineOnly
* public inline fun <R>
* BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
* if (isEmpty())
* return listOf(initial)
* val result = ArrayList<R>(size + 1).apply { add(initial) }
* var accumulator = initial
* for (index in indices) {
* accumulator = operation(index, accumulator, this[index])
* result.add(accumulator)
* }
* return result
* }
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```
*
*
* @SinceKotlin("1.4")
* @kotlin.internal.InlineOnly
* public inline fun <R>
* CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
* if (isEmpty())
```

```

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

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*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.runningReduce(operation:
(acc: Float, Float) -> Float): List<Float> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val
result = ArrayList<Float>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function
that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.runningReduce(operation:
(acc: Double, Double) -> Double): List<Double> {\n if (isEmpty()) return emptyList()\n var accumulator =
this[0]\n val result = ArrayList<Double>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n
accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n
* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
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*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.runningReduce(operation:
(acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n if (isEmpty()) return emptyList()\n var accumulator =
this[0]\n val result = ArrayList<Boolean>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n
accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n
* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
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*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.runningReduce(operation:
(acc: Char, Char) -> Char): List<Char> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val
result = ArrayList<Char>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
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*\n@SinceKotlin("1.4")\npublic inline fun <S, T :
S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n if (isEmpty()) return
emptyList()\n var accumulator: S = this[0]\n val result = ArrayList<S>(size).apply { add(accumulator) }\n for
(index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
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*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Byte>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and

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current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Short>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n }\n\n /**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Int>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n }\n\n /**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

LongArray.runningReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Long>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n }\n\n /**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Float>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n }\n\n /**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Double>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n }\n\n /**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * \n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun

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

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calculates the next accumulator value.

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@sample samples.collections.Collections.Aggregates.scan
*/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)n@kotlin.internal.InlineOnlynpublic inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {n return
runningFold(initial, operation)n}n/n/**n * Returns a list containing successive accumulation values generated by
applying [operation] from left to rightn * to each element and current accumulator value that starts with [initial]
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*/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)n@kotlin.internal.InlineOnlynpublic
c inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {n return
runningFold(initial, operation)n}n/n/**n * Returns a list containing successive accumulation values generated by
applying [operation] from left to rightn * to each element and current accumulator value that starts with [initial]
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c inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {n return
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c inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {n return
runningFold(initial, operation)n}n/n/**n * Returns a list containing successive accumulation values generated by
applying [operation] from left to rightn * to each element and current accumulator value that starts with [initial]
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Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {n return
runningFoldIndexed(initial, operation)n}n/n/**n * Returns a list containing successive accumulation values
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function that takes the index of an element, current accumulator valuen * and the element itself, and calculates the

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next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n  return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n
return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the

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

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

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

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applied to each element in the array.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nIntArray.sumOf(selector: (Int) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function\n    applied to each element in the array.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nLongArray.sumOf(selector: (Long) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function\n    applied to each element in the array.\n
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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nFloatArray.sumOf(selector: (Float) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function\n    applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nDoubleArray.sumOf(selector: (Double) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]\n    function applied to each element in the array.\n
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```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nBooleanArray.sumOf(selector: (Boolean) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]\n    function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun\nCharArray.sumOf(selector: (Char) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function\n    applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun\n<T> Array<out T>.sumOf(selector: (T) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this)\n    {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by\n    [selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun\nByteArray.sumOf(selector: (Byte) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]\n    function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun\nShortArray.sumOf(selector: (Short) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum +=\n        selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]\n    function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
```



```

IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector]
function applied to each element in the array.

*SinceKotlin("1.4")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun
LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector]
function applied to each element in the array.

*SinceKotlin("1.4")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun
FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector]
function applied to each element in the array.

*SinceKotlin("1.4")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun
DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by
[selector] function applied to each element in the array.

*SinceKotlin("1.4")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun
BooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by
[selector] function applied to each element in the array.

*SinceKotlin("1.4")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun
CharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector]
function applied to each element in the array.

*SinceKotlin("1.5")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@WasExperimental(ExperimentalUnsignedType
s::class)@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return
sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the
array.

*SinceKotlin("1.5")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@WasExperimental(ExperimentalUnsignedType
s::class)@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var
sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.

*SinceKotlin("1.5")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@WasExperimental(ExperimentalUnsignedType
s::class)@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var
sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.

*SinceKotlin("1.5")OptIn(kotlin.experimental.ExperimentalTypeInference::class)OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@WasExperimental(ExperimentalUnsignedType
s::class)@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var
sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
// Returns the sum of all values produced by [selector] function applied to each element in the array.

```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {\n var\nsum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {\n var\nsum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {\n\nvar sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt\n{\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {\n var\nsum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong):\nULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in\nthe array.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong\n{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n */
```

Returns the sum of all values produced by [selector] function applied to each element in the array.\n

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong\n{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n */
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Returns the sum of all values produced by [selector] function applied to each element in the array.\n

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*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType\ns::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong\n{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return\nsum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the\narray.\n */
```

```

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

```

```

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

```

the shortest collection.

```

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

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

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

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

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

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

```

```

joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence =

```

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

```

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

```

```

for (element in this) {
    sum += element
}
return sum
}

/**
 * Returns the sum of all elements in
the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of
all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the
sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the
sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the
array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
}

/**
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Language contributors.
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license/LICENSE.txt file.

```

```

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")
package
kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
nimport kotlin.random.

/**
 * Returns a
random element from this range.
 */
@throws IllegalArgumentException if this range is empty.
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return
random(Random)
}

/**
 * Returns a random element from this range.
 */
@throws
IllegalArgumentException if this range is empty.
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return
random(Random)
}

/**
 * Returns a random element from this range using the specified source of
randomness.
 */
@throws
IllegalArgumentException if this range is empty.
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return
random.nextInt(this)
    } catch (e: IllegalArgumentException) {
        throw
NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the
specified source of randomness.
 */
@throws
IllegalArgumentException if this range is empty.
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    try {
        return
random.nextLong(this)
    } catch (e: IllegalArgumentException) {
        throw
NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the
specified source of randomness.
 */
@throws
IllegalArgumentException if this range is empty.
@SinceKotlin("1.3")
public fun CharRange.random(random: Random): Char {
    try {
        return
random.nextInt(first.code, last.code + 1).toChar()
    } catch (e: IllegalArgumentException) {
        throw
NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this
range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntRange.randomOrNull(): Int? {
    return
randomOrNull(Random)
}

/**
 * Returns a random
element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public

```

```

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

```



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

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ClosedRange<Double>.contains(value: Int): Boolean {\n  return contains(value.toDouble())\n}\n\n/**\n * Checks
if the specified [value] belongs to this range.\n */\n@Deprecated("This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Int): Boolean {\n  return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n */\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value:
Long): Boolean {\n  return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName("byteRangeContains")\npublic
operator fun ClosedRange<Byte>.contains(value: Long): Boolean {\n  return value.toByteExactOrNull().let { if (it
!= null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value:
Long): Boolean {\n  return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Long): Boolean {\n  return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Long): Boolean {\n  return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n */\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value:
Short): Boolean {\n  return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n */\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Short): Boolean {\n  return contains(value.toLong())\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator
fun ClosedRange<Byte>.contains(value: Short): Boolean {\n  return value.toByteExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Short): Boolean {\n  return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value:
Short): Boolean {\n  return contains(value.toFloat())\n}\n\n/**\n * Returns a progression from this value down to
the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If
the [to] value is greater than `this` value the returned progression is empty.\n */\n@kotlin.jvm.JvmName("intDownTo")\npublic infix fun Int.downTo(to: Byte):
IntProgression {\n  return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression
from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal
to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n@kotlin.jvm.JvmName("longDownTo")\npublic infix fun Long.downTo(to: Byte): LongProgression {\n  return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n@kotlin.jvm.JvmName("byteDownTo")\npublic infix fun Byte.downTo(to: Byte): IntProgression {\n  return

```

`IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Short.downTo(to: Byte): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Char.downTo(to: Char): CharProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Int.downTo(to: Int): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Long.downTo(to: Int): LongProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Byte.downTo(to: Int): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Short.downTo(to: Int): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Int.downTo(to: Long): LongProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Long.downTo(to: Long): LongProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Byte.downTo(to: Long): LongProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Short.downTo(to: Long): LongProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Int.downTo(to: Short): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

`Short.downTo(to: Short): IntProgression` Returns a progression from this value down to the specified [to] value with the step -1. The [to] value should be less than or equal to `this` value. If the [to] value is greater than `this` value the returned progression is empty.

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

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

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

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minimum $minimumValue.\")\n    if (this < minimumValue) return minimumValue\n    if (this >
maximumValue) return maximumValue\n  }\n  else {\n    if (minimumValue !== null && this <
minimumValue) return minimumValue\n    if (maximumValue !== null && this > maximumValue) return
maximumValue\n  }\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Byte.coerceIn(minimumValue: Byte,
maximumValue: Byte): Byte {\n  if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue)
return maximumValue\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Short.coerceIn(minimumValue: Short,
maximumValue: Short): Short {\n  if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue)
return maximumValue\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Int.coerceIn(minimumValue: Int, maximumValue:
Int): Int {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an
empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n  if (this < minimumValue)
return minimumValue\n  if (this > maximumValue) return maximumValue\n  return this\n}\n\n/**\n * Ensures
that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in
the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater
than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun
Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {\n  if (minimumValue > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue)
return maximumValue\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Float.coerceIn(minimumValue: Float,
maximumValue: Float): Float {\n  if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue)
return maximumValue\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Double.coerceIn(minimumValue: Double,
maximumValue: Double): Double {\n  if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n  if (this < minimumValue) return minimumValue\n  if (this > maximumValue)
return maximumValue\n  return this\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n *
@return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive`
if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInFloatingPointRange\n */\n@SinceKotlin("1.1")\npublic fun <T :

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

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

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public inline fun floorDiv(other: UInt): UInt = this.toUInt().floorDiv(other)\n /**\n * Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the
results of flooring division and truncating division are the same.\n * \n @kotlin.internal.InlineOnly\n public
inline fun floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the
remainder of flooring division of this value by the other value.\n * \n * The result is always less than the
divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n
*\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte =
this.toUInt().mod(other.toUInt()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value
by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the
remainders of flooring division and truncating division are the same.\n * \n @kotlin.internal.InlineOnly\n
public inline fun mod(other: UShort): UShort = this.toUInt().mod(other.toUInt()).toUShort()\n /**\n *
Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less
than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the
same.\n * \n @kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt =
this.toUInt().mod(other)\n /**\n * Calculates the remainder of flooring division of this value by the other
value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of
flooring division and truncating division are the same.\n * \n @kotlin.internal.InlineOnly\n public inline fun
mod(other: ULong): ULong = this.toULong().mod(other)\n\n /**\n * Returns this value incremented by one.\n
*\n * @sample samples.misc.Builtins.inc\n * \n @kotlin.internal.InlineOnly\n public inline operator fun
inc(): UByte = UByte(data.inc())\n\n /**\n * Returns this value decremented by one.\n * \n * @sample
samples.misc.Builtins.dec\n * \n @kotlin.internal.InlineOnly\n public inline operator fun dec(): UByte =
UByte(data.dec())\n\n /** Creates a range from this value to the specified [other] value. *\n
@kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: UByte): UIntRange =
UIntRange(this.toUInt(), other.toUInt())\n\n /** Performs a bitwise AND operation between the two values. *\n
@kotlin.internal.InlineOnly\n public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)\n
/** Performs a bitwise OR operation between the two values. *\n @kotlin.internal.InlineOnly\n public inline
infix fun or(other: UByte): UByte = UByte(this.data or other.data)\n /** Performs a bitwise XOR operation
between the two values. *\n @kotlin.internal.InlineOnly\n public inline infix fun xor(other: UByte): UByte =
UByte(this.data xor other.data)\n /** Inverts the bits in this value. *\n @kotlin.internal.InlineOnly\n public
inline fun inv(): UByte = UByte(data.inv())\n\n /**\n * Converts this [UByte] value to [Byte].\n * \n * If
this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n * the same
numerical value as this `UByte`. Otherwise the result is negative.\n * \n * The resulting `Byte` value has the
same binary representation as this `UByte` value.\n * \n @kotlin.internal.InlineOnly\n public inline fun
toByte(): Byte = data\n /**\n * Converts this [UByte] value to [Short].\n * \n * The resulting `Short` value
represents the same numerical value as this `UByte`. \n * \n * The least significant 8 bits of the resulting `Short`
value are the same as the bits of this `UByte` value, \n * whereas the most significant 8 bits are filled with zeros.\n
*\n @kotlin.internal.InlineOnly\n public inline fun toShort(): Short = data.toShort() and 0xFF\n /**\n *
Converts this [UByte] value to [Int].\n * \n * The resulting `Int` value represents the same numerical value as
this `UByte`. \n * \n * The least significant 8 bits of the resulting `Int` value are the same as the bits of this
`UByte` value, \n * whereas the most significant 24 bits are filled with zeros.\n * \n
@kotlin.internal.InlineOnly\n public inline fun toInt(): Int = data.toInt() and 0xFF\n /**\n * Converts this
[UByte] value to [Long].\n * \n * The resulting `Long` value represents the same numerical value as this
`UByte`. \n * \n * The least significant 8 bits of the resulting `Long` value are the same as the bits of this
`UByte` value, \n * whereas the most significant 56 bits are filled with zeros.\n * \n
@kotlin.internal.InlineOnly\n public inline fun toLong(): Long = data.toLong() and 0xFF\n\n /** Returns this
value. *\n @kotlin.internal.InlineOnly\n public inline fun toUByte(): UByte = this\n /**\n * Converts this
[UByte] value to [UShort].\n * \n * The resulting `UShort` value represents the same numerical value as this
`UByte`. \n * \n * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this
`UByte`.

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`UByte` value,\n * whereas the most significant 8 bits are filled with zeros.\n */\n
@kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = UShort(data.toShort() and 0xFF)\n /**\n * Converts this [UByte] value to [UInt].\n *\n * The resulting `UInt` value represents the same numerical value as this `UByte`.\n *\n * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `UByte` value,\n * whereas the most significant 24 bits are filled with zeros.\n */\n
@kotlin.internal.InlineOnly\n public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF)\n /**\n * Converts this [UByte] value to [ULong].\n *\n * The resulting `ULong` value represents the same numerical value as this `UByte`.\n *\n * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,\n * whereas the most significant 56 bits are filled with zeros.\n */\n
@kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)\n\n /**\n * Converts this [UByte] value to [Float].\n *\n * The resulting `Float` value represents the same numerical value as this `UByte`.\n */\n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toInt().toFloat()\n /**\n * Converts this [UByte] value to [Double].\n *\n * The resulting `Double` value represents the same numerical value as this `UByte`.\n */\n @kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = this.toInt().toDouble()\n\n public override fun toString(): String = toInt().toString()\n\n}\n\n/**\n * Converts this [Byte] value to [UByte].\n *\n * If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte`.\n *\n * The resulting `UByte` value has the same binary representation as this `Byte` value.\n */\n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Byte.toUByte(): UByte = UByte(this)\n /**\n * Converts this [Short] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Short`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.\n */\n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Short.toUByte(): UByte = UByte(this.toByte())\n /**\n * Converts this [Int] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Int`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.\n */\n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Int.toUByte(): UByte = UByte(this.toByte())\n /**\n * Converts this [Long] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.\n */\n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Long.toUByte(): UByte = UByte(this.toByte())\n\n" ,"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport kotlin.jvm.*\n\n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @JvmInline\n public value class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {\n\n companion object {\n\n /**\n * A constant holding the minimum value an instance of UInt can have.\n */\n public const val MIN_VALUE: UInt = UInt(0)\n\n /**\n * A constant holding the maximum value an instance of UInt can have.\n */\n public const val MAX_VALUE: UInt = UInt(-1)\n\n /**\n * The number of bytes used to represent an instance of UInt in a binary form.\n */\n public const val SIZE_BYTES: Int = 4\n\n /**\n * The number of bits used to represent an instance of UInt in a binary form.\n */\n public const val SIZE_BITS: Int = 32\n }\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n */\n }

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

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the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types,
the results of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UByte): UInt = this.floorDiv(other.toUInt())\n /**\n * Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the
results of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n public
inline fun floorDiv(other: UShort): UInt = this.floorDiv(other.toUInt())\n /**\n * Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results
of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n public inline
fun floorDiv(other: UInt): UInt = div(other)\n /**\n * Divides this value by the other value, flooring the result to
an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and
truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the remainder of flooring division of
this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned
types, the remainders of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n
public inline fun mod(other: UByte): UByte = this.mod(other.toUInt()).toUByte()\n
/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is
always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating
division are the same.\n *\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort =
this.mod(other.toUInt()).toUShort()\n /**\n * Calculates the remainder of flooring division of this value by the
other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders
of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n public inline
fun mod(other: UInt): UInt = rem(other)\n /**\n * Calculates the remainder of flooring division of this value by
the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the
remainders of flooring division and truncating division are the same.\n *\n @kotlin.internal.InlineOnly\n
public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n /**\n * Returns this value
incremented by one.\n * \n * @sample samples.misc.Builtins.inc\n *\n @kotlin.internal.InlineOnly\n
public inline operator fun inc(): UInt = UInt(data.inc())\n\n /**\n * Returns this value decremented by one.\n
*\n * @sample samples.misc.Builtins.dec\n *\n @kotlin.internal.InlineOnly\n public inline operator fun
dec(): UInt = UInt(data.dec())\n\n /** Creates a range from this value to the specified [other] value. *\n
@\n @kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this,
other)\n\n /**\n * Shifts this value left by the [bitCount] number of bits.\n * \n * Note that only the five
lowest-order bits of the [bitCount] are used as the shift distance.\n * The shift distance actually used is therefore
always in the range `0..31`.\n *\n @kotlin.internal.InlineOnly\n public inline infix fun shl(bitCount: Int): UInt
= UInt(data shl bitCount)\n\n /**\n * Shifts this value right by the [bitCount] number of bits, filling the leftmost
bits with zeros.\n * \n * Note that only the five lowest-order bits of the [bitCount] are used as the shift
distance.\n * The shift distance actually used is therefore always in the range `0..31`.\n *\n @kotlin.internal.InlineOnly\n
public inline infix fun shr(bitCount: Int): UInt = UInt(data ushr bitCount)\n\n /**
Performs a bitwise AND operation between the two values. *\n @kotlin.internal.InlineOnly\n public inline infix
fun and(other: UInt): UInt = UInt(this.data and other.data)\n\n /** Performs a bitwise OR operation between the two
values. *\n @kotlin.internal.InlineOnly\n public inline infix fun or(other: UInt): UInt = UInt(this.data or
other.data)\n\n /** Performs a bitwise XOR operation between the two values. *\n @kotlin.internal.InlineOnly\n
public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data)\n\n /** Inverts the bits in this
value.\n *\n @kotlin.internal.InlineOnly\n public inline fun inv(): UInt = UInt(data.inv())\n\n /**\n * Converts this
[UInt] value to [Byte].\n * \n * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte`
value represents\n * the same numerical value as this `UInt`.\n * \n * The resulting `Byte` value is
represented by the least significant 8 bits of this `UInt` value.\n * Note that the resulting `Byte` value may be
negative.\n *\n @kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data.toByte()\n\n /**\n *
Converts this [UInt] value to [Short].\n * \n * If this value is less than or equals to [Short.MAX_VALUE], the

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resulting `Short` value represents the same numerical value as this `UInt`. The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value. Note that the resulting `Short` value may be negative.

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

The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())\n/**\n * Converts this [Double] value to [UInt].\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Double.toUInt(): UInt = doubleToUInt(this)\n", "\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport
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kotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {\n\n    companion object {\n\n        /**\n         * A constant holding the minimum value an instance of UShort can have.\n         */\n        public const val MIN_VALUE: UShort = UShort(0)\n\n        /**\n         * A constant holding the maximum value an instance of UShort can have.\n         */\n        public const val MAX_VALUE: UShort = UShort(-1)\n\n        /**\n         * The number of bytes used to represent an instance of UShort in a binary form.\n         */\n        public const val SIZE_BYTES: Int = 2\n\n        /**\n         * The number of bits used to represent an instance of UShort in a binary form.\n         */\n        public const val SIZE_BITS: Int = 16\n    }\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public override inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UIntLong): Int = this.toUIntLong().compareTo(other)\n\n    /**\n     * Adds the other value to this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())\n\n    /**\n     * Adds the other value to this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())\n\n    /**\n     * Adds the other value to this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)\n\n    /**\n     * Adds the other value to this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UIntLong): UIntLong = this.toUIntLong().plus(other)\n\n    /**\n     * Subtracts the other value from this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())\n\n    /**\n     * Subtracts the other value from this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())\n\n    /**\n     * Subtracts the other value from this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)\n\n    /**\n     * Subtracts the other value from this value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UIntLong): UIntLong = this.toUIntLong().minus(other)\n\n    /**\n     * Multiplies this value by the other value.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())\n\n    /**\n     * Multiplies this value by the other value.
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@kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())\n /** Multiplies this value by the other value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n
/** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun
times(other: ULong): ULong = this.toULong().times(other)\n\n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UInt): UInt = this.toUInt().div(other)\n /** Divides this value by the other value, truncating the
result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other:
ULong): ULong = this.toULong().div(other)\n\n /**\n * Calculates the remainder of truncating division of this
value by the other value.\n * \n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value by the
other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public
inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())\n /**\n * Calculates the
remainder of truncating division of this value by the other value.\n * \n * The result is always less than the
divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UInt): UInt =
this.toUInt().rem(other)\n /**\n * Calculates the remainder of truncating division of this value by the other
value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public
inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n\n /**\n * Divides this value by
the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this
value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this
value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UInt): UInt = this.toUInt().floorDiv(other)\n /**\n * Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the
results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public
inline fun floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the
remainder of flooring division of this value by the other value.\n * \n * The result is always less than the
divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n
*/\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte =
this.toUInt().mod(other.toUInt()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value
by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the
remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun mod(other: UShort): UShort = this.toUInt().mod(other.toUInt()).toUShort()\n /**\n *
Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less
than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the
same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt =
this.toUInt().mod(other)\n /**\n * Calculates the remainder of flooring division of this value by the other
value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of
flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun

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

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`Byte` value,\n * whereas the most significant 8 bits are filled with the sign bit of this value.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toUShort(): UShort = UShort(this.toShort())\n/**\n * Converts this [Short] value to [UShort].\n *\n * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Short`.\n *\n * The resulting `UShort` value has the same binary representation as this `Short` value.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.toUShort(): UShort = UShort(this)\n/**\n * Converts this [Int] value to [UShort].\n *\n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `Int`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toUShort(): UShort = UShort(this.toShort())\n/**\n * Converts this [Long] value to [UShort].\n *\n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toUShort(): UShort = UShort(this.toShort())\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n/**\n * A range of values of type `Char`.\n */\npublic class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {\n    override val start: Char get() = first\n    override val endInclusive: Char get() = last\n    override fun contains(value: Char): Boolean = first <= value && value <= last\n    /**\n     * Checks whether the range is empty.\n     *\n     * The range is empty if its start value is greater than the end value.\n     */\n    override fun isEmpty(): Boolean = first > last\n    override fun equals(other: Any?): Boolean =\n        other is CharRange && (isEmpty() && other.isEmpty()) ||\n        first == other.first && last == other.last\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * first.code + last.code)\n    override fun toString(): String = "$first..$last"\n    companion object {\n        /** An empty range of values of type Char. */\n        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())\n    }\n}\n\n/**\n * A range of values of type `Int`.\n */\npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {\n    override val start: Int get() = first\n    override val endInclusive: Int get() = last\n    override fun contains(value: Int): Boolean = first <= value && value <= last\n    /**\n     * Checks whether the range is empty.\n     *\n     * The range is empty if its start value is greater than the end value.\n     */\n    override fun isEmpty(): Boolean = first > last\n    override fun equals(other: Any?): Boolean =\n        other is IntRange && (isEmpty() && other.isEmpty()) ||\n        first == other.first && last == other.last\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * first + last)\n    override fun toString(): String = "$first..$last"\n    companion object {\n        /** An empty range of values of type Int. */\n        public val EMPTY: IntRange = IntRange(1, 0)\n    }\n}\n\n/**\n * A range of values of type `Long`.\n */\npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {\n    override val start: Long get() = first\n    override val endInclusive: Long get() = last\n    override fun contains(value: Long): Boolean = first <= value && value <= last\n    /**\n     * Checks whether the range is empty.\n     *\n     * The range is empty if its start value is greater than the end value.\n     */\n    override fun isEmpty(): Boolean = first > last\n    override fun equals(other: Any?): Boolean =\n        other is LongRange && (isEmpty() && other.isEmpty()) ||\n        first == other.first && last == other.last\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()\n    override fun toString(): String = "$first..$last"\n    companion object {\n        /** An empty range of values of type Long. */\n        public val EMPTY: LongRange = LongRange(1, 0)\n    }\n}\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

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*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\nimport kotlin.random.Random\n\ninternal object EmptyIterator : ListIterator<Nothing> {\n    override fun hasNext(): Boolean = false\n    override fun hasPrevious(): Boolean = false\n    override fun nextIndex(): Int = 0\n    override fun previousIndex(): Int = -1\n    override fun next(): Nothing = throw NoSuchElementException()\n    override fun previous(): Nothing = throw NoSuchElementException()\n}\n\ninternal object EmptyList : List<Nothing>, Serializable, RandomAccess {\n    private const val serialVersionUID: Long = -7390468764508069838L\n\n    override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()\n    override fun hashCode(): Int = 1\n    override fun toString(): String = "[]"\n    override val size: Int get() = 0\n    override fun isEmpty(): Boolean = true\n    override fun contains(element: Nothing): Boolean = false\n    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")\n    override fun indexOf(element: Nothing): Int = -1\n    override fun lastIndexOf(element: Nothing): Int = -1\n    override fun iterator(): Iterator<Nothing> = EmptyIterator\n    override fun listIterator(): ListIterator<Nothing> = EmptyIterator\n    override fun listIterator(index: Int): ListIterator<Nothing> {\n        if (index != 0) throw IndexOutOfBoundsException("Index: $index")\n        return EmptyIterator\n    }\n\n    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {\n        if (fromIndex == 0 && toIndex == 0) return this\n        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")\n    }\n\n    private fun readResolve(): Any = EmptyList\n}\n\ninternal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)\n\nprivate class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {\n    override val size: Int get() = values.size\n    override fun isEmpty(): Boolean = values.isEmpty()\n    override fun contains(element: T): Boolean = values.contains(element)\n    override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }\n    override fun iterator(): Iterator<T> = values.iterator()\n    // override hidden toArray implementation to prevent copying of values array\n    public fun toArray(): Array<out Any?> = values.copyOfToArrayOfAny(isVarargs)\n}\n\n/**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample\n samples.collections.Collections.Lists.emptyReadOnlyList\n *\n public fun <T> emptyList(): List<T> = EmptyList\n\n /**\n * Returns a new read-only list of given elements. The returned list is serializable (JVM).\n * @sample\n samples.collections.Collections.Lists.readOnlyList\n *\n public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()\n\n /**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample\n samples.collections.Collections.Lists.emptyReadOnlyList\n *\n @kotlin.internal.InlineOnly\n public inline fun <T> listOf(): List<T> = emptyList()\n\n /**\n * Returns an empty new [MutableList].\n * @sample\n samples.collections.Collections.Lists.emptyMutableList\n *\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()\n\n /**\n * Returns an empty new [ArrayList].\n * @sample\n samples.collections.Collections.Lists.emptyArrayList\n *\n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()\n\n /**\n * Returns a new [MutableList] with the given elements.\n * @sample\n samples.collections.Collections.Lists.mutableList\n *\n public fun <T> mutableListOf(vararg elements: T): MutableList<T> =\n    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n /**\n * Returns a new [ArrayList] with the given elements.\n * @sample\n samples.collections.Collections.Lists.arrayList\n *\n public fun <T> arrayListOf(vararg elements: T): ArrayList<T> =\n    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n /**\n * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The returned list is serializable (JVM).\n * @sample\n samples.collections.Collections.Lists.listOfNotNull\n *\n public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()\n\n /**\n * Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).\n * @sample\n samples.collections.Collections.Lists.listOfNotNull\n *\n public fun <T : Any>

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

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

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

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from the last of those pairs.
 Entries of the map are iterated in the order they were specified.
 The returned map is serializable (JVM).
 @sample samples.collections.Maps.Instantiation.mapFromPairs
 public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
 if (pairs.size > 0)
 pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()
 Returns an empty read-only map.
 The returned map is serializable (JVM).
 @sample
 samples.collections.Maps.Instantiation.emptyReadOnlyMap
 public inline fun <K, V> mapOf(): Map<K, V> = emptyMap()
 Returns an empty new [MutableMap].
 The returned map preserves the entry iteration order.
 @sample samples.collections.Maps.Instantiation.emptyMutableMap
 public inline fun <K, V> mutableMapOf():
 MutableMap<K, V> = LinkedHashMap()
 Returns a new [MutableMap] with the specified contents, given as a list of pairs
 where the first component is the key and the second is the value.
 If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 Entries of the map are iterated in the order they were specified.
 @sample
 samples.collections.Maps.Instantiation.mutableMapFromPairs
 public inline fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =
 LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }
 Returns an empty new [HashMap].
 @sample
 samples.collections.Maps.Instantiation.emptyHashMap
 public inline fun <K, V> hashMapOf(): HashMap<K, V> =
 HashMap<K, V>()
 Returns a new [HashMap] with the specified contents, given as a list of pairs
 where the first component is the key and the second is the value.
 @sample
 samples.collections.Maps.Instantiation.hashMapFromPairs
 public inline fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
 HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }
 Returns an empty new [LinkedHashMap].
 @SinceKotlin("1.1")
 public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> =
 LinkedHashMap<K, V>()
 Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs
 where the first component is the key and the second is the value.
 If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 Entries of the map are iterated in the order they were specified.
 @sample
 samples.collections.Maps.Instantiation.linkedMapFromPairs
 public inline fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
 pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))
 Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]
 and returning a read-only map with the same key-value pairs.
 The map passed as a receiver to the [builderAction] is valid only inside that function.
 Using it outside of the function produces an unspecified behavior.
 Entries of the map are iterated in the order they were added by the [builderAction].
 The returned map is serializable (JVM).
 @sample samples.collections.Builders.Maps.buildMapSample
 @SinceKotlin("1.6")
 @WasExperimental(ExperimentalStdlibApi::class)
 public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>().->Unit): Map<K, V> {
 contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
 return buildMapInternal(builderAction)
 }
 @PublishedApi
 @SinceKotlin("1.3")
 internal inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K, V>
 Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]
 and returning a read-only map with the same key-value pairs.
 The map passed as a receiver to the [builderAction] is valid only inside that function.
 Using it outside of the function produces an unspecified behavior.
 [capacity] is used to hint the expected number of pairs added in the [builderAction].
 Entries of the map are iterated in the order they were added by the [builderAction].
 The returned map is serializable (JVM).
 @throws IllegalArgumentException if the given [capacity] is negative.
 @sample samples.collections.Builders.Maps.buildMapSample
 @SinceKotlin("1.6")
 @WasExperimental(ExperimentalStdlibApi::class)
 public inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K, V> {
 contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
 return buildMapInternal(builderAction, capacity)
 }
 Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]
 and returning a read-only map with the same key-value pairs.
 The map passed as a receiver to the [builderAction] is valid only inside that function.
 Using it outside of the function produces an unspecified behavior.
 [capacity] is used to hint the expected number of pairs added in the [builderAction].
 Entries of the map are iterated in the order they were added by the [builderAction].
 The returned map is serializable (JVM).
 @throws IllegalArgumentException if the given [capacity] is negative.
 @sample samples.collections.Builders.Maps.buildMapSample
 @SinceKotlin("1.6")
 @WasExperimental(ExperimentalStdlibApi::class)
 public inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K, V> {
 contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
 return buildMapInternal(builderAction, capacity)
 }
 Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]
 and returning a read-only map with the same key-value pairs.
 The map passed as a receiver to the [builderAction] is valid only inside that function.
 Using it outside of the function produces an unspecified behavior.
 [capacity] is used to hint the expected number of pairs added in the [builderAction].
 Entries of the map are iterated in the order they were added by the [builderAction].
 The returned map is serializable (JVM).
 @throws IllegalArgumentException if the given [capacity] is negative.
 @sample samples.collections.Builders.Maps.buildMapSample

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c inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>().-> Unit):
Map<K, V> { \n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } \n return
buildMapInternal(capacity,
builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline
fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>().-> Unit): Map<K, V>\n\n/** \n *
Calculate the initial capacity of a map.\n * \n@PublishedApi\ninternal expect fun mapCapacity(expectedSize: Int):
Int\n\n/** \n * Returns `true` if this map is not empty.\n * @sample
samples.collections.Maps.Usage.mapIsNotEmpty\n * \n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
Map<out K, V>.isEmpty(): Boolean = !isEmpty()\n\n/** \n * Returns `true` if this nullable map is either null or
empty.\n * @sample samples.collections.Maps.Usage.mapIsNullOrEmpty\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>?.isNullOrEmpty(): Boolean { \n contract { \n returns(false) implies (this@isNullOrEmpty != null)\n } \n\n
return this == null || isEmpty()\n}\n\n/** \n * Returns the [Map] if its not `null`, or the empty [Map] otherwise.\n
*\n * @sample samples.collections.Maps.Usage.mapOrEmpty\n * \n@kotlin.internal.InlineOnly\npublic inline fun
<K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()\n\n/** \n * Returns this map if it's not empty\n *
or the result of calling [defaultValue] function if the map is empty.\n * \n * @sample
samples.collections.Maps.Usage.mapIfEmpty\n * \n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R = \n if (isEmpty())
defaultValue() else this\n\n/** \n * Checks if the map contains the given key.\n * \n * This method allows to use the
`x in map` syntax for checking whether an object is contained in the map.\n * \n * @sample
samples.collections.Maps.Usage.containsKey\n * \n@kotlin.internal.InlineOnly\npublic inline operator fun
<@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n\n/** \n *
Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K,
V>.get(key: K): V? = \n @Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)\n\n/** \n * Allows
to use the index operator for storing values in a mutable map.\n * \n@kotlin.internal.InlineOnly\npublic inline
operator fun <K, V> MutableMap<K, V>.set(key: K, value: V): Unit { \n put(key, value)\n}\n\n/** \n * Returns
`true` if the map contains the specified [key].\n * \n * Allows to overcome type-safety restriction of `containsKey`
that requires to pass a key of type `K`.\n * \n@kotlin.internal.InlineOnly\npublic inline fun
<@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean = \n
@Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsKey(key)\n\n/** \n * Returns `true` if the map
maps one or more keys to the specified [value].\n * \n * Allows to overcome type-safety restriction of
`containsValue` that requires to pass a value of type `V`.\n * \n * @sample
samples.collections.Maps.Usage.containsValue\n * \n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
// false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <K,
@kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean =
this.containsValue(value)\n\n/** \n * Removes the specified key and its corresponding value from this map.\n * \n
*\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n\n *
Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K,
V>.remove(key: K): V? = \n @Suppress("UNCHECKED_CAST") (this as MutableMap<K,
V>).remove(key)\n\n/** \n * Returns the key component of the map entry.\n * \n * This method allows to use
destructuring declarations when working with maps, for example:\n * \n * ```\n * for ((key, value) in map) { \n * // do
something with the key and the value\n * }\n * ```\n * \n@kotlin.internal.InlineOnly\npublic inline operator fun <K,
V> Map.Entry<K, V>.component1(): K = key\n\n/** \n * Returns the value component of the map entry.\n * \n *
This method allows to use destructuring declarations when working with maps, for example:\n * \n * ```\n *
for ((key, value) in map) { \n * // do something with the key and the value\n * }\n * ```\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<K, V>.component2(): V =

```


value\n\n**\n * Converts entry to [Pair] with key being first component and value being second.\n

```
*\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)\n\n**\n * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.\n * \n * @sample samples.collections.Maps.Usage.getOrElse\n
```

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

```

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

```

from the given sequence of pairs.

```

public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M =
    destination.apply { putAll(this@toMap) }

```

* Returns a new read-only map containing all key-value pairs from the original map.

```

public fun <K, V> Map<out K, V>.toMap(): Map<K, V> =
    when (size) {
        0 -> emptyMap()
        1 -> toSingletonMap()
        else -> toMutableMap()
    }

```

* Returns a new mutable map containing all key-value pairs from the original map.

```

public fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> =
    LinkedHashMap(this)

```

* Populates and returns the [destination] mutable map with key-value pairs from the given map.

```

public fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination: M): M =
    destination.apply {
        putAll(this@toMap)
    }

```

* Creates a new read-only map by replacing or adding an entry to this map from a given key-value [pair].

```

public operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> =
    if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply {
        put(pair.first, pair.second)
    }

```

* Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].

```

public operator fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =
    if (this.isEmpty()) pairs.toMap() else
    LinkedHashMap(this).apply { putAll(pairs) }

```

* Creates a new read-only map by replacing or adding entries to this map from a given array of key-value [pairs].

```

public operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =
    if (this.isEmpty()) pairs.toMap() else
    LinkedHashMap(this).apply { putAll(pairs) }

```

* Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].

```

public operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =
    LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()

```

* Creates a new read-only map by replacing or adding entries to this map from another [map].

```

public operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>): Map<K, V> =
    LinkedHashMap(this).apply { putAll(map) }

```

* Appends or replaces the given [pair] in this mutable map.

```

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

```

* Appends or replaces all pairs from the given collection of [pairs] in this mutable map.

```

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

```

* Appends or replaces all pairs from the given array of [pairs] in this mutable map.

```

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {
    putAll(pairs)
}

```

* Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.

```

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {
    putAll(pairs)
}

```

* Appends or replaces all entries from the given [map] in this mutable map.

```

@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}

```

* Returns a map containing all entries of the original map except the entry with the given [key].

```

public operator fun <K, V> Map<out K, V>.minus(key: K): Map<K, V> =
    this.toMutableMap().apply { minusAssign(key) }.optimizeReadOnlyMap()

```

* Returns a map containing all entries of the original map except those entries

* the keys of which are contained in the given [keys] collection.

```

public operator fun <K, V> Map<out K, V>.minus(keys: Collection<K>): Map<K, V> =
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

```

* Returns a map containing all entries of the original map except those entries

```

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

```

```

*  

@SinceKotlin("1.1")  

@kotlin.internal.InlineOnly  

public inline fun <T> hashSetOf(): HashSet<T> =  

HashSet()  

/** Returns a new [HashSet] with the given elements. */  

public fun <T> hashSetOf(vararg elements:  

T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))  

/** Returns an empty new  

[LinkedHashSet]. */  

@sample samples.collections.Collections.Sets.emptyLinkedHashSet  

*  

@SinceKotlin("1.1")  

@kotlin.internal.InlineOnly  

public inline fun <T> linkedSetOf(): LinkedHashSet<T>  

= LinkedHashSet()  

/** Returns a new [LinkedHashSet] with the given elements. Elements of the set are  

iterated in the order they were specified. */  

@sample samples.collections.Collections.Sets.linkedHashSet  

*  

public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =  

elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))  

/** Returns a new read-only set either  

with single given element, if it is not null, or empty set if the element is null. The returned set is serializable  

(JVM). */  

@sample samples.collections.Collections.Sets.setOfNotNull  

*  

@SinceKotlin("1.4")  

public fun <T  

: Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()  

/** Returns  

a new read-only set only with those given elements, that are not null. Elements of the set are iterated in the order  

they were specified. The returned set is serializable (JVM). */  

@sample  

samples.collections.Collections.Sets.setOfNotNull  

*  

@SinceKotlin("1.4")  

public fun <T : Any>  

setOfNotNull(vararg elements: T?): Set<T> {  

return elements.filterNotNullTo(LinkedHashSet())  

}  

/** Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-  

only set with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that  

function. Using it outside of the function produces an unspecified behavior. Elements of the set are  

iterated in the order they were added by the [builderAction]. The returned set is serializable (JVM). */  

@sample samples.collections.Builders.Sets.buildSetSample  

*  

@SinceKotlin("1.6")  

@WasExperimental(ExperimentalStdlibApi::class)  

@kotlin.internal.InlineOnly  

public inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>().->Unit): Set<E> {  

contract {  

callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)  

}  

return  

buildSetInternal(builderAction)  

}  

@PublishedApi  

@SinceKotlin("1.3")  

@kotlin.internal.InlineOnly  

internal expect inline fun <E> buildSetInternal(builderAction: MutableSet<E>().->Unit): Set<E>  

/** Builds a  

new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set  

with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that  

function. Using it outside of the function produces an unspecified behavior. [capacity] is used to hint the  

expected number of elements added in the [builderAction]. Elements of the set are iterated in the order they  

were added by the [builderAction]. The returned set is serializable (JVM). */  

@throws  

IllegalArgumentException if the given [capacity] is negative. */  

@sample  

samples.collections.Builders.Sets.buildSetSample  

*  

@SinceKotlin("1.6")  

@WasExperimental(ExperimentalStdlibApi::class)  

@kotlin.internal.InlineOnly  

public inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>().->Unit): Set<E> {  

contract {  

callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)  

}  

return buildSetInternal(capacity,  

builderAction)  

}  

@PublishedApi  

@SinceKotlin("1.3")  

@kotlin.internal.InlineOnly  

internal expect inline  

fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>().->Unit): Set<E>  

/** Returns this Set  

if it's not `null` and the empty set otherwise. */  

@kotlin.internal.InlineOnly  

public inline fun <T>  

Set<T>?.orEmpty(): Set<T> = this ?: emptySet()  

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size)  

{  

0 -> emptySet()  

1 -> setOf(iterator().next())  

else -> this  

}  

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license that can be found in the license/LICENSE.txt file. */  

*  

@file:kotlin.jvm.JvmMultifileClass  

@file:kotlin.jvm.JvmName("StringsKt")  

@file:Suppress("PLATFORM  

M_CLASS_MAPPED_TO_KOTLIN")  

package kotlin.text  

/** Parses the string as a signed [Byte]  

number and returns the result or `null` if the string is not a valid representation of a number. */  

*  

@SinceKotlin("1.1")  

public fun String.toByteArrayOrNull(): Byte? = toByteOrNull(radix = 10)  

/** Parses  

the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a

```

```

number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
conversion.\n *\n @SinceKotlin("1.1")\npublic fun String.toByteArray(radix: Int): Byte? {\n    val int =
this.toIntOrNull(radix) ?: return null\n    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null\n
return int.toByteArray()\n}\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the string
is not a valid representation of a number.\n *\n @SinceKotlin("1.1")\npublic fun String.toShortOrNull(): Short? =
toShortOrNull(radix = 10)\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the
string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a
valid radix for string to number conversion.\n *\n @SinceKotlin("1.1")\npublic fun String.toShortOrNull(radix:
Int): Short? {\n    val int = this.toIntOrNull(radix) ?: return null\n    if (int < Short.MIN_VALUE || int >
Short.MAX_VALUE) return null\n    return int.toShort()\n}\n\n/**\n * Parses the string as an [Int] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n @SinceKotlin("1.1")\npublic fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)\n\n/**\n * Parses the
string as an [Int] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n @SinceKotlin("1.1")\npublic fun String.toIntOrNull(radix: Int): Int? {\n    checkRadix(radix)\n\n    val length
= this.length\n    if (length == 0) return null\n\n    val start: Int\n    val isNegative: Boolean\n    val limit: Int\n    val
firstChar = this[0]\n    if (firstChar < '0') { // Possible leading sign\n        if (length == 1) return null // non-digit
(possible sign) only, no digits after\n\n        start = 1\n\n        if (firstChar == '-') {\n            isNegative = true\n
limit = Int.MIN_VALUE\n        } else if (firstChar == '+') {\n            isNegative = false\n            limit = -
Int.MAX_VALUE\n        } else\n            return null\n    } else {\n        start = 0\n        isNegative = false\n        limit
= -Int.MAX_VALUE\n    }\n\n    val limitForMaxRadix = (-Int.MAX_VALUE) / 36\n    var limitBeforeMul =
limitForMaxRadix\n    var result = 0\n    for (i in start until length) {\n        val digit = digitOf(this[i], radix)\n
if (digit < 0) return null\n        if (result < limitBeforeMul) {\n            if (limitBeforeMul == limitForMaxRadix) {\n
                limitBeforeMul = limit / radix\n\n                if (result < limitBeforeMul) {\n                    return null\n
                }\n            } else {\n                return null\n            }\n        }\n        result *= radix\n\n        if (result < limit + digit)
return null\n        result -= digit\n    }\n    return if (isNegative) result else -result\n}\n\n/**\n * Parses the string
as a [Long] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n @SinceKotlin("1.1")\npublic fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)\n\n/**\n * Parses
the string as a [Long] number and returns the result\n * or `null` if the string is not a valid representation of a
number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
conversion.\n *\n @SinceKotlin("1.1")\npublic fun String.toLongOrNull(radix: Int): Long? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length == 0) return null\n\n    val start: Int\n    val isNegative:
Boolean\n    val limit: Long\n    val firstChar = this[0]\n    if (firstChar < '0') { // Possible leading sign\n        if
(length == 1) return null // non-digit (possible sign) only, no digits after\n\n        start = 1\n\n        if (firstChar == '-')
{\n            isNegative = true\n            limit = Long.MIN_VALUE\n        } else if (firstChar == '+') {\n           
isNegative = false\n            limit = -Long.MAX_VALUE\n        } else\n            return null\n    } else {\n        start =
0\n        isNegative = false\n        limit = -Long.MAX_VALUE\n    }\n\n    val limitForMaxRadix = (-
Long.MAX_VALUE) / 36\n    var limitBeforeMul = limitForMaxRadix\n    var result = 0L\n    for (i in start until
length) {\n        val digit = digitOf(this[i], radix)\n\n        if (digit < 0) return null\n        if (result < limitBeforeMul)
{\n            if (limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / radix\n\n                if
(result < limitBeforeMul) {\n                    return null\n                }\n            } else {\n                return null\n
            }\n        }\n        result *= radix\n\n        if (result < limit + digit) return null\n        result -= digit\n    }\n
return if (isNegative) result else -result\n}\n\ninternal fun numberFormatError(input: String): Nothing = throw
NumberFormatException("Invalid number format: '$input')\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n *\n @package kotlin.time\n\nimport kotlin.contracts.*\nimport
kotlin.jvm.JvmInline\nimport kotlin.math.*\n\n/**\n * Represents the amount of time one instant of time is away
from another instant.\n *\n * A negative duration is possible in a situation when the second instant is earlier than the

```

first one.

* The type can store duration values up to 146 years with nanosecond precision, and up to 146 million years with millisecond precision.

* If a duration-returning operation provided in `kotlin.time` produces a duration value that doesn't fit into the above range, the returned `Duration` is infinite.

* An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.

* To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types.

* To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toLong], and [toDouble] or the properties [inWholeHours], [inWholeMinutes], [inWholeSeconds], [inWholeNanoseconds], and so on.

```

@SinceKotlin("1.6")
@WasExperimental(ExperimentalTime::class)
@JvmInline
public value class Duration internal constructor(private val rawValue: Long) : Comparable<Duration> {
    private val value: Long get() = rawValue shr 1
    private inline val unitDiscriminator: Int get() = rawValue.toInt() and 1
    private fun isInNanos() = unitDiscriminator == 0
    private fun isInMillis() = unitDiscriminator == 1
    private val storageUnit get() = if (isInNanos()) DurationUnit.NANOSECONDS else DurationUnit.MILLISECONDS

    init {
        if (durationAssertionsEnabled) {
            if (isInNanos()) {
                if (value !in -MAX_NANOS..MAX_NANOS) throw AssertionError("$value ns is out of nanoseconds range")
            } else {
                if (value !in -MAX_MILLIS..MAX_MILLIS) throw AssertionError("$value ms is out of milliseconds range")
                if (value in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) throw AssertionError("$value ms is denormalized")
            }
        }
    }

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0L)
        /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */
        public val INFINITE: Duration = durationOfMillis(MAX_MILLIS)
        internal val NEG_INFINITE: Duration = durationOfMillis(-MAX_MILLIS)
        /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
        @ExperimentalTime
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double = convertDurationUnit(value, sourceUnit, targetUnit)

        // Duration construction extension properties in Duration companion scope
        /** Returns a [Duration] equal to this [Int] number of nanoseconds. */
        @kotlin.internal.InlineOnly
        public inline val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)
        /** Returns a [Duration] equal to this [Long] number of nanoseconds. */
        @kotlin.internal.InlineOnly
        public inline val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)
        /** Returns a [Duration] equal to this [Double] number of nanoseconds. Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds. */
        @throws IllegalArgumentException if this [Double] value is NaN
        @kotlin.internal.InlineOnly
        public inline val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)
        /** Returns a [Duration] equal to this [Int] number of microseconds. */
        @kotlin.internal.InlineOnly
        public inline val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)
        /** Returns a [Duration] equal to this [Long] number of microseconds. */
        @kotlin.internal.InlineOnly
        public inline val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)
        /** Returns a [Duration] equal to this [Double] number of microseconds. Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds. */
        @throws IllegalArgumentException if this [Double] value is NaN
        @kotlin.internal.InlineOnly
        public inline val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)
        /** Returns a [Duration] equal to this [Int] number of milliseconds. */
        @kotlin.internal.InlineOnly
        public inline val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)
        /** Returns a [Duration] equal to this [Long] number of milliseconds. */
        @kotlin.internal.InlineOnly
        public inline val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)
        /** Returns a [Duration] equal to this [Double] number of milliseconds. Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds. */
        @throws IllegalArgumentException if this [Double] value is NaN
        @kotlin.internal.InlineOnly
        public inline val Double.milliseconds get() =

```

```

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

```



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

```

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value.toDuration(DurationUnit.MINUTES)\n\n    /** Returns a [Duration] representing the specified [value]
number of minutes. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use
'Long.minutes' extension property from Duration.Companion instead.", ReplaceWith("value.minutes",
"kotlin.time.Duration.Companion.minutes"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun minutes(value: Long): Duration = value.toDuration(DurationUnit.MINUTES)\n\n    /**\n    * Returns a
[Duration] representing the specified [value] number of minutes.\n    *\n    * @throws
IllegalArgumentException if the provided `Double` [value] is `NaN`.\n    *\n    * @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.minutes' extension property from Duration.Companion
instead.", ReplaceWith("value.minutes", "kotlin.time.Duration.Companion.minutes"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun minutes(value: Double): Duration =
value.toDuration(DurationUnit.MINUTES)\n\n\n    /** Returns a [Duration] representing the specified [value]
number of hours. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Int.hours'
extension property from Duration.Companion instead.", ReplaceWith("value.hours",
"kotlin.time.Duration.Companion.hours"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun hours(value: Int): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n    /** Returns a [Duration]
representing the specified [value] number of hours. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.hours' extension property from Duration.Companion instead.",
ReplaceWith("value.hours", "kotlin.time.Duration.Companion.hours"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun hours(value: Long): Duration =
value.toDuration(DurationUnit.HOURS)\n\n\n    /**\n    * Returns a [Duration] representing the specified
[value] number of hours.\n    *\n    * @throws IllegalArgumentException if the provided `Double` [value] is
`NaN`.\n    *\n    * @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.hours'
extension property from Duration.Companion instead.", ReplaceWith("value.hours",
"kotlin.time.Duration.Companion.hours"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun hours(value: Double): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n    /** Returns a [Duration]
representing the specified [value] number of days. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Int.days' extension property from Duration.Companion instead.", ReplaceWith("value.days",
"kotlin.time.Duration.Companion.days"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun days(value: Int): Duration = value.toDuration(DurationUnit.DAYS)\n\n\n    /** Returns a [Duration]
representing the specified [value] number of days. */\n    @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Long.days' extension property from Duration.Companion instead.",
ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public fun days(value: Long): Duration =
value.toDuration(DurationUnit.DAYS)\n\n\n    /**\n    * Returns a [Duration] representing the specified [value]
number of days.\n    *\n    * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n    *\n    * @SinceKotlin("1.5")\n    @ExperimentalTime\n    @Deprecated("Use 'Double.days' extension
property from Duration.Companion instead.", ReplaceWith("value.days",
"kotlin.time.Duration.Companion.days"))\n    @DeprecatedSinceKotlin(warningSince = "1.6")\n    public
fun days(value: Double): Duration = value.toDuration(DurationUnit.DAYS)\n\n\n    /**\n    * Parses a string that
represents a duration and returns the parsed [Duration] value.\n    *\n    * The following formats are
accepted:\n    *\n    * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and
[parseIsoString].\n    * - The format of string returned by the default [Duration.toString] and `toString` in a
specific unit,\n    * e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n    *\n    * @throws IllegalArgumentException if
the string doesn't represent a duration in any of the supported formats.\n    *\n    * @sample
samples.time.Durations.parse\n    *\n    public fun parse(value: String): Duration = try {\n
parseDuration(value, strictIso = false)\n    } catch (e: IllegalArgumentException) {\n    throw
IllegalArgumentException("Invalid duration string format: '$value'.", e)\n    }\n\n\n    /**\n    * Parses a
string that represents a duration in ISO-8601 format and returns the parsed [Duration] value.\n    *\n    *

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@throws IllegalArgumentException if the string doesn't represent a duration in ISO-8601 format.\n      * @sample
samples.time.Durations.parseIsoString\n      */\n      public fun parseIsoString(value: String): Duration = try {\n
      parseDuration(value, strictIso = true)\n      } catch (e: IllegalArgumentException) {\n          throw
IllegalArgumentExcepTion("Invalid ISO duration string format: '$value'.", e)\n      }\n      /**\n      * Parses a
string that represents a duration and returns the parsed [Duration] value,\n      * or `null` if the string doesn't
represent a duration in any of the supported formats.\n      *\n      * The following formats are accepted:\n
*\n      * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n      * -
The format of string returned by the default [Duration.toString] and `toString` in a specific unit,\n      * e.g. `10s`,
`1h 30m` or `-(1h 30m)`.\n      * @sample samples.time.Durations.parse\n      */\n      public fun
parseOrNull(value: String): Duration? = try {\n          parseDuration(value, strictIso = false)\n      } catch (e:
IllegalArgumentExcepTion) {\n          null\n      }\n      /**\n      * Parses a string that represents a duration in
ISO-8601 format and returns the parsed [Duration] value,\n      * or `null` if the string doesn't represent a duration
in ISO-8601 format.\n      * @sample samples.time.Durations.parseIsoString\n      */\n      public fun
parseIsoStringOrNull(value: String): Duration? = try {\n          parseDuration(value, strictIso = true)\n      } catch
(e: IllegalArgumentException) {\n          null\n      }\n      }\n      // arithmetic operators\n      /** Returns the
negative of this value. */\n      public operator fun unaryMinus(): Duration = durationOf(-value,
unitDiscriminator)\n      /**\n      * Returns a duration whose value is the sum of this and [other] duration values.\n
*\n      * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
* e.g. when adding infinite durations of different sign.\n      */\n      public operator fun plus(other: Duration):
Duration {\n          when {\n              this.isInfinite() -> {\n                  if (other.isFinite() || (this.rawValue xor
other.rawValue >= 0))\n                      return this\n                  else\n                      throw
IllegalArgumentExcepTion("Summing infinite durations of different signs yields an undefined result.")\n              }\n
              other.isInfinite() -> return other\n          }\n          return when {\n              this.unitDiscriminator ==
other.unitDiscriminator -> {\n                  val result = this.value + other.value // never overflows long, but can
overflow long63\n                  when {\n                      isInNanos() ->\n
durationOfNanosNormalized(result)\n                  else ->\n                      durationOfMillisNormalized(result)\n
              }\n              this.isInMillis() ->\n                  addValuesMixedRanges(this.value, other.value)\n
          else ->\n              addValuesMixedRanges(other.value, this.value)\n          }\n      }\n      private fun
addValuesMixedRanges(thisMillis: Long, otherNanos: Long): Duration {\n          val otherMillis =
nanosToMillis(otherNanos)\n          val resultMillis = thisMillis + otherMillis\n          return if (resultMillis in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n              val otherNanoRemainder = otherNanos -
millisToNanos(otherMillis)\n              durationOfNanos(millisToNanos(resultMillis) + otherNanoRemainder)\n          }
else {\n              durationOfMillis(resultMillis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n          }\n      }\n      /**\n
* Returns a duration whose value is the difference between this and [other] duration values.\n      *\n      * @throws
IllegalArgumentExcepTion if the operation results in an undefined value for the given arguments,\n      * e.g. when
subtracting infinite durations of the same sign.\n      */\n      public operator fun minus(other: Duration): Duration =
this + (-other)\n      /**\n      * Returns a duration whose value is this duration value multiplied by the given [scale]
number.\n      *\n      * @throws IllegalArgumentException if the operation results in an undefined value for the given
arguments,\n      * e.g. when multiplying an infinite duration by zero.\n      */\n      public operator fun times(scale: Int):
Duration {\n          if (isInfinite()) {\n              return when {\n                  scale == 0 -> throw
IllegalArgumentExcepTion("Multiplying infinite duration by zero yields an undefined result.")\n                  scale > 0
-> this\n                  else -> -this\n              }\n          }\n          if (scale == 0) return ZERO\n          val value = value\n
val result = value * scale\n          return if (isInNanos()) {\n              if (value in (MAX_NANOS /
Int.MIN_VALUE)..(-MAX_NANOS / Int.MIN_VALUE)) {\n                  // can't overflow nanos range for any
scale\n                  durationOfNanos(result)\n              } else {\n                  if (result / scale == value) {\n
durationOfNanosNormalized(result)\n                  } else {\n                      val millis = nanosToMillis(value)\n
val remNanos = value - millisToNanos(millis)\n                      val resultMillis = millis * scale\n                      val
totalMillis = resultMillis + nanosToMillis(remNanos * scale)\n                      if (resultMillis / scale == millis &&

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totalMillis xor resultMillis >= 0) {\n
    durationOfMillis(totalMillis.coerceIn(-
MAX_MILLIS..MAX_MILLIS))\n
    } else {\n
    if (value.sign * scale.sign > 0) INFINITE
else NEG_INFINITE\n
    }\n
    }\n
    }\n
    } else {\n
    if (result / scale == value) {\n
    durationOfMillis(result.coerceIn(-MAX_MILLIS..MAX_MILLIS))\n
    } else {\n
    if (value.sign
* scale.sign > 0) INFINITE else NEG_INFINITE\n
    }\n
    }\n
    }\n
    }\n
    /**\n
    * Returns a duration whose
value is this duration value multiplied by the given [scale] number.\n
    *\n
    * The operation may involve rounding
when the result cannot be represented exactly with a [Double] number.\n
    *\n
    * @throws
IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
    * e.g. when
multiplying an infinite duration by zero.\n
    */\n
    public operator fun times(scale: Double): Duration {\n
    val
intScale = scale.roundToInt()\n
    if (intScale.toDouble() == scale) {\n
    return times(intScale)\n
    }\n
    val unit = storageUnit\n
    val result = toDouble(unit) * scale\n
    return result.toDuration(unit)\n
    }\n
    /**\n
    * Returns a duration whose value is this duration value divided by the given [scale] number.\n
    *\n
    *
@throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
    *
e.g. when dividing zero duration by zero.\n
    */\n
    public operator fun div(scale: Int): Duration {\n
    if (scale ==
0) {\n
    return when {\n
    isPositive() -> INFINITE\n
    isNegative() -> NEG_INFINITE\n
    else -> throw IllegalArgumentException("Dividing zero duration by zero yields an undefined result.")\n
    }\n
    }\n
    if (isInNanos()) {\n
    return durationOfNanos(value / scale)\n
    } else {\n
    if
(isInfinite())\n
    return this * scale.sign\n
    val result = value / scale\n
    if (result in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n
    val rem = millisToNanos(value - (result *
scale)) / scale\n
    return durationOfNanos(millisToNanos(result) + rem)\n
    }\n
    return
durationOfMillis(result)\n
    }\n
    }\n
    /**\n
    * Returns a duration whose value is this duration value divided
by the given [scale] number.\n
    *\n
    * @throws IllegalArgumentException if the operation results in an
undefined value for the given arguments,\n
    * e.g. when dividing an infinite duration by infinity or zero duration
by zero.\n
    */\n
    public operator fun div(scale: Double): Duration {\n
    val intScale = scale.roundToInt()\n
if (intScale.toDouble() == scale && intScale != 0) {\n
    return div(intScale)\n
    }\n
    val unit =
storageUnit\n
    val result = toDouble(unit) / scale\n
    return result.toDuration(unit)\n
    }\n
    /** Returns a
number that is the ratio of this and [other] duration values. */\n
    public operator fun div(other: Duration): Double
{\n
    val coarserUnit = maxOf(this.storageUnit, other.storageUnit)\n
    return this.toDouble(coarserUnit) /
other.toDouble(coarserUnit)\n
    }\n
    /** Returns true, if the duration value is less than zero. */\n
    public fun
isNegative(): Boolean = rawValue < 0\n
    /** Returns true, if the duration value is greater than zero. */\n
    public fun
isPositive(): Boolean = rawValue > 0\n
    /** Returns true, if the duration value is infinite. */\n
    public fun
isInfinite(): Boolean = rawValue == INFINITE.rawValue || rawValue == NEG_INFINITE.rawValue\n
    /**
Returns true, if the duration value is finite. */\n
    public fun isFinite(): Boolean = !isInfinite()\n
    /** Returns the
absolute value of this value. The returned value is always non-negative. */\n
    public val absoluteValue: Duration
get() = if (isNegative()) -this else this\n
    override fun compareTo(other: Duration): Int {\n
    val compareBits =
this.rawValue xor other.rawValue\n
    if (compareBits < 0 || compareBits.toInt() and 1 == 0) // different signs or
same sign/same range\n
    return this.rawValue.compareTo(other.rawValue)\n
    // same sign/different
ranges\n
    val r = this.unitDiscriminator - other.unitDiscriminator // compare ranges\n
    return if (isNegative())
-r else r\n
    }\n
    /**\n
    * Splits this duration into days, hours, minutes,
seconds, and nanoseconds and executes the given [action] with these components.\n
    * The result of [action] is
returned as the result of this function.\n
    *\n
    * - `nanoseconds` represents the whole number of nanoseconds in
this duration, and its absolute value is less than 1_000_000_000;\n
    * - `seconds` represents the whole number of
seconds in this duration, and its absolute value is less than 60;\n
    * - `minutes` represents the whole number of
minutes in this duration, and its absolute value is less than 60;\n
    * - `hours` represents the whole number of hours
in this duration, and its absolute value is less than 24;\n
    * - `days` represents the whole number of days in this
duration.\n
    *\n
    * Infinite durations are represented as either [Long.MAX_VALUE] days, or
[Long.MIN_VALUE] days (depending on the sign of infinity),\n
    * and zeroes in the lower components.\n
    */\n
    public inline fun <T> toComponents(action: (days: Long, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -

```

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

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

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`Long.MIN_VALUE`,\n * - [Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n *\n
* An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on
its sign.\n *\n public val inWholeMicroseconds: Long\n get() =
toLong(DurationUnit.MICROSECONDS)\n\n /**\n * The value of this duration expressed as a [Long] number
of nanoseconds.\n *\n * If the result doesn't fit in the range of [Long] type, it is coerced into that range:\n * -
[Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n * - [Long.MAX_VALUE] is returned if
it's greater than `Long.MAX_VALUE`.\n *\n * An infinite duration value is converted either to
[Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n *\n public val inWholeNanoseconds:
Long\n get() {\n val value = value\n return when {\n isInNanos() -> value\n
value > Long.MAX_VALUE / NANOS_IN_MILLIS -> Long.MAX_VALUE\n value <
Long.MIN_VALUE / NANOS_IN_MILLIS -> Long.MIN_VALUE\n else -> millisToNanos(value)\n
}\n }\n\n // shortcuts\n\n /**\n * Returns the value of this duration expressed as a [Long] number of
nanoseconds.\n *\n * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the
conversion [Double.toLong] for details.\n *\n * The range of durations that can be expressed as a `Long`
number of nanoseconds is approximately \u00b1292 years.\n *\n @ExperimentalTime\n @Deprecated("\u0022Use
inWholeNanoseconds property instead.\u0022, ReplaceWith("\u0022this.inWholeNanoseconds\u0022"))\n public fun
toLongNanoseconds(): Long = inWholeNanoseconds\n\n /**\n * Returns the value of this duration expressed as
a [Long] number of milliseconds.\n *\n * The value is coerced to the range of [Long] type, if it doesn't fit in
that range, see the conversion [Double.toLong] for details.\n *\n * The range of durations that can be expressed
as a `Long` number of milliseconds is approximately \u00b1292 million years.\n *\n @ExperimentalTime\n
@Deprecated("\u0022Use inWholeMilliseconds property instead.\u0022, ReplaceWith("\u0022this.inWholeMilliseconds\u0022"))\n
public fun toLongMilliseconds(): Long = inWholeMilliseconds\n\n /**\n * Returns a string representation of
this duration value\n * expressed as a combination of numeric components, each in its own unit.\n *\n * Each
component is a number followed by the unit abbreviated name: `d`, `h`, `m`, `s`,\n * `5h`, `1d 12h`, `1h 0m
30.340s`.\n * The last component, usually seconds, can be a number with a fractional part.\n *\n * If the
duration is less than a second, it is represented as a single number\n * with one of sub-second units: `ms`
(milliseconds), `us` (microseconds), or `ns` (nanoseconds):\n * `140.884ms`, `500us`, `24ns`.\n *\n * A
negative duration is prefixed with `-` sign and, if it consists of multiple components, surrounded with parentheses:\n
* `-12m` and `-(1h 30m)`.\n *\n * Special cases:\n * - an infinite duration is formatted as `Infinity` or
`-Infinity` without a unit.\n *\n * It's recommended to use [toIsoString] that uses more strict ISO-8601
format instead of this `toString` when you want to convert a duration to a string in cases of serialization,
interchange, etc.\n *\n * @sample samples.time.Durations.toStringDefault\n *\n override fun toString():
String = when (rawValue) {\n OL -> "0s"\n INFINITE.rawValue -> "Infinity"\n
NEG_INFINITE.rawValue -> "-Infinity"\n else -> {\n val isNegative = isNegative()\n
buildString {\n if (isNegative) append('-')\n absoluteValue.toComponents { days, hours, minutes,
seconds, nanoseconds ->\n val hasDays = days != 0\n val hasHours = hours != 0\n
val hasMinutes = minutes != 0\n val hasSeconds = seconds != 0 || nanoseconds != 0\n var
components = 0\n if (hasDays) {\n append(days).append('d')\n
components++\n }\n if (hasHours || (hasDays && (hasMinutes || hasSeconds))) {\n
if (components++ > 0) append(' ')\n append(hours).append('h')\n }\n if
(hasMinutes || (hasSeconds && (hasHours || hasDays))) {\n if (components++ > 0) append(' ')\n
append(minutes).append('m')\n }\n if (hasSeconds) {\n if
(components++ > 0) append(' ')\n when {\n seconds != 0 || hasDays || hasHours ||
hasMinutes ->\n appendFractional(seconds, nanoseconds, 9, 's', isoZeroes = false)\n
nanoseconds >= 1_000_000 ->\n appendFractional(nanoseconds / 1_000_000, nanoseconds
% 1_000_000, 6, 'ms', isoZeroes = false)\n nanoseconds >= 1_000 ->\n
appendFractional(nanoseconds / 1_000, nanoseconds % 1_000, 3, 'us', isoZeroes = false)\n else -
>\n append(nanoseconds).append('ns')\n }\n }\n }\n if

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(isNegative && components > 1) insert(1, (').append('))\n        }\n        }\n        }\n        }\n        private fun
StringBuilder.appendFractional(whole: Int, fractional: Int, fractionalSize: Int, unit: String, isoZeroes: Boolean) {\n
    append(whole)\n        if (fractional != 0) {\n            append('.')\n            val fracString =
fractional.toString().padStart(fractionalSize, '0')\n            val nonZeroDigits = fracString.indexOfLast { it != '0' } +
1\n            when {\n                !isoZeroes && nonZeroDigits < 3 -> appendRange(fracString, 0, nonZeroDigits)\n                else -> appendRange(fracString, 0, ((nonZeroDigits + 2) / 3) * 3)\n            }\n            }\n            append(unit)\n
}\n\n /**\n * Returns a string representation of this duration value expressed in the given [unit]\n * and
formatted with the specified [decimals] number of digits after decimal point.\n * \n * Special cases:\n * - an
infinite duration is formatted as `\"Infinity\"` or `\"-Infinity\"` without a unit.\n * \n * @param decimals the
number of digits after decimal point to show. The value must be non-negative.\n * \n * No more than 12 decimals will
be shown, even if a larger number is requested.\n * \n * @return the value of duration in the specified [unit]
followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.\n * \n * @throws
IllegalArgumentException if [decimals] is less than zero.\n * \n * @sample
samples.time.Durations.toStringDecimals\n * \n public fun toString(unit: DurationUnit, decimals: Int = 0):
String {\n     require(decimals >= 0) { \"decimals must be not negative, but was $decimals\" }\n     val number =
toDouble(unit)\n     if (number.isInfinite()) return number.toString()\n     return formatToExactDecimals(number,
decimals.coerceAtMost(12)) + unit.shortName()\n }\n\n /**\n * Returns an ISO-8601 based string
representation of this duration.\n * \n * The returned value is presented in the format `PTm>s.fS`, where `h`,
`m`, `s` are the integer components of this duration (see [toComponents])\n * and `f` is a fractional part of second.
Depending on the roundness of the value the fractional part can be formatted with either\n * 0, 3, 6, or 9 decimal
digits.\n * \n * The infinite duration is represented as `\"PT999999999999999H\"` which is larger than any
possible finite duration in Kotlin.\n * \n * Negative durations are indicated with the sign `-` in the beginning of
the returned string, for example, `\"-PT5M30S\"`.\n * \n * @sample samples.time.Durations.toIsoString\n
*\n public fun toIsoString(): String = buildString {\n     if (isNegative()) append('-')\n     append(\"PT\")\n
this@Duration.absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->\n
@Suppress(\"NAME_SHADOWING\")\n         var hours = hours\n         if (isInfinite()) {\n             // use large
enough value instead of Long.MAX_VALUE\n             hours = 9_999_999_999_999\n         }\n         val
hasHours = hours != 0L\n         val hasSeconds = seconds != 0 || nanoseconds != 0\n         val hasMinutes =
minutes != 0 || (hasSeconds && hasHours)\n         if (hasHours) {\n             append(hours).append('H')\n
}\n         if (hasMinutes) {\n             append(minutes).append('M')\n         }\n         if (hasSeconds ||
(!hasHours && !hasMinutes)) {\n             appendFractional(seconds, nanoseconds, 9, \"S\", isoZeroes = true)\n
}\n     }\n }\n\n // constructing from number of units\n // extension functions\n /** Returns a [Duration]
equal to this [Int] number of the specified [unit].
*\n @SinceKotlin(\"1.6\")\n @WasExperimental(ExperimentalTime::class)\n public fun Int.toDuration(unit:
DurationUnit): Duration {\n     return if (unit <= DurationUnit.SECONDS) {\n
durationOfNanos(convertDurationUnitOverflow(this.toLong(), unit, DurationUnit.NANOSECONDS))\n     } else {\n
toLong().toDuration(unit)\n     }\n }\n\n /** Returns a [Duration] equal to this [Long] number of the specified [unit].
*\n @SinceKotlin(\"1.6\")\n @WasExperimental(ExperimentalTime::class)\n public fun Long.toDuration(unit:
DurationUnit): Duration {\n     val maxNsInUnit = convertDurationUnitOverflow(MAX_NANOS,
DurationUnit.NANOSECONDS, unit)\n     if (this in -maxNsInUnit..maxNsInUnit) {\n         return
durationOfNanos(convertDurationUnitOverflow(this, unit, DurationUnit.NANOSECONDS))\n     } else {\n         val
millis = convertDurationUnit(this, unit, DurationUnit.MILLISECONDS)\n         return
durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n     }\n }\n\n /** Returns a [Duration] equal
to this [Double] number of the specified [unit].\n * \n * Depending on its magnitude, the value is rounded to an
integer number of nanoseconds or milliseconds.\n * \n * @throws IllegalArgumentException if this `Double` value is
`NaN`.\n * \n @SinceKotlin(\"1.6\")\n @WasExperimental(ExperimentalTime::class)\n public fun
Double.toDuration(unit: DurationUnit): Duration {\n     val valueInNs = convertDurationUnit(this, unit,
DurationUnit.NANOSECONDS)\n     require(!valueInNs.isNaN()) { \"Duration value cannot be NaN.\" }\n     val

```



```

nanos = valueInNs.roundToLong()\n    return if (nanos in -MAX_NANOS..MAX_NANOS) {\n
durationOfNanos(nanos)\n    } else {\n        val millis = convertDurationUnit(this, unit,\n
DurationUnit.MILLISECONDS).roundToLong()\n        durationOfMillisNormalized(millis)\n    }\n\n//
constructing from number of units\n// deprecated extension properties\n\n/** Returns a [Duration] equal to this [Int]
number of nanoseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Int.nanoseconds'
extension property from Duration.Companion instead.", ReplaceWith("this.nanoseconds",\n
"\"kotlin.time.Duration.Companion.nanoseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/** Returns a [Duration] equal to this
[Long] number of nanoseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use
'Long.nanoseconds' extension property from Duration.Companion instead.", ReplaceWith("this.nanoseconds",\n
"\"kotlin.time.Duration.Companion.nanoseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/**\n * Returns a [Duration] equal to this
[Double] number of nanoseconds.\n * \n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Double.nanoseconds' extension property
from Duration.Companion instead.", ReplaceWith("this.nanoseconds",\n
"\"kotlin.time.Duration.Companion.nanoseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n\n/** Returns a [Duration] equal to
this [Int] number of microseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use
'Int.microseconds' extension property from Duration.Companion instead.", ReplaceWith("this.microseconds",\n
"\"kotlin.time.Duration.Companion.microseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n/** Returns a [Duration] equal to this
[Long] number of microseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use
'Long.microseconds' extension property from Duration.Companion instead.", ReplaceWith("this.microseconds",\n
"\"kotlin.time.Duration.Companion.microseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n/**\n * Returns a [Duration] equal to
this [Double] number of microseconds.\n * \n * @throws IllegalArgumentException if this [Double] value is
`NaN`.\n * \n *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Double.microseconds' extension
property from Duration.Companion instead.", ReplaceWith("this.microseconds",\n
"\"kotlin.time.Duration.Companion.microseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n/** Returns a [Duration] equal to
this [Int] number of milliseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use
'Int.milliseconds' extension property from Duration.Companion instead.", ReplaceWith("this.milliseconds",\n
"\"kotlin.time.Duration.Companion.milliseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n/** Returns a [Duration] equal to this
[Long] number of milliseconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use
'Long.milliseconds' extension property from Duration.Companion instead.", ReplaceWith("this.milliseconds",\n
"\"kotlin.time.Duration.Companion.milliseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n/**\n * Returns a [Duration] equal to
this [Double] number of milliseconds.\n * \n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Double.milliseconds' extension property
from Duration.Companion instead.", ReplaceWith("this.milliseconds",\n
"\"kotlin.time.Duration.Companion.milliseconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n/** Returns a [Duration] equal to
this [Int] number of seconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Int.seconds'
extension property from Duration.Companion instead.", ReplaceWith("this.seconds",\n
"\"kotlin.time.Duration.Companion.seconds\""))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic val
Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n\n/** Returns a [Duration] equal to this [Long] number of
seconds. *\n@SinceKotlin("1.3")\n@ExperimentalTime\n@Deprecated("Use 'Long.seconds' extension property

```

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

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic
inline operator fun Int.times(duration: Duration): Duration = duration * this\n\n/*\n * Returns a duration whose
value is the specified [duration] value multiplied by this number.\n *\n * The operation may involve rounding when
the result cannot be represented exactly with a [Double] number.\n *\n * @throws IllegalArgumentException if the
operation results in a `NaN` value.\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic
inline operator fun Double.times(duration: Duration): Duration = duration * this\n\n\nprivate fun
parseDuration(value: String, strictIso: Boolean): Duration {\n    var length = value.length\n    if (length == 0) throw
IllegalArgumentException("The string is empty")\n    var index = 0\n    var result = Duration.ZERO\n    val
infinityString = "Infinity"\n    when (value[index]) {\n        '+', '-' -> index++\n    }\n    val hasSign = index > 0\n    val isNegative = hasSign && value.startsWith('-')\n    when {\n        length <= index ->\n            throw
IllegalArgumentException("No components")\n        value[index] == 'P' -> {\n            if (++index == length) throw
IllegalArgumentException()\n            val nonDigitSymbols = "+-." \n            var isTimeComponent = false\n            var prevUnit: DurationUnit? = null\n            while (index < length) {\n                if (value[index] == 'T') {\n                    if (isTimeComponent || ++index == length) throw
IllegalArgumentException()\n                    isTimeComponent =
true\n                    continue\n                }\n                val component = value.substringWhile(index) { it in '0'..'9' || it in
nonDigitSymbols }\n                if (component.isEmpty()) throw
IllegalArgumentException()\n                index +=
component.length\n                val unitChar = value.getOrNull(index) { throw
IllegalArgumentException("Missing unit for value $component") }\n                index++\n                val unit = durationUnitByIsoChar(unitChar,
isTimeComponent)\n                if (prevUnit != null && prevUnit <= unit) throw
IllegalArgumentException("Unexpected order of duration components")\n                prevUnit = unit\n                val
dotIndex = component.indexOf('.')\n                if (unit == DurationUnit.SECONDS && dotIndex > 0) {\n                    val whole = component.substring(0, dotIndex)\n                    result +=
parseOverLongIsoComponent(whole).toDuration(unit)\n                    result +=
component.substring(dotIndex).toDouble().toDuration(unit)\n                } else {\n                    result +=
parseOverLongIsoComponent(component).toDuration(unit)\n                }\n            }\n            strictIso ->\n                throw
IllegalArgumentException()\n            value.regionMatches(index, infinityString, 0, length = maxOf(length -
index, infinityString.length), ignoreCase = true) -> {\n                result = Duration.INFINITE\n            }\n            else -> {\n                // parse default string format\n                var prevUnit: DurationUnit? = null\n                var afterFirst = false\n                var allowSpaces = !hasSign\n                if (hasSign && value[index] == '(' && value.last() == ')') {\n                    allowSpaces = true\n                    if (++index == --length) throw
IllegalArgumentException("No components")\n                }\n                while (index < length) {\n                    if (afterFirst && allowSpaces) {\n                        index =
value.skipWhile(index) { it == ' ' }\n                    }\n                    afterFirst = true\n                    val component =
value.substringWhile(index) { it in '0'..'9' || it == '.' }\n                    if (component.isEmpty()) throw
IllegalArgumentException()\n                    index += component.length\n                    val unitName =
value.substringWhile(index) { it in 'a'..'z' }\n                    index += unitName.length\n                    val unit =
durationUnitByShortName(unitName)\n                    if (prevUnit != null && prevUnit <= unit) throw
IllegalArgumentException("Unexpected order of duration components")\n                    prevUnit = unit\n                    val
dotIndex = component.indexOf('.')\n                    if (dotIndex > 0) {\n                        val whole = component.substring(0,
dotIndex)\n                        result += whole.toLong().toDuration(unit)\n                        result +=
component.substring(dotIndex).toDouble().toDuration(unit)\n                    }\n                    if (index < length) throw
IllegalArgumentException("Fractional component must be last")\n                } else {\n                    result +=
component.toLong().toDuration(unit)\n                }\n            }\n        }\n    }\n    return if (isNegative) -result else
result\n}\n\nprivate fun parseOverLongIsoComponent(value: String): Long {\n    var length = value.length\n    var
startIndex = 0\n    if (length > 0 && value[0] in "+-") startIndex++\n    if ((length - startIndex) > 16 &&
(startIndex..value.lastIndex).all { value[it] in '0'..'9' }) {\n        // all chars are digits, but more than
ceiling(log10(MAX_MILLIS / 1000)) of them\n        return if (value[0] == '-') Long.MIN_VALUE else
Long.MAX_VALUE\n    }\n    // TODO: replace with just toLong after min JDK becomes 8\n    return if

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(value.startsWith("+")) value.drop(1).toLong() else value.toLong()\n}\n\n\nprivate inline fun
String.substringWhile(startIndex: Int, predicate: (Char) -> Boolean): String =\n    substring(startIndex,
skipWhile(startIndex, predicate))\n\nprivate inline fun String.skipWhile(startIndex: Int, predicate: (Char) ->
Boolean): Int {\n    var i = startIndex\n    while (i < length && predicate(this[i])) i++\n    return i}\n}\n\n\n\n\n\n//
The ranges are chosen so that they are:\n// - symmetric relative to zero: this greatly simplifies operations with sign,
e.g. unaryMinus and minus.\n// - non-overlapping, but adjacent: the first value that doesn't fit in nanos range, can be
exactly represented in millis.\n\ninternal const val NANOS_IN_MILLIS = 1_000_000\n// maximum number
duration can store in nanosecond range\n\ninternal const val MAX_NANOS = Long.MAX_VALUE / 2 /
NANOS_IN_MILLIS * NANOS_IN_MILLIS - 1 // ends in ...999_999\n// maximum number duration can store in
millisecond range, also encodes an infinite value\n\ninternal const val MAX_MILLIS = Long.MAX_VALUE / 2\n//
MAX_NANOS expressed in milliseconds\n\nprivate const val MAX_NANOS_IN_MILLIS = MAX_NANOS /
NANOS_IN_MILLIS\n\nprivate fun nanosToMillis(nanos: Long): Long = nanos / NANOS_IN_MILLIS\n\nprivate
fun millisToNanos(millis: Long): Long = millis * NANOS_IN_MILLIS\n\nprivate fun
durationOfNanos(normalNanos: Long) = Duration(normalNanos shl 1)\n\nprivate fun durationOfMillis(normalMillis:
Long) = Duration((normalMillis shl 1) + 1)\n\nprivate fun durationOf(normalValue: Long, unitDiscriminator: Int) =
Duration((normalValue shl 1) + unitDiscriminator)\n\nprivate fun durationOfNanosNormalized(nanos: Long) =\n    if
(nanos in -MAX_NANOS..MAX_NANOS) {\n        durationOfNanos(nanos)\n    } else {\n
durationOfMillis(nanosToMillis(nanos))\n    }\n\nprivate fun durationOfMillisNormalized(millis: Long) =\n    if
(millis in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n
durationOfNanos(millisToNanos(millis))\n    } else {\n        durationOfMillis(millis.coerceIn(-MAX_MILLIS,
MAX_MILLIS))\n    }\n\n\ninternal expect val durationAssertionsEnabled: Boolean\n\n\ninternal expect fun
formatToExactDecimals(value: Double, decimals: Int): String\n\n\ninternal expect fun formatUpToDecimals(value:
Double, decimals: Int): String", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmName("UnsignedKt")\n\npackage
kotlin\n\n@PublishedApi\n\ninternal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor
Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)\n\n@PublishedApi\n\ninternal fun ulongCompare(v1: Long,
v2: Long): Int = (v1 xor Long.MIN_VALUE).compareTo(v2 xor Long.MIN_VALUE)\n\n@PublishedApi\n\ninternal
fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()\n\n@PublishedApi\n\ninternal fun
uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()\n\n// Division and remainder are
based on Guava's UnsignedLongs implementation\n\n// Copyright 2011 The Guava
Authors\n\n@PublishedApi\n\ninternal fun ulongDivide(v1: ULong, v2: ULong): ULong {\n    val dividend =
v1.toLong()\n    val divisor = v2.toLong()\n    if (divisor < 0) { // i.e., divisor >= 2^63:\n        return if (v1 < v2)
ULong(0) else ULong(1)\n    }\n\n    // Optimization - use signed division if both dividend and divisor < 2^63\n    if
(dividend >= 0) {\n        return ULong(dividend / divisor)\n    }\n\n    // Otherwise, approximate the quotient, check,
and correct if necessary.\n    val quotient = ((dividend ushr 1) / divisor) shl 1\n    val rem = dividend - quotient *
divisor\n    return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)\n}\n\n@PublishedApi\n\ninternal
fun ulongRemainder(v1: ULong, v2: ULong): ULong {\n    val dividend = v1.toLong()\n    val divisor =
v2.toLong()\n    if (divisor < 0) { // i.e., divisor >= 2^63:\n        return if (v1 < v2) {\n            v1 // dividend <
divisor\n        } else {\n            v1 - v2 // dividend >= divisor\n        }\n    }\n\n    // Optimization - use signed
modulus if both dividend and divisor < 2^63\n    if (dividend >= 0) {\n        return ULong(dividend % divisor)\n
    }\n\n    // Otherwise, approximate the quotient, check, and correct if necessary.\n    val quotient = ((dividend ushr 1)
/ divisor) shl 1\n    val rem = dividend - quotient * divisor\n    return ULong(rem - if (ULong(rem) >=
ULong(divisor)) divisor else 0)\n}\n\n@PublishedApi\n\ninternal fun doubleToUInt(v: Double): UInt = when {\n
v.isNaN() -> 0u\n    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE\n    v >=
UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE\n    v <= Int.MAX_VALUE -> v.toInt().toUInt()\n    else -
> (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt()\n    // Int.MAX_VALUE < v <
UInt.MAX_VALUE\n}\n\n@PublishedApi\n\ninternal fun doubleToULong(v: Double): ULong = when {\n

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v.isNaN() -> 0u\n  v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE\n  v >=
ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE\n  v < Long.MAX_VALUE ->
v.toLong().toULong()\n\n // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.\n  else -> (v - 9223372036854775808.0).toLong().toULong() +
9223372036854775808uL // Long.MAX_VALUE + 1 < v <
ULong.MAX_VALUE\n}\n\n\n@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and
Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2\n\n@PublishedApi\ninternal fun
ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)\n\n\ninternal fun
ulongToString(v: Long): String = ulongToString(v, 10)\n\n\ninternal fun ulongToString(v: Long, base: Int): String {\n
  if (v >= 0) return v.toString(base)\n\n  var quotient = ((v ushr 1) / base) shl 1\n  var rem = v - quotient * base\n
  if (rem >= base) {\n    rem -= base\n    quotient += 1\n  }\n  return quotient.toString(base) +
  rem.toString(base)\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("\CollectionsKt")\n\npackage
kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through
the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T>
= object : Iterable<T> {\n  override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another
[Iterable] (or any other object that can produce an [Iterator]) that returns\n * an indexing iterator.\n */\n\ninternal class
IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {\n  override
fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of
this iterable if it is known, or `null` otherwise.\n */\n\n@PublishedApi\ninternal fun <T>
Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null\n\n\n/**\n * Returns the size of
this iterable if it is known, or the specified [default] value otherwise.\n */\n\n@PublishedApi\ninternal fun <T>
Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default\n\n\n\n/**\n *
Returns a single list of all elements from all collections in the given collection.\n * @sample
samples.collections.Iterables.Operations.flattenIterable\n */\n\npublic fun <T> Iterable<Iterable<T>>.flatten():
List<T> {\n  val result = ArrayList<T>()\n  for (element in this) {\n    result.addAll(element)\n  }\n  return
result\n}\n\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this
collection,\n * *second* list is built from the second values of each pair from this collection.\n * @sample
samples.collections.Iterables.Operations.unzipIterable\n */\n\npublic fun <T, R> Iterable<Pair<T, R>>.unzip():
Pair<List<T>, List<R>> {\n  val expectedSize = collectionSizeOrDefault(10)\n  val listT =
ArrayList<T>(expectedSize)\n  val listR = ArrayList<R>(expectedSize)\n  for (pair in this) {\n
  listT.add(pair.first)\n  listR.add(pair.second)\n  }\n  return listT to listR\n}\n\n"/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("\SequencesKt")\n\npackage
kotlin.sequences\n\nimport kotlin.random.Random\n\n\n/**\n * Given an [iterator] function constructs a [Sequence]
that returns values through the [Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the
sequence is potentially infinite.\n */\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>):
Sequence<T> = object : Sequence<T> {\n  override fun iterator(): Iterator<T> = iterator()\n}\n\n\n/**\n * Creates a
sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n */\n *
@sample samples.collections.Sequences.Building.sequenceFromIterator\n */\n\npublic fun <T>
Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()\n\n\n/**\n * Creates a sequence that
returns the specified values.\n */\n * @sample samples.collections.Sequences.Building.sequenceOfValues\n
*/\n\npublic fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else

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elements.asSequence()\n\n/**\n * Returns an empty sequence.\n */\npublic fun <T> emptySequence():
Sequence<T> = EmptySequence\n\nprivate object EmptySequence : Sequence<Nothing>,
DropTakeSequence<Nothing> {\n    override fun iterator(): Iterator<Nothing> = EmptyIterator\n    override fun
drop(n: Int) = EmptySequence\n    override fun take(n: Int) = EmptySequence\n}\n\n/**\n * Returns this sequence if
it's not `null` and the empty sequence otherwise.\n */\n @sample
samples.collections.Sequences.Usage.sequenceOrElse\n
*\n @SinceKotlin("1.3")\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>?.orElse():
Sequence<T> = this ?: emptySequence()\n\n\n/**\n * Returns a sequence that iterates through the elements either of
this sequence\n * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.\n
*\n * @sample samples.collections.Sequences.Usage.sequenceIfEmpty\n */\n @SinceKotlin("1.3")\n public fun
<T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {\n    val iterator =
this@ifEmpty.iterator()\n    if (iterator.hasNext()) {\n        yieldAll(iterator)\n    } else {\n
yieldAll(defaultValue())\n    }\n}\n\n\n/**\n * Returns a sequence of all elements from all sequences in this
sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Sequences.Transformations.flattenSequenceOfSequences\n */\n public fun <T>
Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\n\n/**\n * Returns a sequence of all
elements from all iterables in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n *
@sample samples.collections.Sequences.Transformations.flattenSequenceOfLists\n
*\n @kotlin.jvm.JvmName("flattenSequenceOfIterable")\n public fun <T> Sequence<Iterable<T>>.flatten():
Sequence<T> = flatten { it.iterator() }\n\nprivate fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>):
Sequence<R> {\n    if (this is TransformingSequence<*, *>) {\n        return (this as TransformingSequence<*,
T>).flatten(iterator)\n    }\n    return FlatteningSequence(this, { it }, iterator)\n}\n\n\n/**\n * Returns a pair of lists,
where\n * *first* list is built from the first values of each pair from this sequence,\n * *second* list is built from the
second values of each pair from this sequence.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Sequences.Transformations.unzip\n */\n public fun <T, R> Sequence<Pair<T, R>>.unzip():
Pair<List<T>, List<R>> {\n    val listT = ArrayList<T>()\n    val listR = ArrayList<R>()\n    for (pair in this) {\n
listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n}\n\n\n/**\n * Returns a sequence that
yields elements of this sequence randomly shuffled.\n *\n * Note that every iteration of the sequence returns
elements in a different order.\n *\n * The operation is _intermediate_ and _stateful_.\n
*\n @SinceKotlin("1.4")\n public fun <T> Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)\n\n\n/**\n * Returns a sequence that yields elements of this sequence randomly shuffled\n * using the specified [random]
instance as the source of randomness.\n *\n * Note that every iteration of the sequence returns elements in a
different order.\n *\n * The operation is _intermediate_ and _stateful_.\n */\n @SinceKotlin("1.4")\n public fun <T>
Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {\n    val buffer = toMutableList()\n    while
(buffer.isNotEmpty()) {\n        val j = random.nextInt(buffer.size)\n        val last = buffer.removeLast()\n
val value = if (j < buffer.size) buffer.set(j, last) else last\n        yield(value)\n    }\n}\n\n\n/**\n * A sequence that
returns the values from the underlying [sequence] that either match or do not match\n * the specified [predicate].\n
*\n * @param sendWhen If `true`, values for which the predicate returns `true` are returned. Otherwise,\n * values
for which the predicate returns `false` are returned\n */\n internal class FilteringSequence<T>(\n    private val
sequence: Sequence<T>,\n    private val sendWhen: Boolean = true,\n    private val predicate: (T) -> Boolean\n) :
Sequence<T> {\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator =
sequence.iterator()\n        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n        var nextItem: T?
= null\n\n        private fun calcNext() {\n            while (iterator.hasNext()) {\n                val item = iterator.next()\n
                if (predicate(item) == sendWhen) {\n                    nextItem = item\n                    nextState = 1\n
                }\n            }\n            nextState = 0\n        }\n\n        override fun next(): T {\n            if (nextState
== -1)\n                calcNext()\n            if (nextState == 0)\n                throw NoSuchElementException()\n            val
result = nextItem\n            nextItem = null\n            nextState = -1\n            @Suppress("UNCHECKED_CAST")\n
return result as T\n        }\n\n        override fun hasNext(): Boolean {\n            if (nextState == -1)\n

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    calcNext()\n        return nextState == 1\n    }\n}\n\n/**\n * A sequence which returns the results of
    applying the given [transformer] function to the values\n * in the underlying [sequence].\n */\n\ninternal class
    TransformingSequence<T, R>\n    constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) :
    Sequence<R> {\n    override fun iterator(): Iterator<R> = object : Iterator<R> {\n        val iterator =
    sequence.iterator()\n        override fun next(): R {\n            return transformer(iterator.next())\n        }\n    }\n\n    override fun hasNext(): Boolean {\n        return iterator.hasNext()\n    }\n}\n\n    internal fun <E>
    flatten(iterator: (R) -> Iterator<E>): Sequence<E> {\n        return FlatteningSequence<T, R, E>(sequence,
    transformer, iterator)\n    }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer]
    function to the values\n * in the underlying [sequence], where the transformer function takes the index of the value
    in the underlying\n * sequence along with the value itself.\n */\n\ninternal class TransformingIndexedSequence<T,
    R>\n    constructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {\n
    override fun iterator(): Iterator<R> = object : Iterator<R> {\n        val iterator = sequence.iterator()\n        var index =
    0\n        override fun next(): R {\n            return transformer(checkIndexOverflow(index++), iterator.next())\n
        }\n        override fun hasNext(): Boolean {\n            return iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A
    sequence which combines values from the underlying [sequence] with their indices and returns them as\n *
    [IndexedValue] objects.\n */\n\ninternal class IndexingSequence<T>\n    constructor(private val sequence:
    Sequence<T>) : Sequence<IndexedValue<T>> {\n    override fun iterator(): Iterator<IndexedValue<T>> = object :
    Iterator<IndexedValue<T>> {\n        val iterator = sequence.iterator()\n        var index = 0\n        override fun
    next(): IndexedValue<T> {\n            return IndexedValue(checkIndexOverflow(index++), iterator.next())\n        }\n
    override fun hasNext(): Boolean {\n        return iterator.hasNext()\n    }\n}\n}\n\n/**\n * A sequence which
    takes the values from two parallel underlying sequences, passes them to the given\n * [transform] function and
    returns the values returned by that function. The sequence stops returning\n * values as soon as one of the
    underlying sequences stops returning values.\n */\n\ninternal class MergingSequence<T1, T2, V>\n    constructor(\n
    private val sequence1: Sequence<T1>,\n    private val sequence2: Sequence<T2>,\n    private val transform: (T1,
    T2) -> V\n) : Sequence<V> {\n    override fun iterator(): Iterator<V> = object : Iterator<V> {\n        val iterator1 =
    sequence1.iterator()\n        val iterator2 = sequence2.iterator()\n        override fun next(): V {\n            return
    transform(iterator1.next(), iterator2.next())\n        }\n        override fun hasNext(): Boolean {\n            return
    iterator1.hasNext() && iterator2.hasNext()\n        }\n    }\n}\n\ninternal class FlatteningSequence<T, R,
    E>\n    constructor(\n    private val sequence: Sequence<T>,\n    private val transformer: (T) -> R,\n    private val
    iterator: (R) -> Iterator<E>)\n) : Sequence<E> {\n    override fun iterator(): Iterator<E> = object : Iterator<E> {\n
    val iterator = sequence.iterator()\n        var itemIterator: Iterator<E>? = null\n\n        override fun next(): E {\n
    if (!ensureItemIterator())\n            throw NoSuchElementException()\n            return itemIterator!!.next()\n        }\n
    override fun hasNext(): Boolean {\n        return ensureItemIterator()\n    }\n\n        private fun
    ensureItemIterator(): Boolean {\n            if (itemIterator?.hasNext() == false)\n                itemIterator = null\n\n
    while (itemIterator == null) {\n                if (!iterator.hasNext())\n                    return false\n            } else {\n
                val element = iterator.next()\n                val nextItemIterator = iterator(transformer(element))\n
                if (nextItemIterator.hasNext())\n                    itemIterator = nextItemIterator\n                    return true\n
            }\n        }\n    }\n}\n\n    internal fun <T, C, R> flatMapIndexed(source:
    Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>): Sequence<R> =\n    sequence {\n        var
    index = 0\n        for (element in source) {\n            val result = transform(checkIndexOverflow(index++), element)\n
            yieldAll(iterator(result))\n        }\n    }\n}\n\n/**\n * A sequence that supports drop(n) and take(n) operations\n
 */\n\ninternal interface DropTakeSequence<T> : Sequence<T> {\n    fun drop(n: Int): Sequence<T>\n    fun take(n:
    Int): Sequence<T>\n}\n\n/**\n * A sequence that skips [startIndex] values from the underlying [sequence]\n * and
    stops returning values right before [endIndex], i.e. stops at `endIndex - 1`\n */\n\ninternal class SubSequence<T>(\n
    private val sequence: Sequence<T>,\n    private val startIndex: Int,\n    private val endIndex: Int\n) : Sequence<T>,\n
    DropTakeSequence<T> {\n    init {\n        require(startIndex >= 0) { \"startIndex should be non-negative, but is
    $startIndex\" }\n        require(endIndex >= 0) { \"endIndex should be non-negative, but is $endIndex\" }\n
        require(endIndex >= startIndex) { \"endIndex should be not less than startIndex, but was $endIndex < $startIndex\"
    }\n    }\n}

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}\n }\n\n private val count: Int get() = endIndex - startIndex\n\n override fun drop(n: Int): Sequence<T> = if (n
>= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n\n override fun take(n: Int):
Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n\n override fun
iterator() = object : Iterator<T> {\n\n val iterator = sequence.iterator()\n var position = 0\n\n //
Shouldn't be called from constructor to avoid premature iteration\n private fun drop() {\n while (position
< startIndex && iterator.hasNext()) {\n iterator.next()\n position++\n }\n }\n\n override fun hasNext(): Boolean {\n
drop()\n return (position < endIndex) && iterator.hasNext()\n
}\n\n override fun next(): T {\n drop()\n if (position >= endIndex)\n throw
NoSuchElementException()\n position++\n return iterator.next()\n }\n }\n}\n\n**\n * A
sequence that returns at most [count] values from the underlying [sequence], and stops returning values\n * as soon
as that count is reached.\n */\n\ninternal class TakeSequence<T>(\n private val sequence: Sequence<T>,\n private
val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n init {\n require(count >= 0) { \"count must be
non-negative, but was $count.\" }\n }\n\n override fun drop(n: Int): Sequence<T> = if (n >= count)
emptySequence() else SubSequence(sequence, n, count)\n\n override fun take(n: Int): Sequence<T> = if (n >=
count) this else TakeSequence(sequence, n)\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n
var left = count\n val iterator = sequence.iterator()\n\n override fun next(): T {\n if (left == 0)\n
throw NoSuchElementException()\n left--\n return iterator.next()\n }\n\n override fun
hasNext(): Boolean {\n return left > 0 && iterator.hasNext()\n }\n }\n}\n\n**\n * A sequence that
returns values from the underlying [sequence] while the [predicate] function returns\n * `true`, and stops returning
values once the function returns `false` for the next element.\n */\n\ninternal class
TakeWhileSequence<T>\n\nconstructor(\n private val sequence: Sequence<T>,\n private val predicate: (T) ->
Boolean\n) : Sequence<T> {\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator =
sequence.iterator()\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var nextItem: T?
= null\n\n private fun calcNext() {\n if (iterator.hasNext()) {\n val item = iterator.next()\n
if (predicate(item)) {\n nextState = 1\n nextItem = item\n return\n }\n
nextState = 0\n }\n\n override fun next(): T {\n if (nextState == -1)\n
calcNext() // will change nextState\n if (nextState == 0)\n throw NoSuchElementException()\n
@Suppress(\"UNCHECKED_CAST\")\n val result = nextItem as T\n\n // Clean next to avoid keeping
reference on yielded instance\n nextItem = null\n nextState = -1\n return result\n }\n\n
override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext() // will change nextState\n
return nextState == 1\n }\n }\n}\n\n**\n * A sequence that skips the specified number of values from the
underlying [sequence] and returns\n * all values after that.\n */\n\ninternal class DropSequence<T>(\n private val
sequence: Sequence<T>,\n private val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n init {\n
require(count >= 0) { \"count must be non-negative, but was $count.\" }\n }\n\n override fun drop(n: Int):
Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropSequence(sequence, n1) }\n\n
override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else
SubSequence(sequence, count, n1) }\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val
iterator = sequence.iterator()\n var left = count\n\n // Shouldn't be called from constructor to avoid
premature iteration\n private fun drop() {\n while (left > 0 && iterator.hasNext()) {\n
iterator.next()\n left--\n }\n }\n\n override fun next(): T {\n drop()\n return
iterator.next()\n }\n\n override fun hasNext(): Boolean {\n drop()\n return iterator.hasNext()\n
}\n }\n}\n\n**\n * A sequence that skips the values from the underlying [sequence] while the given
[predicate] returns `true` and returns\n * all values after that.\n */\n\ninternal class
DropWhileSequence<T>\n\nconstructor(\n private val sequence: Sequence<T>,\n private val predicate: (T) ->
Boolean\n) : Sequence<T> {\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator =
sequence.iterator()\n var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration\n
var nextItem: T? = null\n\n private fun drop() {\n while (iterator.hasNext()) {\n val item =
iterator.next()\n if (!predicate(item)) {\n nextItem = item\n dropState = 1\n
}
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return\n        }\n        }\n        dropState = 0\n        }\n        override fun next(): T {\n            if\n            (dropState == -1)\n                drop()\n            if (dropState == 1) {\n                @Suppress(\"UNCHECKED_CAST\")\n                val result = nextItem as T\n                nextItem = null\n                dropState = 0\n                return result\n            }\n            return iterator.next()\n        }\n        override fun\n        hasNext(): Boolean {\n            if (dropState == -1)\n                drop()\n            return dropState == 1 ||\n            iterator.hasNext()\n        }\n    }\n\n    internal class DistinctSequence<T, K>(private val source: Sequence<T>,\n    private val keySelector: (T) -> K) : Sequence<T> {\n        override fun iterator(): Iterator<T> =\n        DistinctIterator(source.iterator(), keySelector)\n    }\n\n    private class DistinctIterator<T, K>(private val source:\n    Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {\n        private val observed =\n        HashSet<K>()\n        override fun computeNext() {\n            while (source.hasNext()) {\n                val next =\n                source.next()\n                val key = keySelector(next)\n                if (observed.add(key)) {\n                    setNext(next)\n                }\n            }\n            done()\n        }\n    }\n\n    private class GeneratorSequence<T : Any>(private val\n    getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {\n        override fun iterator():\n        Iterator<T> = object : Iterator<T> {\n            var nextItem: T? = null\n            var nextState: Int = -2 // -2 for initial\n            unknown, -1 for next unknown, 0 for done, 1 for continue\n            private fun calcNext() {\n                nextItem = if\n                (nextState == -2) getInitialValue() else getNextValue(nextItem!!)\n                nextState = if (nextItem == null) 0 else\n                1\n            }\n            override fun next(): T {\n                if (nextState < 0)\n                    calcNext()\n                if (nextState\n                == 0)\n                    throw NoSuchElementException()\n                val result = nextItem as T\n                // Do not clean\n                nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue\n                nextState\n                = -1\n                return result\n            }\n            override fun hasNext(): Boolean {\n                if (nextState < 0)\n                calcNext()\n                return nextState == 1\n            }\n        }\n    }\n\n    /**\n     * Returns a wrapper sequence that provides\n     * values of this sequence, but ensures it can be iterated only one time.\n     * The operation is _intermediate_ and\n     * _stateless_.  

     * [IllegalStateException] is thrown on iterating the returned sequence for the second time and the\n     * following times.\n     */\n    public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {\n        // as? does not work\n        in js\n        //return this as? ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)\n        return if (this is\n        ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)\n    }\n\n    /**\n     * Returns a sequence which\n     * invokes the function to calculate the next value on each iteration until the function returns `null`.\n     * The\n     * returned sequence is constrained to be iterated only once.\n     * @see constrainOnce\n     * @see\n     * kotlin.sequences.sequence\n     * @sample samples.collections.Sequences.Building.generateSequence\n     */\n    public\n    fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {\n        return\n        GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()\n    }\n\n    /**\n     * Returns a sequence defined by\n     * the starting value [seed] and the function [nextFunction],\n     * which is invoked to calculate the next value based on\n     * the previous one on each iteration.\n     * The sequence produces values until it encounters first `null` value.\n     * If\n     * [seed] is `null`, an empty sequence is produced.\n     * The sequence can be iterated multiple times, each time\n     * starting with [seed].\n     * @see kotlin.sequences.sequence\n     * @sample\n     * samples.collections.Sequences.Building.generateSequenceWithSeed\n     */\n    @kotlin.internal.LowPriorityInOverloadResolution\n    public fun <T : Any> generateSequence(seed: T?,\n    nextFunction: (T) -> T?): Sequence<T> =\n    if (seed == null)\n        EmptySequence\n    else\n    GeneratorSequence({ seed }, nextFunction)\n\n    /**\n     * Returns a sequence defined by the function [seedFunction],\n     * which is invoked to produce the starting value,\n     * and the [nextFunction], which is invoked to calculate the next\n     * value based on the previous one on each iteration.\n     * The sequence produces values until it encounters first\n     * `null` value.\n     * If [seedFunction] returns `null`, an empty sequence is produced.\n     * The sequence can be\n     * iterated multiple times.\n     * @see kotlin.sequences.sequence\n     * @sample\n     * samples.collections.Sequences.Building.generateSequenceWithLazySeed\n     */\n    public fun <T : Any>\n    generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =\n    GeneratorSequence(seedFunction, nextFunction)\n\n    /**\n     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin\n     * Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be\n     * found in the license/LICENSE.txt file.\n     */

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*\/n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("PreconditionsKt")\n\npackage
kotlin\n\nimport kotlin.contracts.contract\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is false.\n
*\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic
inline fun require(value: Boolean): Unit {\n    contract {\n        returns() implies value\n    }\n    require(value) {
    \"Failed requirement.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with the result of calling
[lazyMessage] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n
*\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {\n
contract {\n    returns() implies value\n    }\n    if (!value) {\n        val message = lazyMessage()\n        throw
IllegalArgumentException(message.toString())\n    }\n}\n\n/**\n * Throws an [IllegalArgumentException] if the
[value] is null. Otherwise returns the not null value.\n *\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T : Any>
requireNotNull(value: T?): T {\n    contract {\n        returns() implies (value != null)\n    }\n    return
requireNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with
the result of calling [lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failRequireNotNullWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic inline
fun <T : Any> requireNotNull(value: T?, lazyMessage: () -> Any): T {\n    contract {\n        returns() implies (value
!= null)\n    }\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalArgumentException(message.toString())\n    } else {\n        return value\n    }\n}\n\n/**\n * Throws an
[IllegalStateException] if the [value] is false.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun
check(value: Boolean): Unit {\n    contract {\n        returns() implies value\n    }\n    check(value) { \"Check failed.\"
}\n}\n\n/**\n * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.\n
*\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic
inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n    }\n
if (!value) {\n        val message = lazyMessage()\n        throw IllegalStateException(message.toString())\n    }\n}\n\n/**\n
* Throws an [IllegalStateException] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T : Any>
checkNotNull(value: T?): T {\n    contract {\n        returns() implies (value != null)\n    }\n    return
checkNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalStateException] with
the result of calling [lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample
samples.misc.Preconditions.failCheckWithLazyMessage\n *\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T :
Any> checkNotNull(value: T?, lazyMessage: () -> Any): T {\n    contract {\n        returns() implies (value != null)\n
    }\n    if (value == null) {\n        val message = lazyMessage()\n        throw
IllegalStateException(message.toString())\n    } else {\n        return value\n    }\n}\n\n/**\n * Throws an
[IllegalStateException] with the given [message].\n *\n * @sample samples.misc.Preconditions.failWithError\n
*\/n\n@kotlin.internal.InlineOnly\n\npublic inline fun error(message: Any): Nothing = throw
IllegalStateException(message.toString())\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\/n\npackage kotlin.collections\n\n// NOTE: THIS FILE IS AUTO-GENERATED
by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport
kotlin.js.*\nimport primitiveArrayConcat\nimport withType\nimport kotlin.ranges.contains\nimport
kotlin.ranges.reversed\n\n/**\n * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n *\n * @sample
samples.collections.Collections.Elements.elementAt\n *\/n\npublic actual fun <T> Array<out T>.elementAt(index:
Int): T {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n
* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n *\n * @sample samples.collections.Collections.Elements.elementAt\n *\/n\npublic
actual fun ByteArray.elementAt(index: Int): Byte {\n    return elementAtOrElse(index) { throw
IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n * Returns an element at the given

```

```

[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n * \n\npublic actual fun ShortArray.elementAt(index: Int): Short
{\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n * \n\npublic
actual fun IntArray.elementAt(index: Int): Int {\n    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n * \n\npublic actual fun LongArray.elementAt(index: Int): Long
{\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n * \n\npublic
actual fun FloatArray.elementAt(index: Int): Float {\n    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n * \n\npublic actual fun DoubleArray.elementAt(index: Int):
Double {\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n * \n\npublic
actual fun BooleanArray.elementAt(index: Int): Boolean {\n    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size")} }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n * \n\npublic actual fun CharArray.elementAt(index: Int): Char
{\n    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n * \n\npublic actual fun <T> Array<out T>.asList():
List<T> {\n    return ArrayList<T>(this.unsafeCast<Array<Any?>>())\n}\n}\n\n/**\n * Returns a [List] that wraps the
original array.\n * \n\n@kotlin.internal.InlineOnly\npublic actual inline fun ByteArray.asList(): List<Byte> {\n
return this.unsafeCast<Array<Byte>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun ShortArray.asList(): List<Short> {\n    return
this.unsafeCast<Array<Short>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun IntArray.asList(): List<Int> {\n    return
this.unsafeCast<Array<Int>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun LongArray.asList(): List<Long> {\n    return
this.unsafeCast<Array<Long>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun FloatArray.asList(): List<Float> {\n    return
this.unsafeCast<Array<Float>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun DoubleArray.asList(): List<Double> {\n    return
this.unsafeCast<Array<Double>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\n@kotlin.internal.InlineOnly\npublic actual inline fun BooleanArray.asList(): List<Boolean> {\n    return
this.unsafeCast<Array<Boolean>>().asList()\n}\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*\n\npublic actual fun CharArray.asList(): List<Char> {\n    return object : AbstractList<Char>(), RandomAccess {\n
        override val size: Int get() = this@asList.size\n        override fun isEmpty(): Boolean = this@asList.isEmpty()\n
        override fun contains(element: Char): Boolean = this@asList.contains(element)\n        override fun get(index: Int):
Char {\n            AbstractList.checkElementIndex(index, size)\n            return this@asList[index]\n        }\n
        override fun indexOf(element: Char): Int {\n            @Suppress("USELESS_CAST")\n            if ((element as
Any?) !is Char) return -1\n            return this@asList.indexOf(element)\n        }\n        override fun
lastIndexOf(element: Char): Int {\n            @Suppress("USELESS_CAST")\n            if ((element as Any?) !is
Char) return -1\n            return this@asList.lastIndexOf(element)\n        }\n    }\n}\n}\n\n/**\n * Returns `true` if the

```

two specified arrays are **deeply** equal to one another, \n * i.e. contain the same number of the same elements in the same order.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n

```
*\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual infix fun <T>
```

```
Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {\n    return
```

```
this.contentDeepEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The specified arrays are also considered deeply equal if both are `null`.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n
```

```
*\n@SinceKotlin("1.4")\n@library("arrayDeepEquals")\npublic actual infix fun <T> Array<out
```

```
T>?.contentDeepEquals(other: Array<out T>?): Boolean {\n    definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n
```

```
*\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T> Array<out T>.contentDeepHashCode(): Int {\n    return this.contentDeepHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n
```

```
*\n@SinceKotlin("1.4")\n@library("arrayDeepHashCode")\npublic actual fun <T> Array<out
```

```
T>?.contentDeepHashCode(): Int {\n    definedExternally\n}\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `[...]` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n
```

```
*\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T> Array<out T>.contentDeepToString(): String {\n    return this.contentDeepToString()\n}\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `[...]` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n
```

```
*\n@SinceKotlin("1.4")\n@library("arrayDeepToString")\npublic actual fun <T> Array<out
```

```
T>?.contentDeepToString(): String {\n    definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n *\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic
```

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

```
*\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
```

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

structurally equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n

```

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

```

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

```

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

```


array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@return the [destination] array.

```
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {\n    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)\n    return destination\n}
```

Copies this array or its subrange into the [destination] array and returns that array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@return the [destination] array.

```
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {\n    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}
```

Copies this array or its subrange into the [destination] array and returns that array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@return the [destination] array.

```
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {\n    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}
```

Copies this array or its subrange into the [destination] array and returns that array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
or when that index is out of the [destination] array indices range.
@return the [destination] array.

```

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

```

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

```
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {\n
```

```
arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array. \n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. \n * \n * @param destination the array to copy to. \n * \n * @param destinationOffset the position in the [destination] array to copy to, 0 by default. \n * \n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. \n * \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. \n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n
```

```
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {\n    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n    return destination\n}\n\n/**\n
```

```
 * Returns new array which is a copy of the original array. \n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun ByteArray.copyOf(): ByteArray {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample
```

```
samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun ShortArray.copyOf(): ShortArray {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample
```

```
samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun IntArray.copyOf(): IntArray {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n *\npublic actual fun LongArray.copyOf(): LongArray {\n    return withType("LongArray",
```

```
this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun FloatArray.copyOf(): FloatArray {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample
```

```
samples.collections.Arrays.CopyOfOperations.copyOf\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun DoubleArray.copyOf(): DoubleArray {\n    return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample
```

```
samples.collections.Arrays.CopyOfOperations.copyOf\n *\npublic actual fun BooleanArray.copyOf(): BooleanArray {\n    return withType("BooleanArray", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array. \n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n *\npublic actual fun CharArray.copyOf(): CharArray {\n    return withType("CharArray",
```

```
this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given
```

```

[newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize]
is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater
than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
ByteArray.copyOf(newSize: Int): ByteArray {\n  require(newSize >= 0) { \"Invalid new array size: $newSize.\"
}\n  return fillFrom(this, ByteArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original
array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if
necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*\npublic actual fun ShortArray.copyOf(newSize: Int): ShortArray {\n  require(newSize >= 0) { \"Invalid new
array size: $newSize.\" }\n  return fillFrom(this, ShortArray(newSize))\n}\n\n/**\n * Returns new array which is a
copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with
zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated
to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array
are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
IntArray.copyOf(newSize: Int): IntArray {\n  require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n
return fillFrom(this, IntArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array,
resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n
*\n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual
fun LongArray.copyOf(newSize: Int): LongArray {\n  require(newSize >= 0) { \"Invalid new array size:
$newSize.\" }\n  return withType(\"LongArray\", arrayCopyResize(this, newSize, 0L))\n}\n\n/**\n * Returns new
array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded
at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy
array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements
in the copy array are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
FloatArray.copyOf(newSize: Int): FloatArray {\n  require(newSize >= 0) { \"Invalid new array size: $newSize.\"
}\n  return fillFrom(this, FloatArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original
array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if
necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n
*\npublic actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {\n  require(newSize >= 0) { \"Invalid new
array size: $newSize.\" }\n  return fillFrom(this, DoubleArray(newSize))\n}\n\n/**\n * Returns new array which is
a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end
with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is
truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the
copy array are filled with `false` values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
BooleanArray.copyOf(newSize: Int): BooleanArray {\n  require(newSize >= 0) { \"Invalid new array size:
$newSize.\" }\n  return withType(\"BooleanArray\", arrayCopyResize(this, newSize, false))\n}\n\n/**\n * Returns
new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or
padded at the end with null char (`\u0000`) values if necessary.\n * \n * - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original

```

array, the extra elements in the copy array are filled with null char (`\u0000`) values.

```

    @sample
    samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
    CharArray.copyOf(newSize: Int): CharArray {
        require(newSize >= 0) { "Invalid new array size: $newSize." }
    }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

```

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with `null` values if necessary.

 - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

 - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

 @sample

 samples.collections.Arrays.CopyOfOperations.resizingCopyOf


```

    @Suppress("ACTUAL_WITHOUT_EXPECT")
    public actual fun <T> Array<out T>.copyOf(newSize: Int):
    Array<T?> {
        require(newSize >= 0) { "Invalid new array size: $newSize." }
    }
    return arrayCopyResize(this,
    newSize, null)
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    @Suppress("ACTUAL_WITHOUT_EXPECT")
    public actual fun <T> Array<out
    T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
        AbstractList.checkRangeIndexes(fromIndex,
        toIndex, size)
    }
    return this.asDynamic().slice(fromIndex, toIndex)
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    public actual fun
    ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    }
    return this.asDynamic().slice(fromIndex,
    toIndex)
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    public actual fun
    ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    }
    return this.asDynamic().slice(fromIndex,
    toIndex)
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    public actual fun
    IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    }
    return this.asDynamic().slice(fromIndex,
    toIndex)
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    public actual fun
    LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    }
    return withType("LongArray",
    this.asDynamic().slice(fromIndex, toIndex))
}

```

 Returns a new array which is a copy of the specified range of the original array.

 @param fromIndex the start of the range (inclusive) to copy.

 @param toIndex the end of the range (exclusive) to copy.

 @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

 @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].


```

    public actual fun
    FloatArray.copyOfRange(fromIndex: Int, toIndex: Int):
    FloatArray {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    }
    return

```

```

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

```


array containing all elements of the original array and then the given [element].\n

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



```

*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements:
ByteArray): ByteArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ShortArray.plus(elements:
ShortArray): ShortArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray):
IntArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of
the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements:
LongArray): LongArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements:
FloatArray): FloatArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements:
DoubleArray): DoubleArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements:
BooleanArray): BooleanArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements:
CharArray): CharArray {\n    return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then the given [element].\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline fun <T>
Array<out T>.plusElement(element: T): Array<T> {\n    return
this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n *\n@library("primitiveArraySort")\npublic actual fun
IntArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n *\npublic actual fun LongArray.sort(): Unit {\n
@Suppress("DEPRECATION")\n    if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }\n}\n\n/**\n * Sorts
the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun ByteArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n
* Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun ShortArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n
* Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\n@library("primitiveArraySort")\npublic actual fun DoubleArray.sort(): Unit {\n
definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n *\n@library("primitiveArraySort")\npublic actual fun
FloatArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n *\n@library("primitiveArraySort")\npublic actual fun
CharArray.sort(): Unit {\n    definedExternally\n}\n\n/**\n * Sorts the array in-place according to the natural order
of its elements.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n * \n * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n *\npublic actual fun
<T : Comparable<T>> Array<out T>.sort(): Unit {\n    if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-
place according to the order specified by the given [comparison] function.\n * \n * The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.\n * \n *\n@Deprecated("Use sortWith instead",
ReplaceWith("this.sortWith(Comparator(comparison))"))\n@DeprecatedSinceKotlin(warningSince =

```

```

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

```

```

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

```

```

[comparison] function.\n *^@Deprecated("Use other sorting functions from the Standard
Library")\n @DeprecatedSinceKotlin(warningSince = `1.6`)\n @kotlin.internal.InlineOnly\n public inline fun
CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n
asDynamic().sort(comparison)\n }\n\n/**\n * Sorts the array in-place according to the order specified by the given
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n * ^\n public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n if
(size > 1) sortArrayWith(this, comparator)\n }\n\n/**\n * Sorts a range in the array in-place with the given
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex
the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException
if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*^@SinceKotlin("1.4")\n @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n public
actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size):
Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this, fromIndex, toIndex,
comparator)\n }\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
*^public actual fun ByteArray.toTypedArray(): Array<Byte> {\n return js("[]").slice.call(this)\n }\n\n/**\n *
Returns a *typed* object array containing all of the elements of this primitive array.\n *^public actual fun
ShortArray.toTypedArray(): Array<Short> {\n return js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed*
object array containing all of the elements of this primitive array.\n *^public actual fun IntArray.toTypedArray():
Array<Int> {\n return js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed* object array containing all of the
elements of this primitive array.\n *^public actual fun LongArray.toTypedArray(): Array<Long> {\n return
js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *^public actual fun FloatArray.toTypedArray(): Array<Float> {\n return
js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *^public actual fun DoubleArray.toTypedArray(): Array<Double> {\n return
js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *^public actual fun BooleanArray.toTypedArray(): Array<Boolean> {\n return
js("[]").slice.call(this)\n }\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *^public actual fun CharArray.toTypedArray(): Array<Char> {\n return Array(size) { index ->
this[index] }\n }\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*^@file:kotlin.jvm.JvmName("ComparisonsKt")\n @file:kotlin.jvm.JvmMultifileClass\n npackage
kotlin.comparisons\n\n/**\n * Compares two values using the specified functions [selectors] to calculate the result
of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return
[Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
not\n * compare as equal, the result of that comparison is returned.\n * \n * @sample
samples.comparisons.Comparisons.compareValuesByWithSelectors\n *^public fun <T> compareValuesBy(a: T,
b: T, vararg selectors: (T) -> Comparable<*>?): Int {\n require(selectors.size > 0)\n return
compareValuesByImpl(a, b, selectors)\n }\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors:
Array<out (T) -> Comparable<*>?): Int {\n for (fn in selectors) {\n val v1 = fn(a)\n val v2 = fn(b)\n
val diff = compareValues(v1, v2)\n if (diff != 0) return diff\n }\n return 0\n }\n\n/**\n * Compares two
values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to
the given values [a] and [b] and return [Comparable] objects.\n * The result of comparison of these [Comparable]
instances is returned.\n * \n * @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n
*^@kotlin.internal.InlineOnly\n public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) ->
Comparable<*>?): Int {\n return compareValues(selector(a), selector(b))\n }\n\n/**\n * Compares two values

```

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

```

comparator, selector) } }
}

Creates a descending comparator using the primary comparator and the
function to transform value to a [Comparable] instance for comparison.
@sample
samples.comparisons.Comparisons.thenByDescending
fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
Comparator { a, b -> val previousCompare = this@thenByDescending.compare(a, b) if
(previousCompare != 0) previousCompare else compareValuesBy(b, a, selector) } }

Creates a
descending comparator comparing values after the primary comparator defined them equal. It uses the [selector]
function to transform values and then compares them with the given [comparator].
@sample
samples.comparisons.Comparisons.thenByDescendingWithComparator
fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) ->
K): Comparator<T> =
Comparator { a, b -> val previousCompare = this@thenByDescending.compare(a,
b) if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector) } }

Creates a comparator using the primary comparator and function to calculate a result of comparison.
@sample
samples.comparisons.Comparisons.thenComparator
fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
Comparator { a, b -> val previousCompare = this@thenComparator.compare(a, b) if (previousCompare
!= 0) previousCompare else comparison(a, b) } }

Combines this comparator and the given [comparator]
such that the latter is applied only when the former considered values equal.
@sample
samples.comparisons.Comparisons.then
fun <T> Comparator<T>.then(comparator:
Comparator<in T>): Comparator<T> =
Comparator { a, b -> val previousCompare =
this@then.compare(a, b) if (previousCompare != 0) previousCompare else comparator.compare(a, b) } }

Combines this comparator and the given [comparator] such that the latter is applied only when the
former considered values equal.
@sample
samples.comparisons.Comparisons.thenDescending
fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
Comparator<T> { a, b -> val previousCompare = this@thenDescending.compare(a, b) if
(previousCompare != 0) previousCompare else comparator.compare(b, a) } }

Not so useful without type
inference for receiver of expression
Extends the given [comparator] of non-nullable values to a comparator
of nullable values considering `null` value less than any other value.
@sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b -> when {
a == b -> 0
a == null -> -1
b == null -> 1
else -> comparator.compare(a, b)
} }

Provides a comparator of nullable [Comparable] values considering `null` value less than any other
value.
@sample
samples.comparisons.Comparisons.nullsFirstLastComparator
fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
nullsFirst(naturalOrder())

Extends the given [comparator] of non-nullable values to a comparator of
nullable values considering `null` value greater than any other value.
@sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b -> when {
a == b -> 0
a == null -> 1
b == null -> -1
else -> comparator.compare(a, b)
} }

Provides a comparator of nullable [Comparable] values considering `null` value greater than any
other value.
@sample
samples.comparisons.Comparisons.nullsFirstLastComparator
fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
nullsLast(naturalOrder())

Returns a comparator that compares [Comparable] objects in natural order.
@sample
samples.comparisons.Comparisons.naturalOrderComparator
fun <T : Comparable<T>>
naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as
Comparator<T>)

Returns a comparator that compares [Comparable] objects in reversed natural order.
@sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
fun <T :
Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST")

```

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(ReverseOrderComparator as Comparator<T>)\n\n/**\n * Returns a comparator that imposes the reverse ordering
of this comparator.\n *\n * @sample samples.comparisons.Comparisons.reversed\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\npublic fun <T> Comparator<T>.reversed():
Comparator<T> = when (this) {\n    is ReversedComparator -> this.comparator\n    NaturalOrderComparator ->
@Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)\n
ReverseOrderComparator -> @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as
Comparator<T>)\n    else -> ReversedComparator(this)\n}\n\nprivate class ReversedComparator<T>(public val
comparator: Comparator<T>) : Comparator<T> {\n    override fun compare(a: T, b: T): Int = comparator.compare(b,
a)\n    @Suppress("VIRTUAL_MEMBER_HIDDEN")\n    fun reversed(): Comparator<T> =
comparator\n}\n\nprivate object NaturalOrderComparator : Comparator<Comparable<Any>> {\n    override fun
compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)\n
@Suppress("VIRTUAL_MEMBER_HIDDEN")\n    fun reversed(): Comparator<Comparable<Any>> =
ReverseOrderComparator\n}\n\nprivate object ReverseOrderComparator : Comparator<Comparable<Any>> {\n
override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)\n
@Suppress("VIRTUAL_MEMBER_HIDDEN")\n    fun reversed(): Comparator<Comparable<Any>> =
NaturalOrderComparator\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StandardKt")\npackage kotlin\n\nimport
kotlin.contracts.*\n\n/**\n * An exception is thrown to indicate that a method body remains to be implemented.\n
*\npublic class NotImplementedError(message: String = "An operation is not implemented.") :
Error(message)\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n
*\n\n@kotlin.internal.InlineOnly\npublic inline fun TODO(): Nothing = throw NotImplementedError()\n\n/**\n *
Always throws [NotImplementedError] stating that operation is not implemented.\n *\n * @param reason a string
explaining why the implementation is missing.\n *\n@kotlin.internal.InlineOnly\npublic inline fun TODO(reason:
String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")\n\n\n/**\n * Calls
the specified function [block] and returns its result.\n *\n * For detailed usage information see the documentation for
[scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <R> run(block: () -> R): R {\n    contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\n/**\n * Calls the specified
function [block] with `this` value as its receiver and returns its result.\n *\n * For detailed usage information see the
documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.run(block: T.() -> R): R {\n    contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\n/**\n * Calls the specified
function [block] with the given [receiver] as its receiver and returns its result.\n *\n * For detailed usage information
see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> with(receiver: T, block: T.() -> R): R {\n    contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return receiver.block()\n}\n\n\n/**\n * Calls the
specified function [block] with `this` value as its receiver and returns `this` value.\n *\n * For detailed usage
information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-
functions.html#apply).\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T> T.apply(block: T.() -> Unit): T {\n
contract {\n    callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    block()\n    return
this\n}\n\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns `this` value.\n
*\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).\n
*\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.1")\npublic inline fun <T> T.also(block: (T) -> Unit): T {\n
contract {\n    callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    block(this)\n    return
this\n}\n\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns its result.\n
*\n *

```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).

```

*\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.let(block: (T) -> R): R {\n  contract {\n    callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n  }\n  return block(this)\n}\n\n/**\n * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).\n *\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.1")\npublic inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {\n  contract {\n    callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n  }\n  return if (predicate(this)) this else null\n}\n\n/**\n * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).\n *\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.1")\npublic inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {\n  contract {\n    callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n  }\n  return if (!predicate(this)) this else null\n}\n\n/**\n * Executes the given function [action] specified number of [times].\n *\n * A zero-based index of current iteration is passed as a parameter to [action].\n *\n * @sample samples.misc.ControlFlow.repeat\n *\n@kotlin.internal.InlineOnly\npublic inline fun repeat(times: Int, action: (Int) -> Unit) {\n  contract { callsInPlace(action) }\n  for (index in 0 until times) {\n    action(index)\n  }\n}\n\n"/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n\npackage kotlin.comparisons\n\n/\n\nNOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n\nSee: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n\nimport kotlin.js.*\n\n/**\n * Returns the greater of two values.\n *\n * If values are equal, returns the first one.\n *\n@kotlin("1.1")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {\n  return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte): Byte {\n  return maxOf(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of two values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short): Short {\n  return maxOf(a.toInt(), b.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of two values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int): Int {\n  return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n *\n@kotlin("1.1")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun maxOf(a: Long, b: Long): Long {\n  return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, returns `NaN`.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Float, b: Float): Float {\n  return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, returns `NaN`.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Double, b: Double): Double {\n  return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of three values.\n *\n * If there are multiple equal maximal values, returns the first of them.\n *\n@kotlin("1.1")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {\n  return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {\n  return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of three values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short, c: Short): Short {\n  return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of three values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int, c: Int): Int {\n  return JsMath.max(a, b, c)\n}\n\n/**\n * Returns the greater of three values.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Long, b: Long, c: Long): Long {\n  return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n *\n * If any value is `NaN`, returns `NaN`.\n *\n@kotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun

```



```

maxOf(a: Float, b: Float, c: Float): Float {
    return JsMath.max(a, b, c)
}

Returns the greater of three values.
If any value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return JsMath.max(a, b, c)
}

Returns the greater of the given values.
If there are multiple equal maximal values, returns the first of them.

@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.

@SinceKotlin("1.4")
public actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.
If any value is NaN, returns NaN.

@SinceKotlin("1.4")
public actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

Returns the greater of the given values.
If any value is NaN, returns NaN.

@SinceKotlin("1.4")
public actual fun minOf(a: Double, vararg other: Double): Double {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

Returns the smaller of two values.
If values are equal, returns the first one.

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short): Short {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int): Int {
    return JsMath.min(a, b)
}

Returns the smaller of two values.

@SinceKotlin("1.1")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

Returns the smaller of two values.
If either value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float): Float {
    return JsMath.min(a, b)
}

Returns the smaller of two values.
If either value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double): Double {
    return JsMath.min(a, b)
}

Returns the smaller of three values.
If there are multiple equal minimal values, returns the first of them.

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return JsMath.min(a, b, c)
}

Returns the smaller of three values.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

Returns the smaller of three values.
If any value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return JsMath.min(a, b, c)
}

Returns the smaller of three values.
If any value is NaN, returns NaN.

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Double, b: Double, c:

```

```

Double): Double {
    return JsMath.min(a, b, c)
}

/**
 * Returns the smaller of the given values.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public actual fun <T> : Comparable<T>> minOf(a: T, vararg other: T): T {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Byte, vararg other: Byte): Byte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Short, vararg other: Short): Short {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Int, vararg other: Int): Int {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Long, vararg other: Long): Long {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Float, vararg other: Float): Float {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.4")
public actual fun minOf(a: Double, vararg other: Double): Double {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

}

/*
 * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@n// Auto-generated file. DO NOT EDIT!
npackage kotlin
nimport kotlin.experimental.*
nimport kotlin.jvm.*
n@SinceKotlin("1.5")
n@WasExperimental(ExperimentalUnsignedTypes::class)
n@JvmInline
npublic value class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {
    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)
        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)
        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8
        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }
    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())
    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())
    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())
    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))
    /**
     * Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong

```

```

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

```

```

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

```

```

bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort =
    data.toUShort()
 /**
  * Converts this [ULong] value to [UInt].
  *
  * If this value is less than or equals
  to [UInt.MAX_VALUE], the resulting `UInt` value represents
  * the same numerical value as this `ULong`.
  *
  * The resulting `UInt` value is represented by the least significant 32 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()
 /** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this
 /**
  * Converts this [ULong]
  value to [Float].
  *
  * The resulting value is the closest `Float` to this `ULong` value.
  *
  * In case when this
  `ULong` value is exactly between two `Float`s,
  * the one with zero at least significant bit of mantissa is
  selected.
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()
 /**
  * Converts this [ULong] value to [Double].
  *
  * The resulting value is the closest `Double` to this
  `ULong` value.
  *
  * In case when this `ULong` value is exactly between two `Double`s,
  * the one with zero at
  least significant bit of mantissa is selected.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble():
    Double = ulongToDouble(data)
public override fun toString(): String = ulongToString(data)
 /**
  * Converts this [Byte] value to [ULong].
  *
  * If this value is positive, the resulting `ULong` value represents the
  same numerical value as this `Byte`.
  *
  * The least significant 8 bits of the resulting `ULong` value are the same
  as the bits of this `Byte` value,
  * whereas the most significant 56 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
 /**
  * Converts this [Short] value to
  [ULong].
  *
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this
  `Short`.
  *
  * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short`
  value,
  * whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
 /**
  * Converts this [Int] value to [ULong].
  *
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.
  *
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value,
  * whereas
  the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())
 /**
  * Converts this [Long] value to [ULong].
  *
  * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.
  *
  * The resulting `ULong` value has the same binary representation as this `Long` value.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)
 /**
  * Converts this [Float] value to [ULong].
  *
  * The fractional part, if any, is rounded down towards zero.
  *
  * Returns zero if this `Float` value is negative or `NaN`,
  [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())
 /**
  * Converts this [Double]
  value to [ULong].
  *
  * The fractional part, if any, is rounded down towards zero.
  *
  * Returns zero if this
  `Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
"
"
 /** Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0
  license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")
package
kotlin.collections
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed
 /**
  * Returns 1st *element* from the list.
  *
  *
  * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return

```

get(0)\n\n/**\n * Returns 2nd *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>

List<T>.component2(): T {\n return get(1)\n}\n\n/**\n * Returns 3rd *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component3(): T {\n return get(2)\n}\n\n/**\n * Returns 4th *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component4(): T {\n return get(3)\n}\n\n/**\n * Returns 5th *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>

List<T>.component5(): T {\n return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the collection.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {\n if (this is Collection)\n return contains(element)\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic fun <T>

Iterable<T>.elementAt(index: Int): T {\n if (this is List)\n return get(index)\n return elementAtOrElse(index) {\n throw IndexOutOfBoundsException("Collection doesn't contain element at index \$index.")\n }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAt(index: Int): T {\n return get(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\npublic fun <T>

Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n if (this is List)\n return this.getOrElse(index, defaultValue)\n if (index < 0)\n return defaultValue(index)\n val iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n val element = iterator.next()\n if (index == count++)\n return element\n }\n return defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\npublic fun <T>

Iterable<T>.elementOrNull(index: Int): T? {\n if (this is List)\n return this.getOrElse(index)\n if (index < 0)\n return null\n val iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n val element = iterator.next()\n if (index == count++)\n return element\n }\n return null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementOrNull(index: Int): T? {\n return this.getOrElse(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>

Iterable<T>.find(predicate: (T) -> Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>

Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>

List<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * \n * @throws [NoSuchElementException] if the collection is empty.\n */\npublic fun <T>

```

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

```

```

1\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (predicate(item))\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun <T>\n List<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n if (predicate(iterator.previous())) {\n return iterator.nextIndex()\n }\n }\n return -1\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the collection is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.last(): T {\n when (this) {\n is List -> return this.last()\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException("Collection is empty.")\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n }\n }\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the list is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> List<T>.last(): T {\n if (isEmpty())\n throw NoSuchElementException("List is empty.")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T>\n Iterable<T>.last(predicate: (T) -> Boolean): T {\n var last: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n last = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return last as T\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n val element = iterator.previous()\n if (predicate(element)) return element\n }\n throw NoSuchElementException("List contains no element matching the predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the collection does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {\n if (this is List) return this.lastIndexOf(element)\n var lastIndex = -1\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (element == item)\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns last index of [element], or -1 if the list does not contain element.\n */\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {\n return lastIndexOf(element)\n}\n\n/**\n * Returns the last element, or `null` if the collection is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.lastOrNull(): T? {\n when (this) {\n is List -> return if (isEmpty()) null else this[size - 1]\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n }\n }\n}\n\n/**\n * Returns the last element, or `null` if the list is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> List<T>.lastOrNull(): T? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n var last: T? = null\n for (element in this) {\n if (predicate(element)) {\n last = element\n }\n }\n return last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n val element = iterator.previous()\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a random element from this collection.\n * \n * @throws NoSuchElementException if this collection is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.random(): T {\n return random(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of

```



```

randomness.\n * \n * @throws NoSuchElementException if this collection is empty.\n
*\n@SinceKotlin("1.3")\npublic fun <T> Collection<T>.random(random: Random): T {\n    if (isEmpty())\n        throw NoSuchElementException("Collection is empty.")\n    return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this collection, or `null` if this collection is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.randomOrNull(): T? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Collection<T>.randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the collection is empty or has more than one element.\n
*\npublic fun <T> Iterable<T>.single(): T {\n    when (this) {\n        is List -> return this.single()\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                throw NoSuchElementException("Collection is empty.")\n            val single = iterator.next()\n            if (iterator.hasNext())\n                throw IllegalArgumentException("Collection has more than one element.")\n            return single\n        }\n    }\n}\n\n/**\n * Returns the single element, or throws an exception if the list is empty or has more than one element.\n
*\npublic fun <T> List<T>.single(): T {\n    return when (size) {\n        0 -> throw NoSuchElementException("List is empty.")\n        1 -> this[0]\n        else -> throw IllegalArgumentException("List has more than one element.")\n    }\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n
*\npublic inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Collection contains more than one matching element.")\n            single = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")\n    @Suppress("UNCHECKED_CAST")\n    return single as T\n}\n\n/**\n * Returns single element, or `null` if the collection is empty or has more than one element.\n
*\npublic fun <T> Iterable<T>.singleOrNull(): T? {\n    when (this) {\n        is List -> return if (size == 1) this[0] else null\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                return null\n            val single = iterator.next()\n            if (iterator.hasNext())\n                return null\n            return single\n        }\n    }\n}\n\n/**\n * Returns single element, or `null` if the list is empty or has more than one element.\n
*\npublic fun <T> List<T>.singleOrNull(): T? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n
*\npublic inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n
*\n * @throws IllegalArgumentException if [n] is negative.\n
*\n * @sample samples.collections.Collections.Transformations.drop\n
*\npublic fun <T> Iterable<T>.drop(n: Int): List<T> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return toList()\n    val list: ArrayList<T>\n    if (this is Collection<*>) {\n        val resultSize = size - n\n        if (resultSize <= 0)\n            return emptyList()\n        if (resultSize == 1)\n            return listOf(last())\n        list = ArrayList<T>(resultSize)\n    }\n    if (this is List<T>) {\n        if (this is RandomAccess) {\n            for (index in n until size)\n                list.add(this[index])\n        } else {\n            for (item in listIterator(n))\n                list.add(item)\n        }\n    }\n    return list\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n
*\n * @throws IllegalArgumentException if [n] is negative.\n
*\n * @sample samples.collections.Collections.Transformations.drop\n
*\npublic fun <T> List<T>.dropLast(n: Int): List<T> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n
*\n * @sample samples.collections.Collections.Transformations.drop\n
*\npublic inline fun <T>

```

```

List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n  if (!isEmpty()) {\n    val iterator = listIterator(size)\n    while (iterator.hasPrevious()) {\n      if (!predicate(iterator.previous())) {\n        return take(iterator.nextIndex() + 1)\n      }\n    }\n  }\n  return emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n */\n\npublic inline fun <T> Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n  var yielding = false\n  val list = ArrayList<T>()\n  for (item in this)\n    if (yielding)\n      list.add(item)\n    else if (!predicate(item)) {\n      list.add(item)\n      yielding = true\n    }\n  return list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample\n samples.collections.Collections.Filtering.filter\n */\n\npublic inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {\n  return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample\n samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n  return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample\n samples.collections.Collections.Filtering.filterIndexedTo\n */\n\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n  forEachIndexed { index, element ->\n    if (predicate(index, element)) destination.add(element)\n  }\n  return destination\n}\n\n/**\n * Returns a list containing all elements that are instances of specified type parameter R.\n * \n * @sample\n samples.collections.Collections.Filtering.filterIsInstance\n */\n\npublic inline fun <reified R> Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n  return filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n * \n * @sample\n samples.collections.Collections.Filtering.filterIsInstanceTo\n */\n\npublic inline fun <reified R, C : MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C {\n  for (element in this) if (element is R) destination.add(element)\n  return destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample\n samples.collections.Collections.Filtering.filter\n */\n\npublic inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {\n  return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n * \n * @sample\n samples.collections.Collections.Filtering.filterNotNull\n */\n\npublic fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {\n  return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n * \n * @sample\n samples.collections.Collections.Filtering.filterNotNullTo\n */\n\npublic fun <C : MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {\n  for (element in this) if (element != null) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample\n samples.collections.Collections.Filtering.filterTo\n */\n\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (!predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample\n samples.collections.Collections.Filtering.filterTo\n */\n\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n  for (element in this) if (predicate(element)) destination.add(element)\n  return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n * \n * @public fun <T> List<T>.slice(indices: IntRange): List<T> {\n  if (indices.isEmpty()) return listOf()\n  return this.subList(indices.start, indices.endInclusive + 1).toList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n * \n * @public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {\n  val size = indices.collectionSizeOrDefault(10)\n  if (size == 0) return emptyList()\n  val list = ArrayList<T>(size)\n  for (index in indices) {\n    list.add(get(index))\n  }\n  return list\n}\n\n/**\n *

```

Returns a list containing first [n] elements. \n * \n * @throws IllegalArgumentException if [n] is negative. \n * \n * @sample samples.collections.Collections.Transformations.take \n * \n public fun <T> Iterable<T>.take(n: Int): List<T> {\n require(n >= 0) { \"Requested element count \$n is less than zero.\" }\n if (n == 0) return emptyList()\n if (this is Collection<T>) {\n if (n >= size) return toList()\n if (n == 1) return listOf(first())\n }\n var count = 0\n val list = ArrayList<T>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list.optimizeReadOnlyList()\n}\n \n \n * Returns a list containing last [n] elements. \n * \n * @throws IllegalArgumentException if [n] is negative. \n * \n * @sample samples.collections.Collections.Transformations.take \n * \n public fun <T> List<T>.takeLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count \$n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(last())\n val list = ArrayList<T>(n)\n if (this is RandomAccess) {\n for (index in size - n until size)\n list.add(this[index])\n } else {\n for (item in listIterator(size - n))\n list.add(item)\n }\n return list\n}\n \n \n * Returns a list containing last elements satisfying the given [predicate]. \n * \n * @sample samples.collections.Collections.Transformations.take \n * \n public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n if (isEmpty())\n return emptyList()\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n if (!predicate(iterator.previous())) {\n iterator.next()\n val expectedSize = size - iterator.nextIndex()\n if (expectedSize == 0) return emptyList()\n return ArrayList<T>(expectedSize).apply {\n while (iterator.hasNext())\n add(iterator.next())\n }\n }\n }\n return toList()\n}\n \n \n * Returns a list containing first elements satisfying the given [predicate]. \n * \n * @sample samples.collections.Collections.Transformations.take \n * \n public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n val list = ArrayList<T>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n \n \n * Reverses elements in the list in-place. \n * \n public expect fun <T> MutableList<T>.reverse(): Unit \n * \n * Returns a list with elements in reversed order. \n * \n public fun <T> Iterable<T>.reversed(): List<T> {\n if (this is Collection && size <= 1) return toList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n \n \n * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness. \n * \n * See: https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm \n * \n @SinceKotlin(\"1.3\") \n public fun <T> MutableList<T>.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n this[j] = this.set(i, this[j])\n }\n}\n \n \n * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function. \n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting. \n * \n public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortBy(compareBy(selector))\n}\n \n \n * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function. \n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting. \n * \n public inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortByDescending(compareBy(selector))\n}\n \n \n * Sorts elements in the list in-place descending according to their natural sort order. \n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting. \n * \n public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n sortByDescending(reverseOrder())\n}\n \n \n * Returns a list of all elements sorted according to their natural sort order. \n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting. \n * \n public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {\n if (this is Collection) {\n if (size <= 1) return this.toList()\n @SuppressWarnings(\"UNCHECKED_CAST\")\n return (toArray<Comparable<T>>()) as Array<T>).apply { sort() }.asList()\n }\n return toMutableList().apply { sort() }\n}\n \n \n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function. \n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting. \n * \n * @sample samples.collections.Collections.Sorting.sortedBy \n * \n public inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n return

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

the entry iteration order of the original collection.

```

samples.collections.Collections.Transformations.associateByWithValueTransform
public inline fun <T, K, V>
Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity =
    mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K,
    V>(capacity), keySelector, valueTransform)
}

```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given collection and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```

samples.collections.Collections.Transformations.associateByTo
public inline fun <T, K, M : MutableMap<in
K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given collection. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```

samples.collections.Collections.Transformations.associateByToWithValueTransform
public inline fun <T, K,
V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

```

Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given collection. If any of two pairs would have the same key the last one gets added to the map.

```

samples.collections.Collections.Transformations.associateTo
public inline fun <T, K, V, M : MutableMap<in
K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

```

Returns a [Map] where keys are elements from the given collection and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.

```

samples.collections.Collections.Transformations.associateWith
@SinceKotlin("1.3")
public inline fun <K,
V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K,
    V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result,
    valueSelector)
}

```

Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

```

samples.collections.Collections.Transformations.associateWithTo
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

```

Appends all elements to the given [destination] collection.

```

public fun <T, C : MutableCollection<in T>>
Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

```

Returns a new [HashSet] of all elements.

```

public fun <T> Iterable<T>.toHashSet():
HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

```

Returns a [List] containing all elements.

```

public fun <T> Iterable<T>.toList(): List<T> {
    if (this is
Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else
iterator().next())
            else -> this.toMutableList()
        }
    }
    return
this.toMutableList().optimizeReadOnlyList()
}

```

Returns a new [MutableList] filled with all elements of this collection.

```

public fun <T> Iterable<T>.toMutableList(): MutableList<T> {
    if (this is Collection<T>){
        return this.toMutableList()
    }
    return toCollection(ArrayList<T>())
}

```

Returns a new [MutableList] filled with all elements of this collection.

```

public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

```

Returns a [Set] of all elements. The returned set preserves the element

```

iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toSet(): Set<T> {\n    if (this is\n        Collection) {\n        return when (size) {\n            0 -> emptySet()\n            1 -> setOf(if (this is List) this[0] else\n                iterator().next())\n            else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n        }\n    }\n    return\n        toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single list of all elements\n * yielded from results of [transform] function being invoked on each element of original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <T, R>\n    Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),\n        transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being\n * invoked on each element of original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <T, R>\n    Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),\n        transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being\n * invoked on each element\n * and its index in the original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic\n    inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n    return\n        flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from\n * results of [transform] function being invoked on each element\n * and its index in the original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequence")\n@kotlin.internal.InlineOnly\npublic\n    inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n    return\n        flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of\n * [transform] function being invoked on each element\n * and its index in the original collection, to the given\n * [destination].\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic\n    inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index:\n        Int, T) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list =\n            transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return\n        destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each\n * element\n * and its index in the original collection, to the given [destination].\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npublic\n    inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform:\n        (index: Int, T) -> Sequence<R>): C {\n    var index = 0\n    for (element in this) {\n        val list =\n            transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return\n        destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each\n * element of original collection, to the given [destination].\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequenceTo")\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n    for (element in this) {\n        val\n            list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all\n * elements yielded from results of [transform] function being invoked on each element of original collection, to the\n * given [destination].\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequenceTo")\npublic inline fun <T, R, C :

```

```

MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 *
 * The returned map preserves the entry iteration order of the keys produced from the
 * original collection.
 *
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of
 * corresponding values.
 *
 * The returned map preserves the entry iteration order of the keys produced from the
 * original collection.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original collection by the key returned by the given
 * [keySelector] function applied to each element and puts to the [destination] map each group key associated with
 * a list of corresponding elements.
 *
 * @return The [destination] map.
 *
 * @sample
 * samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function
 * applied to each element of the original collection by the key returned by the given [keySelector] function applied
 * to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination] map.
 *
 * @sample
 * samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold
 * operations using the specified [keySelector] function to extract a key from each element.
 *
 * @sample
 * samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given
 * [transform] function to each element in the original collection.
 *
 * @sample
 * samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in
 * the original collection.
 *
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original
 * collection.
 *
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 */

```

* @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(checkIndexOverflow(index++), item))\n return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original collection.\n * \n * @sample\n samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original collection\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original collection\n * and appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original collection\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a list containing only distinct elements from the given collection.\n * \n * Among equal elements of the given collection, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source collection.\n * \n * @sample\n samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T> Iterable<T>.distinct(): List<T> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given collection\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the given collection with equal keys, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source collection.\n * \n * @sample\n samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {\n val set = HashSet<K>()\n val list = ArrayList<T>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this collection and the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {\n return when (this) {\n is Collection<T> -> LinkedHashSet(this)\n else -> toCollection(LinkedHashSet<T>())\n }\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original collection.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in


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both collections use [intersect].\n *\npublic infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {\n    val
set = this.toMutableSet()\n    set.addAll(other)\n    return set}\n\n/**\n * Returns `true` if all elements match the
given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n *\npublic inline fun <T>
Iterable<T>.all(predicate: (T) -> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return true\n    for
(element in this) if (!predicate(element)) return false\n    return true}\n\n/**\n * Returns `true` if collection has at
least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n *\npublic fun <T>
Iterable<T>.any(): Boolean {\n    if (this is Collection) return !isEmpty()\n    return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n *\npublic inline fun <T>
Iterable<T>.any(predicate: (T) -> Boolean): Boolean {\n    if (this is Collection && isEmpty()) return false\n    for
(element in this) if (predicate(element)) return true\n    return false}\n\n/**\n * Returns the number of elements in
this collection.\n *\npublic fun <T> Iterable<T>.count(): Int {\n    if (this is Collection) return size\n    var count =
0\n    for (element in this) checkCountOverflow(++count)\n    return count}\n\n/**\n * Returns the number of
elements in this collection.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.count(): Int {\n
return size}\n\n/**\n * Returns the number of elements matching the given [predicate].\n *\npublic inline fun <T>
Iterable<T>.count(predicate: (T) -> Boolean): Int {\n    if (this is Collection && isEmpty()) return 0\n    var count =
0\n    for (element in this) if (predicate(element)) checkCountOverflow(++count)\n    return count}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator
value and each element.\n * \n * Returns the specified [initial] value if the collection is empty.\n * \n * @param
[operation] function that takes current accumulator value and an element, and calculates the next accumulator
value.\n *\npublic inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n    var
accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return
accumulator}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Returns the
specified [initial] value if the collection is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\npublic inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n    var
index = 0\n    var accumulator = initial\n    for (element in this) accumulator =
operation(checkIndexOverflow(index++), accumulator, element)\n    return accumulator}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from right to left\n * to each element and current
accumulator value.\n * \n * Returns the specified [initial] value if the list is empty.\n * \n * @param [operation]
function that takes an element and current accumulator value, and calculates the next accumulator value.\n *\npublic inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n    var accumulator =
initial\n    if (!isEmpty()) {\n        val iterator = listIterator(size)\n        while (iterator.hasPrevious()) {\n
accumulator = operation(iterator.previous(), accumulator)\n        }\n    }\n    return accumulator}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from right to left\n * to each element with
its index in the original list and current accumulator value.\n * \n * Returns the specified [initial] value if the list is
empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current
accumulator value, and calculates the next accumulator value.\n *\npublic inline fun <T, R>
List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n    var accumulator = initial\n    if
(!isEmpty()) {\n        val iterator = listIterator(size)\n        while (iterator.hasPrevious()) {\n            val index =
iterator.previousIndex()\n            accumulator = operation(index, iterator.previous(), accumulator)\n        }\n    }\n
return accumulator}\n\n/**\n * Performs the given [action] on each element.\n *\n@kotlin.internal.HidesMembers\npublic inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {\n    for
(element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential
index with the element.\n * \n * @param [action] function that takes the index of an element and the element itself\n *
and performs the action on the element.\n *\npublic inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int,
T) -> Unit): Unit {\n    var index = 0\n    for (item in this) action(checkIndexOverflow(index++),

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item)\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.1")\npublic fun Iterable<Double>.max(): Double? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.1")\npublic fun Iterable<Float>.max(): Float? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\npublic fun <T : Comparable<T>> Iterable<T>.max(): T? {\n    return
maxOrNull()\n}\n\n@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R):
T? {\n    return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given
function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n * \n * @SinceKotlin("1.4")\n * \n * public inline fun <T, R :
Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var maxElem = iterator.next()\n    if (!iterator.hasNext()) return maxElem\n    var
maxValue = selector(maxElem)\n    do {\n        val e = iterator.next()\n        val v = selector(e)\n        if (maxValue <
v) {\n            maxElem = e\n            maxVale = v\n        }\n    } while (iterator.hasNext())\n    return
maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result
is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n * \n * @SinceKotlin("1.4")\n * \n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * \n * @OverloadResolution
ByLambdaReturnType\n * \n * @kotlin.internal.InlineOnly\n * \n * public inline fun <T> Iterable<T>.maxOf(selector: (T) ->
Double): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var
maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n
maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the collection is empty.\n * \n * @SinceKotlin("1.4")\n * \n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * \n * @OverloadResolution
ByLambdaReturnType\n * \n * @kotlin.internal.InlineOnly\n * \n * public inline fun <T> Iterable<T>.maxOf(selector: (T) ->
Float): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var
maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n
maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the collection.\n * \n * @throws
NoSuchElementException if the collection is empty.\n * \n * @SinceKotlin("1.4")\n * \n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * \n * @OverloadResolution
ByLambdaReturnType\n * \n * @kotlin.internal.InlineOnly\n * \n * public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOf(selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v
= selector(iterator.next())\n        if (maxValue < v) {\n            maxVale = v\n        }\n    }\n    return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @SinceKotlin("1.4")\n * \n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * \n * @OverloadResolution
ByLambdaReturnType\n * \n * @kotlin.internal.InlineOnly\n * \n * public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T)
-> Double): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var maxValue =

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

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

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

```

```

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

```

starting with the last element and applying [operation] from right to left to each element and current accumulator value. Throws an exception if this list is empty. If the list can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRight
public inline fun <S, T : S>
List<T>.reduceRight(operation: (T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator =
            operation(iterator.previous(), accumulator)
    }
    return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original list and current accumulator value. Throws an exception if this list is empty. If the list can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRight
public inline fun <S, T : S>
List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original list and current accumulator value. Returns `null` if the list is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
@SinceKotlin("1.4")
public inline fun <S, T : S>
List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index,
            iterator.previous(), accumulator)
    }
    return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the list is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.runningFold
@SinceKotlin("1.4")
public inline fun <T, R>
Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n * ^\n@SinceKotlin("1.4")\npublic inline fun <T, R> Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n val estimatedSize = collectionSizeOrDefault(9)\n if (estimatedSize == 0) return listOf(initial)\n val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n var index = 0\n var accumulator = initial\n for (element in this) {\n accumulator = operation(index++, accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * ^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n * ^\n@SinceKotlin("1.4")\npublic inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n var index = 1\n while (iterator.hasNext()) {\n accumulator = operation(index++, accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * ^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n * ^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n * \n * @Deprecated("Use sumOf instead.")\n * ReplaceWith("this.sumOf(selector)")\n * @DeprecatedSinceKotlin(warningSince = "1.5")\n * public inline fun <T>


```

Iterable<T>.sumBy(selector: (T) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum +=
selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the collection.\n */\n@Deprecated("Use sumOf instead.")
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun <T>
Iterable<T>.sumByDouble(selector: (T) -> Double): Double {\n  var sum: Double = 0.0\n  for (element in this)
{\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in
this) {\n    sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.sumOf(selector: (T) -> Int): Int {\n  var sum: Int = 0.toInt()\n  for (element in this) {\n    sum +=
selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the collection.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Long): Long {\n  var sum: Long = 0.toLong()\n  for (element in this) {\n
sum += selector(element)\n  }\n  return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the collection.\n */\n\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
collection.\n */\n\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong
{\n  var sum: ULong = 0.toULong()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return
sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an
[IllegalArgumentException] if there are any `null` elements.\n */\n\npublic fun <T : Any>
Iterable<T?>.requireNoNulls(): Iterable<T> {\n  for (element in this) {\n    if (element == null) {\n      throw
IllegalArgumentException("null element found in $this.")\n    }\n  }\n  @Suppress("UNCHECKED_CAST")\n  return this as Iterable<T>\n}\n\n/**\n * Returns an original collection
containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n */\n\npublic fun <T : Any> List<T?>.requireNoNulls(): List<T> {\n  for (element in this) {\n    if (element ==
null) {\n      throw IllegalArgumentException("null element found in $this.")\n    }\n  }\n  @Suppress("UNCHECKED_CAST")\n  return this as List<T>\n}\n\n/**\n * Splits this collection into a list of
lists each not exceeding the given [size].\n * \n * The last list in the resulting list may have fewer elements than the
given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater
than the number of elements in this collection.\n * \n * @sample
samples.collections.Collections.Transformations.chunked\n */\n\n@SinceKotlin("1.2")\npublic fun <T>
Iterable<T>.chunked(size: Int): List<List<T>> {\n  return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this collection into several lists each not exceeding the given [size]\n * and applies the given [transform]
function to an each.\n * \n * @return list of results of the [transform] applied to an each list.\n * \n * Note that the

```

list passed to the [transform] function is ephemeral and is valid only inside that function.

- You should not store it or allow it to escape in some way, unless you made a snapshot of it.
- The last list may have fewer elements than the given [size].

@param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.

@sample samples.text.Strings.chunkedTransform

```

@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R>
{
    return windowed(size, size, partialWindows = true, transform = transform)
}

```

Returns a list containing all elements of the original collection without the first occurrence of the given [element].

```

public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

```

Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.

- Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of `hashCode()` that didn't change between successive invocations.
- On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true` .

```

public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty()) return this.toList()
    val other = elements.convertToSetForSetOperation()
    return this.filterNot { it in other }
}

```

Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.

- Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of `hashCode()` that didn't change between successive invocations.
- On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true` .

```

public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

```

Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.

- Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have a correct and stable implementation of `hashCode()` that didn't change between successive invocations.
- On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true` .

```

public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.convertToSetForSetOperation()
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

```

Returns a list containing all elements of the original collection without the first occurrence of the given [element].

```

@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

```

Splits the original collection into pair of lists, where `first` list contains elements for which [predicate] yielded `true` , while `second` list contains elements for which [predicate] yielded `false` .

@sample

```

samples.collections.Iterables.Operations.partition
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

```

Returns a list containing all elements of the original collection and then the given [element].

```

public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

```

Returns a list containing all elements of the original collection and then the given [element].

```

public operator fun <T> Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(size + 1)
    result.addAll(this)
    result.add(element)
    return result
}

```

Returns a list containing all elements of the original collection and then all elements of the given [elements] array.

```

public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
}

```

```

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

```

```

this.size\n    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n    val result =
ArrayList<R>(resultCapacity)\n    val window = MovingSubList(this)\n    var index = 0\n    while (index in 0
until thisSize) {\n        val windowSize = size.coerceAtMost(thisSize - index)\n        if (!partialWindows &&
windowSize < size) break\n        window.move(index, index + windowSize)\n
result.add(transform(window))\n        index += step\n    }\n    return result\n }\n val result =
ArrayList<R>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {\n
result.add(transform(it))\n }\n return result\n }\n\n/**\n * Returns a list of pairs built from the elements of `this`
collection and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n
*\n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other:
Array<out R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n }\n\n/**\n * Returns a list of values
built from the elements of `this` collection and the [other] array with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n
*\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n    val arraySize = other.size\n    val
list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in this) {\n        if
(i >= arraySize) break\n        list.add(transform(element, other[i++]))\n    }\n    return list\n }\n\n/**\n * Returns a list
of pairs built from the elements of `this` collection and [other] collection with the same index.\n * The returned list
has length of the shortest collection.\n * \n
*\n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n    return zip(other) { t1, t2 ->
t1 to t2 }\n }\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] collection
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n
*\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n    val first = iterator()\n    val second
= other.iterator()\n    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
other.collectionSizeOrDefault(10)))\n    while (first.hasNext() && second.hasNext()) {\n
list.add(transform(first.next(), second.next()))\n    }\n    return list\n }\n\n/**\n * Returns a list of pairs of each two
adjacent elements in this collection.\n * \n
*\n * The returned list is empty if this collection contains less than two
elements.\n * \n
*\n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin("1.2")\npublic fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {\n    return zipWithNext
{ a, b -> a to b }\n }\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to
an each pair of two adjacent elements in this collection.\n * \n
*\n * The returned list is empty if this collection contains
less than two elements.\n * \n
*\n * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin("1.2")\npublic
inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return emptyList()\n    val result = mutableListOf<R>()\n    var current = iterator.next()\n
while (iterator.hasNext()) {\n        val next = iterator.next()\n        result.add(transform(current, next))\n        current
= next\n    }\n    return result\n }\n\n/**\n * Appends the string from all the elements separated using [separator] and
using the given [prefix] and [postfix] if supplied.\n * \n
*\n * If the collection could be huge, you can specify a non-
negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the
[truncated] string (which defaults to "...").\n * \n
*\n * @sample
samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = '\n', prefix: CharSequence = "", postfix: CharSequence
= "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1) buffer.append(separator)\n
        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n        } else break\n    }\n    if
(limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n }\n\n/**\n *
Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if

```

supplied.

```

    * If the collection could be huge, you can specify a non-negative value of [limit], in which case only
    the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
    @sample samples.collections.Collections.Transformations.joinToString
    * public fun <T>
    Iterable<T>.joinToString(separator: CharSequence = "|", prefix: CharSequence = "", postfix: CharSequence =
    "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return
    joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
    }
    * Returns this
    collection as an [Iterable].
    * @kotlin.internal.InlineOnly
    * public inline fun <T> Iterable<T>.asIterable():
    Iterable<T> {
    return this
    }
    * Creates a [Sequence] instance that wraps the original collection returning
    its elements when being iterated.
    * @sample
    samples.collections.Sequences.Building.sequenceFromCollection
    * public fun <T> Iterable<T>.asSequence():
    Sequence<T> {
    return Sequence { this.iterator() }
    }
    * Returns an average value of elements in the
    collection.
    * @kotlin.jvm.JvmName("averageOfByte")
    * public fun Iterable<Byte>.average(): Double {
    var
    sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    }
    return if (count == 0) Double.NaN else sum / count
    }
    * Returns
    an average value of elements in the collection.
    * @kotlin.jvm.JvmName("averageOfShort")
    * public fun
    Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum /
    count
    }
    * Returns an average value of elements in the collection.
    * @kotlin.jvm.JvmName("averageOfInt")
    * public fun Iterable<Int>.average(): Double {
    var sum: Double =
    0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
    }
    * Returns an average value of elements in the
    collection.
    * @kotlin.jvm.JvmName("averageOfLong")
    * public fun Iterable<Long>.average(): Double {
    var
    sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    }
    checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
    }
    * Returns
    an average value of elements in the collection.
    * @kotlin.jvm.JvmName("averageOfFloat")
    * public fun
    Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum /
    count
    }
    * Returns an average value of elements in the collection.
    * @kotlin.jvm.JvmName("averageOfDouble")
    * public fun Iterable<Double>.average(): Double {
    var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
    sum += element
    }
    checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
    }
    * Returns
    the sum of all elements in the collection.
    * @kotlin.jvm.JvmName("sumOfByte")
    * public fun
    Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
    sum += element
    }
    return
    sum
    }
    * Returns the sum of all elements in the collection.
    * @kotlin.jvm.JvmName("sumOfShort")
    * public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for
    (element in this) {
    sum += element
    }
    return sum
    }
    * Returns the sum of all elements in the
    collection.
    * @kotlin.jvm.JvmName("sumOfInt")
    * public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for
    (element in this) {
    sum += element
    }
    return sum
    }
    * Returns the sum of all elements in
    the collection.
    * @kotlin.jvm.JvmName("sumOfLong")
    * public fun Iterable<Long>.sum(): Long {
    var
    sum: Long = 0L
    for (element in this) {
    sum += element
    }
    return sum
    }
    * Returns the
    sum of all elements in the collection.
    * @kotlin.jvm.JvmName("sumOfFloat")
    * public fun
    Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
    sum += element
    }
    return sum
    }
    * Returns the sum of all elements in the collection.
    * @kotlin.jvm.JvmName("sumOfDouble")
    * public fun Iterable<Double>.sum(): Double {
    var sum: Double
    = 0.0
    for (element in this) {
    sum += element
    }
    return sum
    }
    * Copyright 2010-2018
    JetBrains s.r.o. and Kotlin Programming Language contributors.
    * Use of this source code is governed by the
    Apache 2.0 license that can be found in the license/LICENSE.txt file.
    * @npackage kotlin.collections
    * @nimport
    kotlin.comparisons.naturalOrder
    * @nimport kotlin.random.Random
    * Returns the array if it's not `null`, or an
  
```

```

empty array otherwise.\n * @sample samples.collections.Arrays.Usage.arrayOrEmpty\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?:
emptyArray<T>()\n\n/**\n * Returns a *typed* array containing all of the elements of this collection.\n * \n *
Allocates an array of runtime type `T` having its size equal to the size of this collection\n * and populates the array
with the elements of this collection.\n * @sample
samples.collections.Collections.Collections.collectionToTypedArray\n
*/\n@kotlin.internal.InlineOnly\npublic
actual inline fun <T> Collection<T>.toTypedArray(): Array<T> =
copyToArray(this)\n\n@JsName("copyToArray")\n@PublishedApi\ninternal fun <T> copyToArray(collection:
Collection<T>): Array<T> {\n    return if (collection.asDynamic().toArray !== undefined)\n
collection.asDynamic().toArray().unsafeCast<Array<T>>()\n    else\n
copyToArrayImpl(collection).unsafeCast<Array<T>>()\n}\n\n@JsName("copyToArrayImpl")\ninternal actual fun
copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n    val array = emptyArray<Any?>()\n    val iterator
= collection.iterator()\n    while (iterator.hasNext())\n        array.asDynamic().push(iterator.next())\n    return
array\n}\n\n@JsName("copyToExistingArrayImpl")\ninternal actual fun <T> copyToArrayImpl(collection:
Collection<*>, array: Array<T>): Array<T> {\n    if (array.size < collection.size)\n        return
copyToArrayImpl(collection).unsafeCast<Array<T>>()\n    val iterator = collection.iterator()\n    var index = 0\n
while (iterator.hasNext()) {\n        array[index++] = iterator.next().unsafeCast<T>()\n    }\n    if (index < array.size)
{\n        array[index] = null.unsafeCast<T>()\n    }\n    return array\n}\n\n/**\n * Returns an immutable list
containing only the specified object [element].\n */\npublic fun <T> listOf(element: T): List<T> =
arrayListOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual
inline fun <E> buildListInternal(builderAction: MutableList<E>().->Unit): List<E> {\n    return
ArrayList<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.Inlin
eOnly\ninternal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>().->Unit):
List<E> {\n    checkBuilderCapacity(capacity)\n    return
ArrayList<E>(capacity).apply(builderAction).build()\n}\n\n/**\n * Returns an immutable set containing only the
specified object [element].\n */\npublic fun <T> setOf(element: T): Set<T> =
hashSetOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline
fun <E> buildSetInternal(builderAction: MutableSet<E>().->Unit): Set<E> {\n    return
LinkedHashSet<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.
InlineOnly\ninternal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>().->Unit):
Set<E> {\n    return LinkedHashSet<E>(capacity).apply(builderAction).build()\n}\n\n/**\n * Returns an
immutable map, mapping only the specified key to the\n * specified value.\n */\npublic fun <K, V> mapOf(pair:
Pair<K, V>): Map<K, V> =
hashMapOf(pair)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual inline
fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K, V> {\n    return
LinkedHashMap<K,
V>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninte
rnal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>().->Unit):
Map<K, V> {\n    return LinkedHashMap<K, V>(capacity).apply(builderAction).build()\n}\n\n/**\n * Fills the
list with the provided [value].\n * \n * Each element in the list gets replaced with the [value].\n
*/\n@SinceKotlin("1.2")\npublic actual fun <T> MutableList<T>.fill(value: T): Unit {\n    for (index in
0..lastIndex) {\n        this[index] = value\n    }\n}\n\n/**\n * Randomly shuffles elements in this list.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\_shuffle#The\_modern\_algorithm\n
*/\n@SinceKotlin("1.2")\npublic actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)\n\n/**\n *
Returns a new list with the elements of this list randomly shuffled.\n */\n@SinceKotlin("1.2")\npublic actual fun
<T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n\n/**\n * Sorts elements in the list in-
place according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their
order relative to each other after sorting.\n * \n * @sample samples.collections.Collections.Sorting.sortMutableList\n

```

```

*\npublic actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {\n    collectionsSort(this,
naturalOrder())\n}\n\n/**\n * Sorts elements in the list in-place according to the order specified with [comparator].\n
*\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n
*\n * @sample samples.collections.Collections.Sorting.sortMutableListWith\n
*\npublic actual fun <T>
MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {\n    collectionsSort(this,
comparator)\n}\n\nprivate fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {\n    if
(list.size <= 1) return\n\n    val array = copyToArray(list)\n    sortArrayWith(array, comparator)\n\n    for (i in 0 until
array.size) {\n        list[i] = array[i]\n    }\n}\n\ninternal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int):
Array<T> {\n    return
arrayOfNulls<Any>(size).unsafeCast<Array<T>>()\n}\n\n@SinceKotlin("1.3")\n@PublishedApi\n@JsName("arrayCopy")\ninternal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int,
startIndex: Int, endIndex: Int) {\n    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)\n    val
rangeSize = endIndex - startIndex\n    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset +
rangeSize, destination.size)\n    if (js("ArrayBuffer").isView(destination) &&
js("ArrayBuffer").isView(source)) {\n        val subrange = source.asDynamic().subarray(startIndex, endIndex)\n        destination.asDynamic().set(subrange, destinationOffset)\n    } else {\n        if (source !== destination ||
destinationOffset <= startIndex) {\n            for (index in 0 until rangeSize) {\n
destination[destinationOffset + index] = source[startIndex + index]\n            }\n        } else {\n            for (index in
rangeSize - 1 downTo 0) {\n                destination[destinationOffset + index] = source[startIndex + index]\n            }\n        }\n    }\n}\n\n// no singleton map implementation in js, return map as
is\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this\n\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline
fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> =
this.toMutableMap()\n\n@Suppress("NOTHING_TO_INLINE")\ninternal actual inline fun <T> Array<out
T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =\n    if (isVarargs)\n        // no need to copy vararg
array in JS\n        this\n    else\n        this.copyOf()\n\n@PublishedApi\ninternal actual fun
checkIndexOverflow(index: Int): Int {\n    if (index < 0) {\n        throwIndexOverflow()\n    }\n    return
index\n}\n\n@PublishedApi\ninternal actual fun checkCountOverflow(count: Int): Int {\n    if (count < 0) {\n
throwCountOverflow()\n    }\n    return count\n}\n\n\n/**\n * JS map and set implementations do not make use of
capacities or load factors.\n
*\n@PublishedApi\ninternal actual fun mapCapacity(expectedSize: Int) =
expectedSize\n\n/**\n * Checks a collection builder function capacity argument.\n
*\n * In JS no validation is made in
Map/Set constructor yet.\n
*\n@SinceKotlin("1.3")\n@PublishedApi\ninternal fun
checkBuilderCapacity(capacity: Int) {\n    require(capacity >= 0) { "capacity must be non-negative."
}\n}\n\ninternal actual fun brittleContainsOptimizationEnabled(): Boolean = false", "/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n
*\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\n/**\n * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
loop.\n
*\n * @sample samples.collections.Iterators.iterator\n
*\n@kotlin.internal.InlineOnly\npublic inline operator
fun <T> Iterator<T>.iterator(): Iterator<T> = this\n\n/**\n * Returns an [Iterator] that wraps each element produced
by the original iterator\n
*\n * into an [IndexedValue] containing the index of that element and the element itself.\n
*\n * @sample samples.collections.Iterators.withIndexIterator\n
*\npublic fun <T> Iterator<T>.withIndex():
Iterator<IndexedValue<T>> = IndexingIterator(this)\n\n/**\n * Performs the given [operation] on each element of
this [Iterator].\n
*\n * @sample samples.collections.Iterators.forEachIterator\n
*\npublic inline fun <T>
Iterator<T>.forEach(operation: (T) -> Unit): Unit {\n    for (element in this) operation(element)\n}\n\n/**\n *
Iterator transforming original `iterator` into iterator of [IndexedValue], counting index from zero.\n
*\n@internal class
IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {\n    private var index =
0\n    final override fun hasNext(): Boolean = iterator.hasNext()\n    final override fun next(): IndexedValue<T> =

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IndexedValue(checkIndexOverflow(index++), iterator.next())\n\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ComparisonsKt")\n\npackage
kotlin.comparisons\n\n/\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns the
greater of two values.\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin("1.1")\npublic expect
fun <T : Comparable<T>> maxOf(a: T, b: T): T\n\n/**\n * Returns the greater of two values.\n
*\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte):
Byte\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Short, b: Short): Short\n\n/**\n * Returns the greater of two values.\n
*\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int): Int\n\n/**\n
 * Returns the greater of two values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline
fun maxOf(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`,
returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float,
b: Float): Float\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n
*\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double):
Double\n\n/**\n * Returns the greater of three values.\n * \n * If there are multiple equal maximal values, returns the
first of them.\n */\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T):
T\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the greater of three values.\n
*\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c:
Short): Short\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n
public expect inline fun maxOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the greater of three values.\n * \n * If
any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline
fun maxOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the greater of three values.\n * \n * If any value is
`NaN`, returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a:
Double, b: Double, c: Double): Double\n\n/**\n * Returns the greater of three values according to the order
specified by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n
*\n\n@SinceKotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n    return
maxOf(a, maxOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the greater of two values according to the
order specified by the given [comparator].\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n    return if
(comparator.compare(a, b) >= 0) a else b\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If there are
multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin("1.4")\npublic expect fun <T :
Comparable<T>> maxOf(a: T, vararg other: T): T\n\n/**\n * Returns the greater of the given values.\n
*\n\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the
greater of the given values.\n */\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Short, vararg other: Short):
Short\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin("1.4")\npublic expect fun maxOf(a:
Int, vararg other: Int): Int\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin("1.4")\npublic
expect fun maxOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the greater of the given values.\n * \n * If
any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Float, vararg other:
Float): Float\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n
*\n\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns
the greater of the given values according to the order specified by the given [comparator].\n * \n * If there are
multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin("1.4")\npublic fun <T> maxOf(a: T,

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vararg other: T, comparator: Comparator<in T>): T { \n var max = a\n for (e in other) if
 (comparator.compare(max, e) < 0) max = e\n return max\n}\n\n/**\n * Returns the smaller of two values.\n * \n *
 If values are equal, returns the first one.\n * \n @SinceKotlin("1.1")\n public expect fun <T : Comparable<T>>
 minOf(a: T, b: T): T\n\n/**\n * Returns the smaller of two values.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Byte, b: Byte):
 Byte\n\n/**\n * Returns the smaller of two values.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Short, b: Short):
 Short\n\n/**\n * Returns the smaller of two values.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n
 * Returns the smaller of two values.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline
 fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`,
 returns `NaN`.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Float,
 b: Float): Float\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Double, b: Double):
 Double\n\n/**\n * Returns the smaller of three values.\n * \n * If there are multiple equal minimal values, returns the
 first of them.\n * \n @SinceKotlin("1.1")\n public expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T):
 T\n\n/**\n * Returns the smaller of three values.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public
 expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the smaller of three values.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Short, b: Short, c:
 Short): Short\n\n/**\n * Returns the smaller of three values.\n
 * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a: Int, b: Int, c: Int):
 Int\n\n/**\n * Returns the smaller of three values.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public
 expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n * \n * If
 any value is `NaN`, returns `NaN`.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline
 fun minOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is
 `NaN`, returns `NaN`.\n * \n @SinceKotlin("1.1")\n @kotlin.internal.InlineOnly\n public expect inline fun minOf(a:
 Double, b: Double, c: Double): Double\n\n/**\n * Returns the smaller of three values according to the order
 specified by the given [comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n
 * \n @SinceKotlin("1.1")\n public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T { \n return
 minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values according to the
 order specified by the given [comparator].\n * \n * If values are equal, returns the first one.\n
 * \n @SinceKotlin("1.1")\n public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T { \n return if
 (comparator.compare(a, b) <= 0) a else b\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If there are
 multiple equal minimal values, returns the first of them.\n * \n @SinceKotlin("1.4")\n public expect fun <T :
 Comparable<T>> minOf(a: T, vararg other: T): T\n\n/**\n * Returns the smaller of the given values.\n
 * \n @SinceKotlin("1.4")\n public expect fun minOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the
 smaller of the given values.\n * \n @SinceKotlin("1.4")\n public expect fun minOf(a: Short, vararg other: Short):
 Short\n\n/**\n * Returns the smaller of the given values.\n * \n @SinceKotlin("1.4")\n public expect fun minOf(a:
 Int, vararg other: Int): Int\n\n/**\n * Returns the smaller of the given values.\n * \n @SinceKotlin("1.4")\n public
 expect fun minOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the smaller of the given values.\n * \n * If
 any value is `NaN`, returns `NaN`.\n * \n @SinceKotlin("1.4")\n public expect fun minOf(a: Float, vararg other:
 Float): Float\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n
 * \n @SinceKotlin("1.4")\n public expect fun minOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns
 the smaller of the given values according to the order specified by the given [comparator].\n * \n * If there are
 multiple equal minimal values, returns the first of them.\n * \n @SinceKotlin("1.4")\n public fun <T> minOf(a: T,
 vararg other: T, comparator: Comparator<in T>): T { \n var min = a\n for (e in other) if
 (comparator.compare(min, e) > 0) min = e\n return min\n}\n\n"/**\n * Copyright 2010-2021 JetBrains s.r.o. and
 Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that

can be found in the license/LICENSE.txt file.\n

```
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage  
kotlin.collections\n\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:  
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n\nimport kotlin.random.*\nimport  
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n\n/**\n * Returns the first non-null value produced by  
[transform] function being applied to entries of this map in iteration order,\n * or throws  
[NoSuchElementException] if no non-null value was produced.\n * \n * @sample  
samples.collections.Collections.Transformations.firstNotNullOf\n\n*\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K,  
V>.firstNotNullOf(transform: (Map.Entry<K, V>) -> R?): R {\n    return firstNotNullOfOrNull(transform) ?: throw  
NoSuchElementException(\"No element of the map was transformed to a non-null value.\")\n}\n\n\n/**\n * Returns  
the first non-null value produced by [transform] function being applied to entries of this map in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample  
samples.collections.Collections.Transformations.firstNotNullOf\n\n*\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K,  
V>.firstNotNullOfOrNull(transform: (Map.Entry<K, V>) -> R?): R? {\n    for (element in this) {\n        val result =  
transform(element)\n        if (result != null) {\n            return result\n        }\n    }\n    return null\n}\n\n\n/**\n * Returns a [List] containing all key-value pairs.\n *\n@public inline fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>>  
{\n    if (size == 0)\n        return emptyList()\n    val iterator = entries.iterator()\n    if (!iterator.hasNext())\n        return emptyList()\n    val first = iterator.next()\n    if (!iterator.hasNext())\n        return listOf(first.toPair())\n    val  
result = ArrayList<Pair<K, V>>(size)\n    result.add(first.toPair())\n    do {\n        result.add(iterator.next().toPair())\n    } while (iterator.hasNext())\n    return result\n}\n\n\n/**\n * Returns a single list  
of all elements yielded from results of [transform] function being invoked on each entry of original map.\n * \n * @sample samples.collections.Maps.Transformations.flatMap\n *\n@public inline fun <K, V, R> Map<out K,  
V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),  
transform)\n}\n\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being  
invoked on each entry of original map.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n *\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution  
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequence\")\npublic inline fun <K, V, R> Map<out K,  
V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {\n    return flatMapTo(ArrayList<R>(),  
transform)\n}\n\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each  
entry of original map, to the given [destination].\n *\n@public inline fun <K, V, R, C : MutableCollection<in R>>  
Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {\n    for (element in  
this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to  
the given [destination].\n\n*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution  
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequenceTo\")\npublic inline fun <K, V, R, C :  
MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) ->  
Sequence<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n\n/**\n * Returns a list containing the results of applying the given [transform]  
function\n * to each entry in the original map.\n * \n * @sample  
samples.collections.Maps.Transformations.mapToList\n *\n@public inline fun <K, V, R> Map<out K,  
V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {\n    return mapTo(ArrayList<R>(size),  
transform)\n}\n\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform]  
function\n * to each entry in the original map.\n * \n * @sample  
samples.collections.Maps.Transformations.mapNotNull\n *\n@public inline fun <K, V, R : Any> Map<out K,  
V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {\n    return mapNotNullTo(ArrayList<R>(),
```

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

```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n    return entries.maxOfOrNull(selector)\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n    return
entries.maxOfWith(comparator, selector)\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each entry in the map or `null` if there
are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n    return
entries.maxOfWithOrNull(comparator, selector)\n}\n\n@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("this.maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n    return
maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first entry having the largest value according to the provided
[comparator] or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> Map<out K, V>.maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>):
Map.Entry<K, V>? {\n    return entries.maxWithOrNull(comparator)\n}\n\n@Deprecated("Use minByOrNull
instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6")\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n    return minByOrNull(selector)\n}\n\n/**\n *
Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.\n * \n *
@sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out
K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n    return
entries.minByOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the
returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector:
(Map.Entry<K, V>) -> Double): Double {\n    return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException

```

if the map is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector:\n(Map.Entry<K, V>) -> Float): Float {\n    return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value\n among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * @throws\n NoSuchElementException if the map is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,\nV>.minOf(selector: (Map.Entry<K, V>) -> R): R {\n    return entries.minOf(selector)\n}\n\n/**\n * Returns the\n smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if\n there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,\nV>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n    return\nentries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]\n function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by\n [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,\nV>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n    return\nentries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]\n function\n * applied to each entry in the map or `null` if there are no entries.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,\nV>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n    return entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]\n function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,\nV>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n    return\nentries.minOfWith(comparator, selector)\n}\n\n/**\n * Returns the smallest value according to the provided\n [comparator]\n * among all values produced by [selector] function applied to each entry in the map or `null` if there\n are no entries.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,\nV>.minOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n    return\nentries.minOfWithOrNull(comparator, selector)\n}\n\n@Deprecated("Use minWithOrNull instead.")\nReplaceWith("this.minWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince\n= "1.5", hiddenSince = "1.6")\npublic fun <K, V> Map<out K, V>.minWith(comparator: Comparator<in\nMap.Entry<K, V>>): Map.Entry<K, V>? {\n    return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first\n entry having the smallest value according to the provided [comparator] or `null` if there are no entries.\n
```

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,\nV>.minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n    return\nentries.minWithOrNull(comparator)\n}\n\n/**\n * Returns `true` if the map has no entries.\n * \n * @sample\n samples.collections.Collections.Aggregates.none\n *\npublic fun <K, V> Map<out K, V>.none(): Boolean {\n    return isEmpty()\n}\n\n/**\n * Returns `true` if no entries match the given [predicate].\n * \n * @sample\n samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun <K, V> Map<out K,\nV>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n    if (isEmpty()) return true\n    for (element in
```

```

this) if (predicate(element)) return false\n    return true\n}\n\n/**\n * Performs the given [action] on each entry and
returns the map itself afterwards.\n *\n@SinceKotlin("1.1")\npublic inline fun <K, V, M : Map<out K, V>>
M.onEach(action: (Map.Entry<K, V>) -> Unit): M {\n    return apply { for (element in this) action(element)
}\n}\n\n/**\n * Performs the given [action] on each entry, providing sequential index with the entry,\n * and returns
the map itself afterwards.\n * @param [action] function that takes the index of an entry and the entry itself\n * and
performs the action on the entry.\n *\n@SinceKotlin("1.4")\npublic inline fun <K, V, M : Map<out K, V>>
M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {\n    return apply {
entries.forEachIndexed(action) }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original map returning
its entries when being iterated.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.asIterable(): Iterable<Map.Entry<K, V>> {\n    return entries\n}\n\n/**\n * Creates a [Sequence] instance that
wraps the original map returning its entries when being iterated.\n *\npublic fun <K, V> Map<out K,
V>.asSequence(): Sequence<Map.Entry<K, V>> {\n    return entries.asSequence()\n}\n\n"/\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage kotlin.text\n\n// NOTE:
THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n// 10 mappings totally\ninternal fun
Char.titlecaseImpl(): String {\n    val uppercase = uppercase()\n    if (uppercase.length > 1) {\n        return if (this ==
"\u0149") uppercase else uppercase[0] + uppercase.substring(1).lowercase()\n    }\n    return
titlecaseChar().toString()\n}\n"/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\npackage kotlin.text\n\n/**\n * Converts this character to lower case using Unicode
mapping rules of the invariant locale.\n *\n@Deprecated("Use lowercaseChar() instead.\n",
ReplaceWith("lowercaseChar()"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toLowerCase(): Char =
lowercaseChar()\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant
locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character
mapping use the [lowercase] function.\n * If this character has no mapping equivalent, the character itself is
returned.\n *\n * @sample samples.text.Chars.lowercase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.lowercaseChar(): Char = lowercase()[0]\n\n/**\n * Converts this character to lower case
using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many character mapping,
thus the length of the returned string can be greater than one.\n * For example, `'\u0130'.lowercase()` returns
`'\u0069\u0307'`,\n * where `'\u0130` is the LATIN CAPITAL LETTER I WITH DOT ABOVE character
(`\u0130`).\n * If this character has no lower case mapping, the result of `toString()` of this char is returned.\n
*\n * @sample samples.text.Chars.lowercase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.lowercase(): String = toString().asDynamic().toLowerCase().unsafeCast<String>()\n\n/**\n
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n
*\n@Deprecated("Use uppercaseChar() instead.\n",
ReplaceWith("uppercaseChar()"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toUpperCase(): Char =
uppercaseChar()\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant
locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character
mapping use the [uppercase] function.\n * If this character has no mapping equivalent, the character itself is
returned.\n *\n * @sample samples.text.Chars.uppercase\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Char.uppercaseChar(): Char {\n    val uppercase = uppercase()\n    return if (uppercase.length > 1) this else
uppercase[0]\n}\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant

```

locale.
 * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.
 * For example, `'\uFB00'.uppercase()` returns `''\u0046\u0046''`, where `'\uFB00'` is the LATIN SMALL LIGATURE FF character (`'\ufb00'`).
 * If this character has no upper case mapping, the result of `toString()` of this char is returned.
 * @sample samples.text.Chars.uppercase

```

* \n @SinceKotlin("1.5") \n @WasExperimental(ExperimentalStdlibApi::class) \n @kotlin.internal.InlineOnly \n public
actual inline fun Char.uppercase(): String = toString().asDynamic().toUpperCase().unsafeCast<String>() \n \n ** \n
* Converts this character to title case using Unicode mapping rules of the invariant locale. \n \n * This function
performs one-to-one character mapping. \n \n * To support one-to-many character mapping use the [titlecase]
function. \n \n * If this character has no mapping equivalent, the result of calling [uppercaseChar] is returned. \n \n *
@sample samples.text.Chars.titlecase \n \n @SinceKotlin("1.5") \n public actual fun Char.titlecaseChar(): Char =
titlecaseCharImpl() \n \n ** \n * Returns `true` if this character is a Unicode high-surrogate code unit (also known as
leading-surrogate code unit). \n \n @public actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE \n \n ** \n * Returns `true` if this character is a
Unicode low-surrogate code unit (also known as trailing-surrogate code unit). \n \n @public actual fun
Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE \n \n ** \n * Returns the Unicode general
category of this character. \n \n @SinceKotlin("1.5") \n public actual val Char.category: CharCategory \n get() =
CharCategory.valueOf(getCategoryValue()) \n \n ** \n * Returns `true` if this character (Unicode code point) is
defined in Unicode. \n \n * A character is considered to be defined in Unicode if its [category] is not
[CharCategory.UNASSIGNED]. \n \n @SinceKotlin("1.5") \n public actual fun Char.isDefined(): Boolean { \n if
(this < '\u0080') { \n return true \n } \n return getCategoryValue() !=
CharCategory.UNASSIGNED.value \n } \n \n ** \n * Returns `true` if this character is a letter. \n \n * A character is
considered to be a letter if its [category] is [CharCategory.UPPERCASE_LETTER], \n \n *
[CharCategory.LOWERCASE_LETTER], [CharCategory.TITLECASE_LETTER],
[CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER]. \n \n * @sample
samples.text.Chars.isLetter \n \n @SinceKotlin("1.5") \n public actual fun Char.isLetter(): Boolean { \n if (this in
'a..'z' || this in 'A..'Z') { \n return true \n } \n if (this < '\u0080') { \n return false \n } \n return
isLetterImpl() \n } \n \n ** \n * Returns `true` if this character is a letter or digit. \n \n * @see isLetter \n \n * @see
isDigit \n \n * @sample samples.text.Chars.isLetterOrDigit \n \n @SinceKotlin("1.5") \n public actual fun
Char.isLetterOrDigit(): Boolean { \n if (this in 'a..'z' || this in 'A..'Z' || this in '0..'9') { \n return true \n } \n if
(this < '\u0080') { \n return false \n } \n return isDigitImpl() || isLetterImpl() \n } \n \n ** \n * Returns `true` if
this character is a digit. \n \n * A character is considered to be a digit if its [category] is
[CharCategory.DECIMAL_DIGIT_NUMBER]. \n \n * @sample samples.text.Chars.isDigit \n \n @SinceKotlin("1.5") \n public actual fun Char.isDigit(): Boolean { \n if (this in '0..'9') { \n return true \n } \n if (this < '\u0080') { \n return false \n } \n return isDigitImpl() \n } \n \n ** \n * Returns `true` if this
character is upper case. \n \n * A character is considered to be an upper case character if its [category] is
[CharCategory.UPPERCASE_LETTER], \n \n * or it has contributory property Other_Uppercase as defined by the
Unicode Standard. \n \n * @sample samples.text.Chars.isUpperCase \n \n @SinceKotlin("1.5") \n public actual fun
Char.isUpperCase(): Boolean { \n if (this in 'A..'Z') { \n return true \n } \n if (this < '\u0080') { \n return
false \n } \n return isUpperCaseImpl() \n } \n \n ** \n * Returns `true` if this character is lower case. \n \n * A
character is considered to be a lower case character if its [category] is [CharCategory.LOWERCASE_LETTER], \n \n *
or it has contributory property Other_Lowercase as defined by the Unicode Standard. \n \n * @sample
samples.text.Chars.isLowerCase \n \n @SinceKotlin("1.5") \n public actual fun Char.isLowerCase(): Boolean { \n if
(this in 'a..'z') { \n return true \n } \n if (this < '\u0080') { \n return false \n } \n return
isLowerCaseImpl() \n } \n \n ** \n * Returns `true` if this character is a title case letter. \n \n * A character is
considered to be a title case letter if its [category] is [CharCategory.TITLECASE_LETTER]. \n \n * @sample
samples.text.Chars.isTitleCase \n \n @SinceKotlin("1.5") \n public actual fun Char.isTitleCase(): Boolean { \n if
(this < '\u0080') { \n return false \n } \n return getCategoryValue() ==

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CharCategory.TITLECASE_LETTER.value\n}\n\n/**\n * Returns `true` if this character is an ISO control
character.\n *\n * A character is considered to be an ISO control character if its [category] is
[CharCategory.CONTROL],\n * meaning the Char is in the range `\\u0000'..'\\u001F` or in the range
`\\u007F'..'\\u009F'.\n *\n * @sample samples.text.Chars.isISOControl\n */\n@SinceKotlin("1.5")\npublic actual
fun Char.isISOControl(): Boolean {\n    return this <= '\\u001F' || this in '\\u007F'..'\\u009F'\n}\n\n/**\n *
Determines whether a character is whitespace according to the Unicode standard.\n * Returns `true` if the character
is whitespace.\n *\n * @sample samples.text.Chars.isWhitespace\n */\npublic actual fun Char.isWhitespace():
Boolean = isWhitespaceImpl()\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Converts the characters
in the specified array to a string.\n */\n@SinceKotlin("1.2")\n@Deprecated("Use CharArray.concatToString()
instead", ReplaceWith("chars.concatToString()"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5")\npublic actual fun String(chars: CharArray): String {\n    var result = ""\n    for (char in chars) {\n
result += char\n    }\n    return result\n}\n\n/**\n * Converts the characters from a portion of the specified array to a
string.\n *\n * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero\n * or `offset +
length` is out of [chars] array bounds.\n */\n@SinceKotlin("1.2")\n@Deprecated("Use
CharArray.concatToString(startIndex, endIndex) instead", ReplaceWith("chars.concatToString(offset, offset +
length)"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5")\npublic actual fun String(chars:
CharArray, offset: Int, length: Int): String {\n    if (offset < 0 || length < 0 || chars.size - offset < length)\n
throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")\n    var result = ""\n    for
(index in offset until offset + length) {\n        result += chars[index]\n    }\n    return result\n}\n\n/**\n *
Concatenates characters in this [CharArray] into a String.\n
*\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
CharArray.concatToString(): String {\n    var result = ""\n    for (char in this) {\n        result += char\n    }\n
return result\n}\n\n/**\n * Concatenates characters in this [CharArray] or its subrange into a String.\n *\n * @param
startIndex the beginning (inclusive) of the subrange of characters, 0 by default.\n * @param endIndex the end
(exclusive) of the subrange of characters, size of this array by default.\n *\n * @throws
IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n
*\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n
*\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun CharArray.concatToString(startIndex: Int = 0,
endIndex: Int = this.size): String {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n    var
result = ""\n    for (index in startIndex until endIndex) {\n        result += this[index]\n    }\n    return
result\n}\n\n/**\n * Returns a [CharArray] containing characters of this string.\n
*\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
String.toCharArray(): CharArray {\n    return CharArray(length) { get(it) }\n}\n\n/**\n * Returns a [CharArray]
containing characters of this string or its substring.\n *\n * @param startIndex the beginning (inclusive) of the
substring, 0 by default.\n * @param endIndex the end (exclusive) of the substring, length of this string by default.\n
*\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length
of this string.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n
*\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int
= this.length): CharArray {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    return
CharArray(endIndex - startIndex) { get(startIndex + it) }\n}\n\n/**\n * Decodes a string from the bytes in UTF-8
encoding in this array.\n *\n * Malformed byte sequences are replaced by the replacement char `\\uFFFD`.\n
*\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
ByteArray.decodeToString(): String {\n    return decodeUtf8(this, 0, size, false)\n}\n\n/**\n * Decodes a string from
the bytes in UTF-8 encoding in this array or its subrange.\n *\n * @param startIndex the beginning (inclusive) of the

```


subrange to decode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\\uFFFD`. \n * \n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.\n

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ByteArray.decodeToString(\n    startIndex: Int = 0,\n    endIndex: Int = this.size,\n    throwOnInvalidSequence: Boolean = false\n): String {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)\n}\n\n/**\n * Encodes this string to an array of bytes in UTF-8 encoding.\n * \n * Any malformed char sequence is replaced by the replacement byte sequence.\n
```

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun String.encodeToByteArray(): ByteArray {\n    return encodeUtf8(this, 0, length, false)\n}\n\n/**\n * Encodes this string or its substring to an array of bytes in UTF-8 encoding.\n * \n * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.\n * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.\n * \n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.\n
```

```

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.encodeToByteArray(\n    startIndex: Int = 0,\n    endIndex: Int = this.length,\n    throwOnInvalidSequence: Boolean = false\n): ByteArray {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)\n}\n\n/**\n * Returns a copy of this string converted to upper case using the rules of the default locale.\n * \n * @Deprecated("Use uppercase() instead.")\n    ReplaceWith("uppercase()")\n@DeprecatedSinceKotlin(warningSince = "1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string converted to upper case using Unicode mapping rules of the invariant locale.\n * \n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n * \n * @sample samples.text.Strings.uppercase\n
```

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string converted to lower case using the rules of the default locale.\n * \n * @Deprecated("Use lowercase() instead.")\n    ReplaceWith("lowercase()")\n@DeprecatedSinceKotlin(warningSince = "1.5")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()\n\n/**\n * Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.\n * \n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n * \n * @sample samples.text.Strings.lowercase\n
```

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s,

```


`true`:`\n * - [isDigit]` is ``true`` for the Char and the Unicode decimal digit value of the character is less than the specified `[radix]`. In this case the decimal digit value is returned.`\n * - The Char` is one of the uppercase Latin letters 'A' through 'Z' and its `[code]` is less than ``radix + 'A'.code - 10``. In this case, ``this.code - 'A'.code + 10`` is returned.`\n * - The Char` is one of the lowercase Latin letters 'a' through 'z' and its `[code]` is less than ``radix + 'a'.code - 10``. In this case, ``this.code - 'a'.code + 10`` is returned.`\n * - The Char` is one of the fullwidth Latin capital letters `'\uFF21'` through `'\uFF3A'` and its `[code]` is less than ``radix + 0xFF21 - 10``. In this case, ``this.code - 0xFF21 + 10`` is returned.`\n * - The Char` is one of the fullwidth Latin small letters `'\uFF41'` through `'\uFF5A'` and its `[code]` is less than ``radix + 0xFF41 - 10``. In this case, ``this.code - 0xFF41 + 10`` is returned.`\n * \n * @sample samples.text.Chars.digitToInt``\n`

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToInt(radix: Int): Int {
    return digitToIntOrNull(radix) ?: throw IllegalArgumentException("\Char $this is not a digit in the given radix=$radix")
}
\n\n/**
\n * Returns the numeric value of the decimal digit that this Char represents, or `null` if this Char is not a valid decimal digit.
\n * A Char is considered to represent a decimal digit if [isDigit] is true for the Char.
\n * In this case, the Unicode decimal digit value of the character is returned.
\n * \n * @sample samples.text.Chars.digitToIntOrNull
\n
```

```

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

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToIntOrNull(radix: Int): Int? {
    checkRadix(radix)
    return digitOf(this, radix).takeIf { it >= 0 }
}
\n\n/**
\n * Returns the Char that represents this decimal digit.
\n * Throws an exception if this value is not in the range `0..9`.
\n * If this value is in `0..9`, the decimal digit Char with code `0'.code + this` is returned.
\n * \n * @sample samples.text.Chars.digitToChar
\n
```

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(): Char {
    if (this in 0..9) {
        return '0' + this
    }
    throw IllegalArgumentException("\Int $this is not a decimal digit")
}
\n\n/**
\n * Returns the Char that represents this numeric digit value in the specified [radix].
\n * Throws an exception if the [radix] is not in the range `2..36` or if this value is not in the range `0` until radix`.
\n * If this value is less than `10`, the decimal digit Char with code `0'.code + this` is returned.
\n * Otherwise, the uppercase Latin letter with code `A'.code + this - 10` is returned.
\n * \n * @sample samples.text.Chars.digitToChar
\n
```

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(radix: Int): Char {
    if (radix !in 2..36) {
        throw IllegalArgumentException("Invalid radix: $radix. Valid radix values are in range 2..36")
    }
    if (this < 0 || this >= radix) {
        throw IllegalArgumentException("\Digit $this does not represent a valid digit in radix $radix")
    }
    return if (this < 10) {
        '0' + this
    } else {
        'A' + this - 10
    }
}
\n\n/**
\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.
\n * \n * @Deprecated("Use lowercaseChar() instead.")
\n
```

```

ReplaceWith("lowercaseChar()")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun Char.toLowerCase(): Char
\n\n/**
\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.
\n * This function performs one-to-one character mapping.
\n * To support one-to-many
\n
```

character mapping use the [lowercase] function.\n * If this character has no mapping equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.lowercase\n

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.lowercaseChar(): Char\n\n**\n * Converts this character to lower case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, ``\u0130'.lowercase()`` returns ``\u0069\u0307``,\n * where
``\u0130`` is the LATIN CAPITAL LETTER I WITH DOT ABOVE character (``\ufffd\ufffd``).\n * If this character
has no lower case mapping, the result of ``toString()`` of this char is returned.\n *\n * @sample
samples.text.Chars.lowercase\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.lowercase(): String\n\n**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n@Deprecated("Use uppercaseChar() instead.")
ReplaceWith("uppercaseChar()")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
Char.toUpperCase(): Char\n\n**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many
character mapping use the [uppercase] function.\n * If this character has no mapping equivalent, the character itself
is returned.\n *\n * @sample samples.text.Chars.uppercase\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.uppercaseChar(): Char\n\n**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, ``\uFB00'.uppercase()`` returns ``\u0046\u0046``,\n * where
``\uFB00`` is the LATIN SMALL LIGATURE FF character (``\ufffd\ufffd\ufffd``).\n * If this character has no upper
case mapping, the result of ``toString()`` of this char is returned.\n *\n * @sample samples.text.Chars.uppercase\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.uppercase(): String\n\n**\n * Converts this character to title case using Unicode mapping rules of the
invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many
character mapping use the [titlecase] function.\n * If this character has no mapping equivalent, the result of calling
[uppercaseChar] is returned.\n *\n * @sample samples.text.Chars.titlecase\n
```

```
*\n@SinceKotlin("1.5")\npublic fun Char.titlecase(): String = titlecaseImpl()\n\n**\n * Concatenates this Char
and a String.\n *\n * @sample samples.text.Chars.plus\n
```

```
*\n@kotlin.internal.InlineOnly\npublic inline operator fun
Char.plus(other: String): String = this.toString() + other\n\n**\n * Returns `true` if this character is equal to the
[other] character, optionally ignoring character case.\n *\n * Two characters are considered equal ignoring case if
`Char.uppercaseChar().lowercaseChar()` on each character produces the same result.\n *\n * @param ignoreCase
`true` to ignore character case when comparing characters. By default `false`.\n *\n * @sample
samples.text.Chars.equals\n
```

```
*\npublic fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {\n    if
(this == other) return true\n    if (!ignoreCase) return false\n    val thisUpper = this.uppercaseChar()\n    val
otherUpper = other.uppercaseChar()\n    return thisUpper == otherUpper || thisUpper.lowercaseChar() ==
otherUpper.lowercaseChar()\n}\n\n**\n * Returns `true` if this character is a Unicode surrogate code unit.\n
```

```
*\npublic fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE\n\n**\n * Returns the Unicode general category of this character.\n
```

```
*\n@SinceKotlin("1.5")\npublic expect val
Char.category: CharCategory\n\n**\n * Returns `true` if this character (Unicode code point) is defined in
Unicode.\n *\n * A character is considered to be defined in Unicode if its [category] is not
[CharCategory.UNASSIGNED].\n *\n@SinceKotlin("1.5")\npublic expect fun Char.isDefined():
```

```

Boolean Returns `true` if this character is a letter. A character is considered to be a letter if its
[category] is [CharCategory.UPPERCASE_LETTER], [CharCategory.LOWERCASE_LETTER],
[CharCategory.TITLECASE_LETTER], [CharCategory.MODIFIER_LETTER], or
[CharCategory.OTHER_LETTER].
@sample samples.text.Chars.isLetter
SinceKotlin("1.5")\npublic expect fun Char.isLetter(): Boolean Returns `true` if this character is a
letter or digit.
@see isLetter
@see isDigit
@sample samples.text.Chars.isLetterOrDigit
SinceKotlin("1.5")\npublic expect fun Char.isLetterOrDigit(): Boolean Returns `true` if this
character is a digit. A character is considered to be a digit if its [category] is
[CharCategory.DECIMAL_DIGIT_NUMBER].
@sample samples.text.Chars.isDigit
SinceKotlin("1.5")\npublic expect fun Char.isDigit(): Boolean Returns `true` if this character is
upper case. A character is considered to be an upper case character if its [category] is
[CharCategory.UPPERCASE_LETTER], or it has contributory property Other_Uppercase as defined by the
Unicode Standard.
@sample samples.text.Chars.isUpperCase
SinceKotlin("1.5")\npublic expect fun Char.isUpperCase(): Boolean Returns `true` if this character is lower case. A character is
considered to be a lower case character if its [category] is [CharCategory.LOWERCASE_LETTER], or it has
contributory property Other_Lowercase as defined by the Unicode Standard.
@sample
samples.text.Chars.isLowerCase
SinceKotlin("1.5")\npublic expect fun Char.isLowerCase():
Boolean Returns `true` if this character is a title case letter. A character is considered to be a title
case letter if its [category] is [CharCategory.TITLECASE_LETTER].
@sample
samples.text.Chars.isTitleCase
SinceKotlin("1.5")\npublic expect fun Char.isTitleCase(): Boolean Returns `true` if this character is an ISO control character. A character is considered to be an ISO control
character if its [category] is [CharCategory.CONTROL], meaning the Char is in the range `'\u0000'..' \u001F'`
or in the range `'\u007F'..' \u009F'`.
@sample samples.text.Chars.isISOControl
SinceKotlin("1.5")\npublic expect fun Char.isISOControl(): Boolean Determines whether a
character is whitespace according to the Unicode standard. Returns `true` if the character is whitespace.
@sample samples.text.Chars.isWhitespace
SinceKotlin("1.5")\npublic expect fun Char.isWhitespace(): Boolean
Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
package
kotlin
Creates a Char with the specified [code], or throws an exception if the [code] is out of
`Char.MIN_VALUE.code..Char.MAX_VALUE.code`.
If the program that calls this function is written in a
way that only valid [code] is passed as the argument, using the overload that takes a [UShort] argument is
preferable (`Char(intValue.toUShort())`). That overload doesn't check validity of the argument, and may
improve program performance when the function is called routinely inside a loop.
@sample
samples.text.Chars.charFromCode
SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun Char(code: Int): Char {
    if (code < Char.MIN_VALUE.code || code > Char.MAX_VALUE.code) {
        throw IllegalArgumentException("Invalid Char code: $code")
    }
    return code.toChar()
}
Creates a Char with the specified [code].
@sample samples.text.Chars.charFromCode
SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("NO_ACTUAL_FOR
_EXPECT")\npublic expect fun Char(code: UShort): Char Returns the code of this Char. Code of
a Char is the value it was constructed with, and the UTF-16 code unit corresponding to this Char.
@sample
samples.text.Chars.code
SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Su
ppress("DEPRECATION")\npublic inline val Char.code: Int get() = this.toInt()
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JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\npackage
kotlin.sequences\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:

```

<https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib>

```

import kotlin.random.*

Returns
`true` if [element] is found in the sequence.
`*` The operation is _terminal_.
`*` public operator fun
<@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element)
    >= 0
}

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
[index] is out of bounds of this sequence.
`*` The operation is _terminal_.
`*` @sample
samples.collections.Collections.Elements.elementAt

`*` public fun <T> Sequence<T>.elementAt(index: Int): T
{
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at
    index $index.") }
}

Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this sequence.
`*` The operation is _terminal_.
`*` @sample
samples.collections.Collections.Elements.elementAtOrElse

`*` public fun <T>
Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return
        defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element
        = iterator.next()
        if (index == count++)
            return element
    }
    return
    defaultValue(index)
}

Returns an element at the given [index] or `null` if the [index] is out of bounds of
this sequence.
`*` The operation is _terminal_.
`*` @sample
samples.collections.Collections.Elements.elementAtOrNull

`*` public fun <T>
Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

Returns the first element matching the given [predicate], or `null`
if no such element was found.
`*` The operation is _terminal_.
`*` @sample
samples.collections.Collections.Elements.find

`*` @kotlin.internal.InlineOnly

`*` public inline fun <T>
Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

Returns the last
element matching the given [predicate], or `null` if no such element was found.
`*` The operation is
_terminal_.
`*` @sample
samples.collections.Collections.Elements.find

`*` @kotlin.internal.InlineOnly

`*` public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

Returns first element.
`*` @throws [NoSuchElementException] if the
sequence is empty.
`*` The operation is _terminal_.
`*` public fun <T> Sequence<T>.first(): T {
    val
    iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

Returns the first element matching the given [predicate].
`*` @throws
[NoSuchElementException] if no such element is found.
`*` The operation is _terminal_.
`*` public inline fun
<T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return
    element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

Returns the first non-null value produced by [transform] function being applied to elements of this sequence in
iteration order.
`*` or throws [NoSuchElementException] if no non-null value was produced.
`*` The operation
is _terminal_.
`*` @sample
samples.collections.Collections.Transformations.firstNotNullOf

`*` @SinceKotlin("1.5")

`*` @kotlin.internal.InlineOnly

`*` public inline fun <T, R : Any>
Sequence<T>.firstNotNullOf(transform: (T) -> R?): R {
    return firstNotNullOfOrNull(transform) ?: throw
    NoSuchElementException("No element of the sequence was transformed to a non-null value.")
}

Returns the first non-null value produced by [transform] function being applied to elements of this sequence in
iteration order.
`*` or `null` if no non-null value was produced.
`*` The operation is _terminal_.
`*` @sample
samples.collections.Collections.Transformations.firstNotNullOf

`*` @SinceKotlin("1.5")

`*` @kotlin.internal.InlineOnly

`*` public inline fun <T, R : Any>
Sequence<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {
    for (element in this) {
        val result =
        transform(element)
        if (result != null)
            return result
    }
    return null
}

Returns the first element, or `null` if the sequence is empty.
`*` The operation is _terminal_.
`*` public fun
<T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

Returns the first element matching the given [predicate], or `null` if element was
not found.
`*` The operation is _terminal_.
`*` public inline fun <T> Sequence<T>.firstOrNull(predicate: (T)

```

```

-> Boolean): T? {\n  for (element in this) if (predicate(element)) return element\n  return null\n}\n\n/**\n * Returns first index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {\n  var\n  index = 0\n  for (item in this) {\n    checkIndexOverflow(index)\n    if (element == item)\n      return\n      index\n      index++\n  }\n  return -1\n}\n\n/**\n * Returns index of the first element matching the given\n [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n */\npublic\ninline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n  var index = 0\n  for (item in this)\n  {\n    checkIndexOverflow(index)\n    if (predicate(item))\n      return index\n      index++\n  }\n  return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the sequence does not\n contain such element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T>\nSequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n  var lastIndex = -1\n  var index = 0\n  for (item in\n  this) {\n    checkIndexOverflow(index)\n    if (predicate(item))\n      lastIndex = index\n      index++\n  }\n  return lastIndex\n}\n\n/**\n * Returns the last element.\n *\n * The operation is _terminal_.\n */\n * @throws\nNoSuchElementException if the sequence is empty.\n */\n * @sample\nsamples.collections.Collections.Elements.last\n\n/**\npublic fun <T> Sequence<T>.last(): T {\n  val iterator =\n  iterator()\n  if (!iterator.hasNext())\n    throw NoSuchElementException("Sequence is empty.")\n  var last =\n  iterator.next()\n  while (iterator.hasNext())\n    last = iterator.next()\n  return last\n}\n\n/**\n * Returns the last\n element matching the given [predicate].\n *\n * The operation is _terminal_.\n */\n * @throws\nNoSuchElementException if no such element is found.\n */\n * @sample\nsamples.collections.Collections.Elements.last\n\n/**\npublic inline fun <T> Sequence<T>.last(predicate: (T) ->\nBoolean): T {\n  var last: T? = null\n  var found = false\n  for (element in this) {\n    if (predicate(element))\n      {\n        last = element\n        found = true\n      }\n  }\n  if (!found) throw\n  NoSuchElementException("Sequence contains no element matching the predicate.")\n  @Suppress("UNCHECKED_CAST")\n  return last as T\n}\n\n/**\n * Returns last index of [element], or -1 if the\n sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun\n<@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {\n  var lastIndex = -1\n  var\n  index = 0\n  for (item in this) {\n    checkIndexOverflow(index)\n    if (element == item)\n      lastIndex =\n      index\n      index++\n  }\n  return lastIndex\n}\n\n/**\n * Returns the last element, or `null` if the sequence is\n empty.\n *\n * The operation is _terminal_.\n */\n * @sample\nsamples.collections.Collections.Elements.last\n\n/**\npublic fun <T> Sequence<T>.lastOrNull(): T? {\n  val iterator = iterator()\n  if (!iterator.hasNext())\n  return null\n  var last = iterator.next()\n  while (iterator.hasNext())\n    last = iterator.next()\n  return\n  last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n */\n * @sample\nsamples.collections.Collections.Elements.last\n\n/**\npublic inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n  var last: T? = null\n  for (element in\n  this) {\n    if (predicate(element)) {\n      last = element\n    }\n  }\n  return last\n}\n\n/**\n * Returns the\n single element, or throws an exception if the sequence is empty or has more than one element.\n *\n * The operation\n is _terminal_.\n */\npublic fun <T> Sequence<T>.single(): T {\n  val iterator = iterator()\n  if\n  (!iterator.hasNext())\n    throw NoSuchElementException("Sequence is empty.")\n  val single =\n  iterator.next()\n  if (iterator.hasNext())\n    throw IllegalArgumentException("Sequence has more than one\n  element.")\n  return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws\n exception if there is no or more than one matching element.\n *\n * The operation is _terminal_.\n */\npublic inline\nfun <T> Sequence<T>.single(predicate: (T) -> Boolean): T {\n  var single: T? = null\n  var found = false\n  for\n  (element in this) {\n    if (predicate(element)) {\n      if (found) throw\n      IllegalArgumentException("Sequence\n      contains more than one matching element.")\n      single = element\n      found = true\n    }\n  }\n  if\n  (!found) throw\n  NoSuchElementException("Sequence contains no element matching the predicate.")\n  @Suppress("UNCHECKED_CAST")\n  return single as T\n}\n\n/**\n * Returns single element, or `null` if the\n sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T>\nSequence<T>.singleOrNull(): T? {\n  val iterator = iterator()\n  if (!iterator.hasNext())\n    return null\n  val

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single = iterator.next()\n if (iterator.hasNext())\n     return null\n     return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element))\n            if (found) return null\n            single = element\n            found = true\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns a sequence containing all elements except first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @throws IllegalArgumentException if [n] is negative.\n *\n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.drop(n: Int): Sequence<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return when {\n        n == 0 -> this\n        this is DropTakeSequence -> this.drop(n)\n        else -> DropSequence(this, n)\n    }\n}\n\n/**\n * Returns a sequence containing all elements except first elements that satisfy the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {\n    return DropWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filter\n */\npublic fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {\n    return FilteringSequence(this, true, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n *\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {\n    // TODO: Rewrite with generalized MapFilterIndexingSequence\n    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n    forEachIndexed {\n        index, element ->\n            if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}\n\n/**\n * Returns a sequence containing all elements that are instances of specified type parameter R.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {\n    @Suppress(\"UNCHECKED_CAST\")\n    return filter { it is R } as Sequence<R>\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Filtering.filterIsInstanceTo\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {\n    for (element in this) if (element is R) destination.add(element)\n    return destination\n}\n\n/**\n * Returns a sequence containing all elements not matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filter\n */\npublic fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {\n    return FilteringSequence(this, false, predicate)\n}\n\n/**\n * Returns a sequence containing all elements that are not `null`.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filterNotNull\n */\npublic fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {\n    @Suppress(\"UNCHECKED_CAST\")\n    return filterNot { it == null } as Sequence<T>\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n */\npublic fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {\n    for (element in this) if (element != null) destination.add(element)\n    return destination\n}\n\n/**\n * Appends all elements not matching

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

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

```

MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
Append all elements yielded from results of [transform] function being invoked on each
element of original sequence, to the given [destination].
The operation is _terminal_.
public inline fun
<T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C
{
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
Groups elements of the original sequence by the key returned by the given [keySelector]
function applied to each element and returns a map where each group key is associated with a list of
corresponding elements.
The returned map preserves the entry iteration order of the keys produced from the
original sequence.
The operation is _terminal_.
@sample
samples.collections.Collections.Transformations.groupBy
public inline fun <T, K>
Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K,
MutableList<T>>(), keySelector)
}
Groups values returned by the [valueTransform] function applied to
each element of the original sequence by the key returned by the given [keySelector] function applied to the
element and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original sequence.
The operation is _terminal_.
@sample
samples.collections.Collections.Transformations.groupByKeysAndValues
public inline fun <T, K, V>
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
Groups elements
of the original sequence by the key returned by the given [keySelector] function applied to each element and
puts to the [destination] map each group key associated with a list of corresponding elements.
The operation is _terminal_.
@return The
[destination] map.
@sample
samples.collections.Collections.Transformations.groupBy
public inline fun <T, K, M : MutableMap<in K,
MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
Groups values returned by the [valueTransform] function
applied to each element of the original sequence by the key returned by the given [keySelector] function applied
to the element and puts to the [destination] map each group key associated with a list of corresponding values.
The operation is _terminal_.
@return The [destination] map.
@sample
samples.collections.Collections.Transformations.groupByKeysAndValues
public inline fun <T, K, V, M :
MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list =
destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
Creates a [Grouping] source from a sequence to be used later with one of group-and-fold
operations using the specified [keySelector] function to extract a key from each element.
The operation is
_intermediate_ and _stateless_.
@sample samples.collections.Grouping.groupingByEachCount
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K):
Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> =
this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}
Returns a sequence containing the results of applying the given [transform] function to each element in the
original sequence.
The operation is _intermediate_ and _stateless_.
@sample
samples.collections.Collections.Transformations.map
public fun <T, R> Sequence<T>.map(transform: (T) ->
R): Sequence<R> {
    return TransformingSequence(this, transform)
}
Returns a sequence containing
the results of applying the given [transform] function to each element and its index in the original sequence.
@param [transform] function that takes the index of an element and the element itself and returns the result of
the transform applied to the element.
The operation is _intermediate_ and _stateless_.
public fun <T,
R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return

```

`TransformingIndexedSequence(this, transform)` Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence.

`@param [transform] function that takes the index of an element and the element itself` and returns the result of the transform applied to the element.

`The operation is _intermediate_ and _stateless_.`

`public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {`

`return TransformingIndexedSequence(this, transform).filterNotNull()`

`}` Applies the given [transform] function to each element and its index in the original sequence and appends only the non-null results to the given [destination].

`@param [transform] function that takes the index of an element and the element itself` and returns the result of the transform applied to the element.

`The operation is _terminal_.`

`public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {`

`forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }`

`return destination`

`}` Applies the given [transform] function to each element and its index in the original sequence and appends the results to the given [destination].

`@param [transform] function that takes the index of an element and the element itself` and returns the result of the transform applied to the element.

`The operation is _terminal_.`

`public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {`

`var index = 0`

`for (item in this)`

`destination.add(transform(checkIndexOverflow(index++), item))`

`return destination`

`}` Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence.

`The operation is _intermediate_ and _stateless_.`

`@sample`

`samples.collections.Collections.Transformations.mapNotNull`

`public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {`

`return TransformingSequence(this, transform).filterNotNull()`

`}` Applies the given [transform] function to each element in the original sequence and appends only the non-null results to the given [destination].

`The operation is _terminal_.`

`public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {`

`forEach { element -> transform(element)?.let { destination.add(it) } }`

`return destination`

`}` Applies the given [transform] function to each element of the original sequence and appends the results to the given [destination].

`The operation is _terminal_.`

`public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {`

`for (item in this)`

`destination.add(transform(item))`

`return destination`

`}` Returns a sequence that wraps each element of the original sequence into an [IndexedValue] containing the index of that element and the element itself.

`The operation is _intermediate_ and _stateless_.`

`public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {`

`return IndexingSequence(this)`

`}` Returns a sequence containing only distinct elements from the given sequence.

`Among equal elements of the given sequence, only the first one will be present in the resulting sequence.`

`The elements in the resulting sequence are in the same order as they were in the source sequence.`

`The operation is _intermediate_ and _stateful_.`

`@sample`

`samples.collections.Collections.Transformations.distinctAndDistinctBy`

`public fun <T> Sequence<T>.distinct(): Sequence<T> {`

`return this.distinctBy { it }`

`}` Returns a sequence containing only elements from the given sequence having distinct keys returned by the given [selector] function.

`Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence.`

`The elements in the resulting sequence are in the same order as they were in the source sequence.`

`The operation is _intermediate_ and _stateful_.`

`@sample`

`samples.collections.Collections.Transformations.distinctAndDistinctBy`

`public fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {`

`return DistinctSequence(this, selector)`

`}` Returns a new [MutableSet] containing all distinct elements from the given sequence.

`The returned set preserves the element iteration order of the original sequence.`

`The operation is _terminal_.`

`public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {`

`val set = LinkedHashSet<T>()`

`for (item in this)`

`set.add(item)`

`return set`

`}` Returns `true` if all elements match the given [predicate].

`The operation is _terminal_.`

`@sample`

`samples.collections.Collections.Aggregates.all`

`public inline fun`

```

<T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {\n  for (element in this) if (!predicate(element)) return
false\n  return true\n}\n\n/**\n * Returns `true` if sequence has at least one element.\n *\n * The operation is
_terminal_.\n *\n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T>
Sequence<T>.any(): Boolean {\n  return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element
matches the given [predicate].\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T>
Sequence<T>.any(predicate: (T) -> Boolean): Boolean {\n  for (element in this) if (predicate(element)) return
true\n  return false\n}\n\n/**\n * Returns the number of elements in this sequence.\n *\n * The operation is
_terminal_.\n */\npublic fun <T> Sequence<T>.count(): Int {\n  var count = 0\n  for (element in this)
checkCountOverflow(++count)\n  return count\n}\n\n/**\n * Returns the number of elements matching the given
[predicate].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.count(predicate: (T) ->
Boolean): Int {\n  var count = 0\n  for (element in this) if (predicate(element)) checkCountOverflow(++count)\n
return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n *\n * Returns the specified [initial] value if the sequence
is empty.\n *\n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R>
Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n  var accumulator = initial\n  for (element in this)
accumulator = operation(accumulator, element)\n  return accumulator\n}\n\n/**\n * Accumulates value starting
with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element
with its index in the original sequence.\n *\n * Returns the specified [initial] value if the sequence is empty.\n *\n
@param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R>
Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n  var index = 0\n  var
accumulator = initial\n  for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator,
element)\n  return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n *\n * The operation is
_terminal_.\n */\npublic inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {\n  for (element in this)
action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the
element.\n *\n * @param [action] function that takes the index of an element and the element itself\n * and performs the
action on the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T>
Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n  var index = 0\n  for (item in this)
action(checkIndexOverflow(index++), item)\n}\n\n@Deprecated("Use maxOrNull instead.")
ReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.1")\npublic fun Sequence<Double>.max(): Double? {\n  return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead."),
ReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.1")\npublic fun Sequence<Float>.max(): Float? {\n  return
maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead."),
ReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\npublic fun <T : Comparable<T>> Sequence<T>.max(): T? {\n  return
maxOrNull()\n}\n\n@Deprecated("Use maxByOrNull instead."),
ReplaceWith("this.maxByOrNull(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince = "1.6")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) ->
R): T? {\n  return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the
given function or `null` if there are no elements.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\npublic inline fun <T, R :
Comparable<R>> Sequence<T>.maxByOrNull(selector: (T) -> R): T? {\n  val iterator = iterator()\n  if
(!iterator.hasNext()) return null\n  var maxElem = iterator.next()\n  if (!iterator.hasNext()) return maxElem\n  var
maxValue = selector(maxElem)\n  do {\n    val e = iterator.next()\n    val v = selector(e)\n    if (maxValue <

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

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produced by [selector] function applied to each element in the sequence.\n * \n * @throws NoSuchElementException if the sequence is empty.\n * \n * The operation is _terminal_.\n

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

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given function or `null` if there are no elements.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n * \n * @SinceKotlin("1.4")\npublic inline fun <T, R :
Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var minElem = iterator.next()\n    if (!iterator.hasNext()) return minElem\n    var
minValue = selector(minElem)\n    do {\n        val e = iterator.next()\n        val v = selector(e)\n        if (minValue >
v) {\n            minElem = e\n            minValue = v\n        }\n    } while (iterator.hasNext())\n    return
minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result
is `NaN`.\n * \n * @throws NoSuchElementException if the sequence is empty.\n * \n * The operation is
_terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Sequence<T>.minOf(selector: (T) ->
Double): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var
minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n
minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the sequence is empty.\n * \n * The operation is _terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Sequence<T>.minOf(selector: (T) ->
Float): Float {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var
minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n
minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * The operation is _terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T, R : Comparable<R>>
Sequence<T>.minOf(selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw
NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v
= selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * The operation is _terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Sequence<T>.minOfOrNull(selector:
(T) -> Double): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue =
selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * The operation is _terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Sequence<T>.minOfOrNull(selector:
(T) -> Float): Float? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue =
selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue =
minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * The
operation is _terminal_.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution

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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.minOfOrNull(selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return
null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v =
selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while
(iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n
            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence
or `null` if there are no elements.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    val iterator =
iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while
(iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) {\n
            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are
no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\npublic fun Sequence<Double>.minOrNull(): Double? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if
there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\npublic fun Sequence<Float>.minOrNull(): Float? {\n    val iterator = iterator()\n    if
(!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e =
iterator.next()\n        min = minOf(min, e)\n    }\n    return min\n}\n\n/**\n * Returns the smallest element or `null` if
there are no elements.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\npublic fun <T :
Comparable<T>> Sequence<T>.minOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return
null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (min > e) min
= e\n    }\n    return min\n}\n\n@Deprecated("Use minWithOrNull instead.")
ReplaceWith("this.minWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\npublic fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {\n
return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to
the provided [comparator] or `null` if there are no elements.\n * \n * The operation is _terminal_.\n
*\n*\n@SinceKotlin("1.4")\npublic fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n
val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    while
(iterator.hasNext()) {\n        val e = iterator.next()\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return
min\n}\n\n/**\n * Returns `true` if the sequence has no elements.\n * \n * The operation is _terminal_.\n * \n *
@\n * @sample samples.collections.Collections.Aggregates.none\n *\n*\n@SinceKotlin("1.4")\npublic fun <T> Sequence<T>.none(): Boolean {\n
return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * The
operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n
*\n*\n@SinceKotlin("1.4")\npublic inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {\n    for (element in this) if
(predicate(element)) return false\n    return true\n}\n\n/**\n * Returns a sequence which performs the given [action]
on each element of the original sequence as they pass through it.\n * \n * The operation is _intermediate_ and
_stateless_.\n
*\n*\n@SinceKotlin("1.1")\npublic fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T>

```

```

{\n  return map {\n      action(it)\n      it\n  }\n}\n\n/**\n * Returns a sequence which performs the given
[action] on each element of the original sequence as they pass through it.\n * @param [action] function that takes
the index of an element and the element itself\n * and performs the action on the element.\n *\n * The operation is
_intermediate_ and _stateless_.\n */\n@SinceKotlin("1.4")\npublic fun <T> Sequence<T>.onEachIndexed(action:
(index: Int, T) -> Unit): Sequence<T> {\n  return mapIndexed { index, element ->\n      action(index, element)\n      element\n  }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n *\n * Throws an exception if this sequence is empty. If
the sequence can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its
receiver is empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S>
Sequence<T>.reduce(operation: (acc: S, T) -> S): S {\n  val iterator = this.iterator()\n  if (!iterator.hasNext())
throw UnsupportedOperationException("Empty sequence can't be reduced.")\n  var accumulator: S =
iterator.next()\n  while (iterator.hasNext()) {\n      accumulator = operation(accumulator, iterator.next())\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from
left to right\n * to current accumulator value and each element with its index in the original sequence.\n *\n * Throws an exception if this sequence is empty. If the sequence can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n *\n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S>
Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n  val iterator = this.iterator()\n  if
(!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")\n  var index =
1\n  var accumulator: S = iterator.next()\n  while (iterator.hasNext()) {\n      accumulator =
operation(checkIndexOverflow(index++), accumulator, iterator.next())\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element with its index in the original sequence.\n *\n * Returns `null` if the sequence is
empty.\n *\n * @param [operation] function that takes the index of an element, current accumulator value and the
element itself,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n */\npublic inline fun <S, T : S>
Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {\n  val iterator = this.iterator()\n
if (!iterator.hasNext()) return null\n  var index = 1\n  var accumulator: S = iterator.next()\n  while
(iterator.hasNext()) {\n      accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n
  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n *\n * Returns `null` if the sequence is
empty.\n *\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates
the next accumulator value.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n */\npublic inline fun <S, T : S>
Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n  val iterator = this.iterator()\n  if
(!iterator.hasNext()) return null\n  var accumulator: S = iterator.next()\n  while (iterator.hasNext()) {\n
accumulator = operation(accumulator, iterator.next())\n  }\n  return accumulator\n}\n\n/**\n * Returns a sequence
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with [initial] value.\n *\n * Note that `acc` value passed to [operation]
function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n *\n * The
[initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function
later because of sequence's lazy nature.\n *\n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and

```

```

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

```

[operation] from left to right
 * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * The operation is `_intermediate_` and `_stateless_`.
 * @sample samples.collections.Collections.Aggregates.scan

```

*^@SinceKotlin("1.4")^@WasExperimental(ExperimentalStdlibApi::class)^public fun <T, R>
Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return
    runningFoldIndexed(initial, operation)
}
* Returns the sum of all values produced by [selector] function
applied to each element in the sequence.
* The operation is _terminal_.
*^@Deprecated("Use sumOf
instead.", ReplaceWith("this.sumOf(selector)"))^@DeprecatedSinceKotlin(warningSince = "1.5")^public inline
fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum
        += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector]
function applied to each element in the sequence.
* The operation is _terminal_.
*^@Deprecated("Use
sumOf instead.", ReplaceWith("this.sumOf(selector)"))^@DeprecatedSinceKotlin(warningSince =
"1.5")^public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double
    = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum
of all values produced by [selector] function applied to each element in the sequence.
* The operation is
_terminal_.
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolution
ByLambdaReturnType^@kotlin.jvm.JvmName("sumOfDouble")^@kotlin.internal.InlineOnly^public inline fun
<T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element
    in this) {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced
by [selector] function applied to each element in the sequence.
* The operation is _terminal_.
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolution
ByLambdaReturnType^@kotlin.jvm.JvmName("sumOfInt")^@kotlin.internal.InlineOnly^public inline fun <T>
Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum +=
        selector(element)
    }
    return sum
}
* Returns the sum of all values produced by [selector] function
applied to each element in the sequence.
* The operation is _terminal_.
*^@SinceKotlin("1.4")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolution
ByLambdaReturnType^@kotlin.jvm.JvmName("sumOfLong")^@kotlin.internal.InlineOnly^public inline fun
<T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this)
    {
        sum += selector(element)
    }
    return sum
}
* Returns the sum of all values produced by
[selector] function applied to each element in the sequence.
* The operation is _terminal_.
*^@SinceKotlin("1.5")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolution
ByLambdaReturnType^@kotlin.jvm.JvmName("sumOfUInt")^@WasExperimental(ExperimentalUnsignedType
s::class)^@kotlin.internal.InlineOnly^public inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return
    sum
}
* Returns the sum of all values produced by [selector] function applied to each element in the
sequence.
* The operation is _terminal_.
*^@SinceKotlin("1.5")^@OptIn(kotlin.experimental.ExperimentalTypeInference::class)^@OverloadResolution
ByLambdaReturnType^@kotlin.jvm.JvmName("sumOfULong")^@WasExperimental(ExperimentalUnsignedTy
pes::class)^@kotlin.internal.InlineOnly^public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong):
ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
* Returns an original collection containing all the non-`null` elements, throwing an
[IllegalArgumentException] if there are any `null` elements.
* The operation is _intermediate_ and
_stateless_.
*^public fun <T : Any> Sequence<T?>.requireNonNulls(): Sequence<T> {
    return map { it?
  
```


enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.

```


public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty()) return this@minus.iterator()
            else return this@minus.filterNot { it in other }.iterator()
        }
    }
}


```

* Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].

* The operation is `_intermediate_` and `_stateless_`.

```


@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}


```

* Splits the original sequence into pair of lists, where `*first*` list contains elements for which [predicate] yielded `true`, while `*second*` list contains elements for which [predicate] yielded `false`.

* The operation is `_terminal_`.

```


@sample.samples.collections.Sequences.Transformations.partition
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) first.add(element)
    } else {
        second.add(element)
    }
    return Pair(first, second)
}


```

* Returns a sequence containing all elements of the original sequence and then the given [element].

* The operation is `_intermediate_` and `_stateless_`.

```


public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}


```

* Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.

* Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.

* The operation is `_intermediate_` and `_stateless_`.

```


public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}


```

* Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.

* Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.

* The operation is `_intermediate_` and `_stateless_`.

```


public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}


```

* Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.

* Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.

* The operation is `_intermediate_` and `_stateless_`.

```


public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}


```

* Returns a sequence containing all elements of the original sequence and then the given [element].

* The operation is `_intermediate_` and `_stateless_`.

```


@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}


```

* Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.

* Several last lists may have fewer elements than the given [size].

* Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.

* @param size the number of elements to take in each window

* @param step the number of elements to move the window forward by on an each step, by default 1

* @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

```


@sample.samples.collections.Sequences.Transformations.takeWindows
@SinceKotlin("1.2")
public fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}


```

* Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step].

* Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.

* You should not store it or allow it to escape in some way, unless you made a snapshot of it.

* Several last lists may have fewer elements than the given [size].

* Both [size] and [step] must be positive and can be greater than

the number of elements in this sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample

```
samples.collections.Sequences.Transformations.averageWindows\n *^\n@SinceKotlin("1.2")\npublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {\n    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
```

```
samples.collections.Sequences.Transformations.zip\n *^\npublic infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {\n    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
```

```
samples.collections.Sequences.Transformations.zipWithTransform\n *^\npublic fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n    return MergingSequence(this, other, transform)\n}\n\n/**\n * Returns a sequence of pairs of each two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
```

```
samples.collections.Collections.Transformations.zipWithNext\n *^\n@SinceKotlin("1.2")\npublic fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {\n    return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to an each pair of two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
```

```
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n *^\n@SinceKotlin("1.2")\npublic fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n    return sequenceResult@\n    {\n        val iterator = iterator()\n        if (!iterator.hasNext()) return@result\n        var current = iterator.next()\n        while (iterator.hasNext()) {\n            val next = iterator.next()\n            yield(transform(current, next))\n            current = next\n        }\n    }\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * The operation is _terminal_.\n * \n * @sample
```

```
samples.collections.Collections.Transformations.joinTo\n *^\npublic fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = "\", \", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((T) -> CharSequence)? = null): A {\n    buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1)\n            buffer.append(separator)\n        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n        } else break\n    }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * The operation is _terminal_.\n * \n * @sample
```

```
samples.collections.Collections.Transformations.joinToString\n *^\npublic fun <T> Sequence<T>.joinToString(separator: CharSequence = "\", \", prefix: CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...\", transform: ((T) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.\n * \n * @sample
```



```

*\npublic operator fun <T> Set<T>.minus(element: T): Set<T> {\n    val result =
LinkedHashSet<T>(mapCapacity(size))\n    var removed = false\n    return this.filterTo(result) { if (!removed && it
== element) { removed = true; false } else true }\n}\n\n/**\n * Returns a set containing all elements of the original
set except the elements contained in the given [elements] array.\n * \n * The returned set preserves the element
iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] array may have been converted to a
[HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation
of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back
with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\n\npublic operator
fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {\n    val result = LinkedHashSet<T>(this)\n
result.removeAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set
except the elements contained in the given [elements] collection.\n * \n * The returned set preserves the element
iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] collection may have been converted to a
[HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation
of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back
with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\n\npublic operator
fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {\n    val other =
elements.convertToSetForSetOperationWith(this)\n    if (other.isEmpty())\n        return this.toSet()\n    if (other is
Set)\n        return this.filterNotTo(LinkedHashSet<T>()) { it in other }\n    val result = LinkedHashSet<T>(this)\n
result.removeAll(other)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set
except the elements contained in the given [elements] sequence.\n * \n * The returned set preserves the element
iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] sequence may have been converted to a
[HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation
of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back
with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\n\npublic operator
fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {\n    val result = LinkedHashSet<T>(this)\n
result.removeAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set
and then the given [element] if
it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.minusElement(element: T): Set<T> {\n    return
minus(element)\n}\n\n/**\n * Returns a set containing all elements of the original set and then the given [element] if
it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n
*/\n\npublic operator fun <T> Set<T>.plus(element: T): Set<T> {\n    val result =
LinkedHashSet<T>(mapCapacity(size + 1))\n    result.addAll(this)\n    result.add(element)\n    return
result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] array,\n *
which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n
*/\n\npublic operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n    val result =
LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n    result.addAll(this)\n    result.addAll(elements)\n
return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements]
collection,\n * which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the
original set.\n */\n\npublic operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n    val result =
LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))\n
result.addAll(this)\n    result.addAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of
the original set and the given [elements] sequence,\n * which aren't already in this set.\n * \n * The returned set
preserves the element iteration order of the original set.\n */\n\npublic operator fun <T> Set<T>.plus(elements:
Sequence<T>): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(this.size * 2))\n    result.addAll(this)\n
result.addAll(elements)\n    return result\n}\n\n/**\n * Returns a set containing all elements of the original set and
then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration
order of the original set.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.plusElement(element: T):
Set<T> {\n    return plus(element)\n}\n\n", "/"
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*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n\nimport kotlin.random.*\n\n/**\n * Returns a
character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char
sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun
CharSequence.elementAt(index: Int): Char\n\n/**\n * Returns a character at the given [index] or the result of calling
the [defaultValue] function if the [index] is out of bounds of this char sequence.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n    return if (index >= 0 && index
<= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if
the [index] is out of bounds of this char sequence.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.elementAtOrNull(index: Int): Char? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns the first
character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.find(predicate: (Char) -> Boolean): Char? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns
the last character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.findLast(predicate: (Char) -> Boolean): Char? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns first character.\n * @throws [NoSuchElementException] if the char sequence is empty.\n */\npublic fun
CharSequence.first(): Char {\n    if (isEmpty())\n        throw NoSuchElementException("Char sequence is
empty.")\n    return this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate].\n * @throws
[NoSuchElementException] if no such character is found.\n */\npublic inline fun CharSequence.first(predicate:
(Char) -> Boolean): Char {\n    for (element in this) if (predicate(element)) return element\n    throw
NoSuchElementException("Char sequence contains no character matching the predicate.")\n}\n\n/**\n * Returns
the first non-null value produced by [transform] function being applied to characters of this char sequence in
iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any>
CharSequence.firstNotNullOf(transform: (Char) -> R?): R {\n    return firstNotNullOfOrNull(transform) ?: throw
NoSuchElementException("No element of the char sequence was transformed to a non-null value.")\n}\n\n/**\n *
Returns the first non-null value produced by [transform] function being applied to characters of this char sequence in
iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any>
CharSequence.firstNotNullOfOrNull(transform: (Char) -> R?): R? {\n    for (element in this) {\n        val result =
transform(element)\n        if (result != null) {\n            return result\n        }\n    }\n    return null\n}\n\n/**\n *
Returns the first character, or `null` if the char sequence is empty.\n */\npublic fun CharSequence.firstOrNull():
Char? {\n    return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first character matching the given
[predicate], or `null` if character was not found.\n */\npublic inline fun CharSequence.firstOrNull(predicate: (Char) -
> Boolean): Char? {\n    for (element in this) if (predicate(element)) return element\n    return null\n}\n\n/**\n *
Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.getOrNull(index:
Int, defaultValue: (Int) -> Char): Char {\n    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of
this char sequence.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun

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

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single\n}\n\n/**\n * Returns a subsequence of this char sequence with the first [n] characters removed.\n * \n *
@throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun
CharSequence.drop(n: Int): CharSequence {\n    require(n >= 0) { \"Requested character count $n is less than zero.\"
}\n    return subSequence(n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string with the first [n] characters
removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.text.Strings.drop\n */\npublic fun String.drop(n: Int): String {\n    require(n >= 0) { \"Requested character
count $n is less than zero.\" }\n    return substring(n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of
this char sequence with the last [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is
negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun CharSequence.dropLast(n: Int):
CharSequence {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    return take((length -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a string with the last [n] characters removed.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun
String.dropLast(n: Int): String {\n    require(n >= 0) { \"Requested character count $n is less than zero.\" }\n    return
take((length - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a subsequence of this char sequence containing all
characters except last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n
*/\npublic inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in
lastIndex downTo 0)\n        if (!predicate(this[index]))\n            return subSequence(0, index + 1)\n    return
\"\"\n}\n\n/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].\n
*\n * @sample samples.text.Strings.drop\n */\npublic inline fun String.dropLastWhile(predicate: (Char) ->
Boolean): String {\n    for (index in lastIndex downTo 0)\n        if (!predicate(this[index]))\n            return
substring(0, index + 1)\n    return \"\"\n}\n\n/**\n * Returns a subsequence of this char sequence containing all
characters except first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n
*/\npublic inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in
this.indices)\n        if (!predicate(this[index]))\n            return subSequence(index, length)\n    return \"\"\n}\n\n/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].\n * \n *
@sample samples.text.Strings.drop\n */\npublic inline fun String.dropWhile(predicate: (Char) -> Boolean): String
{\n    for (index in this.indices)\n        if (!predicate(this[index]))\n            return substring(index)\n    return
\"\"\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence that
match the given [predicate].\n * \n * @sample samples.text.Strings.filter\n */\npublic inline fun
CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {\n    return filterTo(StringBuilder(),
predicate)\n}\n\n/**\n * Returns a string containing only those characters from the original string that match the
given [predicate].\n * \n * @sample samples.text.Strings.filter\n */\npublic inline fun String.filter(predicate: (Char) -
> Boolean): String {\n    return filterTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Returns a char sequence
containing only those characters from the original char sequence that match the given [predicate].\n * @param
[predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate
evaluation on the character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic
inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {\n    return
filterIndexedTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the
original string that match the given [predicate].\n * @param [predicate] function that takes the index of a character
and the character itself\n * and returns the result of predicate evaluation on the character.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun String.filterIndexed(predicate: (index:
Int, Char) -> Boolean): String {\n    return filterIndexedTo(StringBuilder(), predicate).toString()\n}\n\n/**\n *
Appends all characters matching the given [predicate] to the given [destination].\n * @param [predicate] function
that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the
character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C :
Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.append(element)\n    }\n    return destination\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char

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sequence that do not match the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n * \n\npublic inline
fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {\n    return filterNotTo(StringBuilder(),
predicate)\n}\n\n/**\n * Returns a string containing only those characters from the original string that do not match
the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n * \n\npublic inline fun
String.filterNot(predicate: (Char) -> Boolean): String {\n    return filterNotTo(StringBuilder(),
predicate).toString()\n}\n\n/**\n * Appends all characters not matching the given [predicate] to the given
[destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n * \n\npublic inline fun <C :
Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (element in this)
if (!predicate(element)) destination.append(element)\n    return destination\n}\n\n/**\n * Appends all characters
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n * \n\npublic inline fun <C : Appendable>
CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n    for (index in 0 until length) {\n        val
element = get(index)\n        if (predicate(element)) destination.append(element)\n    }\n    return
destination\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at the
specified range of [indices].\n * \n\npublic fun CharSequence.slice(indices: IntRange): CharSequence {\n    if
(indices.isEmpty()) return ""\n    return subSequence(indices)\n}\n\n/**\n * Returns a string containing characters
of the original string at the specified range of [indices].\n * \n\npublic fun String.slice(indices: IntRange): String {\n
if (indices.isEmpty()) return ""\n    return substring(indices)\n}\n\n/**\n * Returns a char sequence containing
characters of the original char sequence at specified [indices].\n * \n\npublic fun CharSequence.slice(indices:
Iterable<Int>): CharSequence {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return ""\n
val result = StringBuilder(size)\n    for (i in indices) {\n        result.append(get(i))\n    }\n    return result\n}\n\n/**\n * Returns a string containing characters of the original string at specified [indices].\n
\n * \n\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n    return (this as
CharSequence).slice(indices).toString()\n}\n\n/**\n * Returns a subsequence of this char sequence containing the
first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * \n *
@throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n * \n\npublic fun
CharSequence.take(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n
return subSequence(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a string containing the first [n]
characters from this string, or the entire string if this string is shorter.\n * \n * \n * @throws IllegalArgumentException if
[n] is negative.\n * \n * @sample samples.text.Strings.take\n * \n\npublic fun String.take(n: Int): String {\n    require(n
>= 0) { "Requested character count $n is less than zero." }\n    return substring(0,
n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing the last [n]
characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n * \n\npublic fun
CharSequence.takeLast(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than
zero." }\n    val length = length\n    return subSequence(length - n.coerceAtMost(length), length)\n}\n\n/**\n *
Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n * \n * \n *
@throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n * \n\npublic fun
String.takeLast(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    val
length = length\n    return substring(length - n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this
char sequence containing last characters that satisfy the given [predicate].\n * \n * \n * @sample
samples.text.Strings.take\n * \n\npublic inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean):
CharSequence {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return
subSequence(index + 1, length)\n        }\n    }\n    return subSequence(0, length)\n}\n\n/**\n * Returns a string
containing last characters that satisfy the given [predicate].\n * \n * \n * @sample samples.text.Strings.take\n * \n\npublic
inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {\n    for (index in lastIndex downTo 0) {\n
if (!predicate(this[index])) {\n        return substring(index + 1)\n    }\n    return this\n}\n\n/**\n * Returns
a subsequence of this char sequence containing the first characters that satisfy the given [predicate].\n * \n * \n *

```

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

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

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

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*public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform:
(index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++,
item))
    return destination
}

* Returns a list containing only the non-null results of applying the given
[transform] function * to each character in the original char sequence.
@sample
samples.collections.Collections.Transformations.mapNotNull

*public inline fun <R : Any>
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(),
transform)
}

* Applies the given [transform] function to each character in the original char sequence
and appends only the non-null results to the given [destination].

*public inline fun <R : Any, C :
MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {
    for (element -> transform(element)).let { destination.add(it) }
    return destination
}

* Applies the given
[transform] function to each character of the original char sequence
and appends the results to the given
[destination].

*public inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination: C,
transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
destination
}

* Returns a lazy [Iterable] that wraps each character of the original char sequence
into an
[IndexValue] containing the index of that character and the character itself.

*public fun
CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

* Returns `true` if all characters match the given [predicate].
@sample
samples.collections.Collections.Aggregates.all

*public inline fun CharSequence.all(predicate: (Char) ->
Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

* Returns `true` if char sequence has at least one character.
@sample
samples.collections.Collections.Aggregates.any

*public fun CharSequence.any(): Boolean {
    return
!isEmpty()
}

* Returns `true` if at least one character matches the given [predicate].
@sample
samples.collections.Collections.Aggregates.anyWithPredicate

*public inline fun CharSequence.any(predicate:
(Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return
false
}

* Returns the length of this char sequence.
@kotlin.internal.InlineOnly
*public inline fun
CharSequence.count(): Int {
    return length
}

* Returns the number of characters matching the given
[predicate].

*public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

* Accumulates value starting with
[initial] value and applying [operation] from left to right
to current accumulator value and each character.
@param [operation] function that takes
current accumulator value and a character, and calculates the next accumulator value.

*public inline fun <R>
CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

* Accumulates value
starting with [initial] value and applying [operation] from left to right
to current accumulator value and each
character with its index in the original char sequence.

* Returns the specified [initial] value if the char
sequence is empty.
@param [operation] function that takes the index of a character, current accumulator
value
and the character itself, and calculates the next accumulator value.

*public inline fun <R>
CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var
accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return
accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from right to
left
to each character and current accumulator value.

* Returns the specified [initial] value if the char
sequence is empty.
@param [operation] function that takes a character and current accumulator value, and
calculates the next accumulator value.

*public inline fun <R> CharSequence.foldRight(initial: R, operation:
(Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

* Accumulates value
starting with [initial] value and applying [operation] from right to left
to each character with its index in the
original char sequence and current accumulator value.

* Returns the specified [initial] value if the char
sequence is empty.
@param [operation] function that takes the index of a character, the character itself

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

```

`maxValue` Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```

* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly public inline fun CharSequence.maxOrNull(selector:
(Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

```

* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly public inline fun <R : Comparable<R>>
CharSequence.maxOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue =
selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

```

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.

@throws NoSuchElementException if the char sequence is empty.

```

* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly public inline fun <R> CharSequence.maxOfWith(comparator:
Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var
maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

```

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

```

* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly public inline fun <R>
CharSequence.maxOfOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty())
return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if
(comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

```

Returns the largest character or `null` if there are no characters.

```

* Since Kotlin("1.4") public fun
CharSequence.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
{
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

```

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("this.maxWithOrNull(comparator)"))

```

@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.5", hiddenSince = "1.6") public fun CharSequence.maxWith(comparator: Comparator<in
Char>): Char? {
    return maxWithOrNull(comparator)
}

```

Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.

```

* Since Kotlin("1.4") public fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char?
{
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if
(comparator.compare(max, e) < 0) max = e
    }
    return max
}

```

@Deprecated("Use minOrNull instead.", ReplaceWith("this.minOrNull()"))

```

@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6") public fun CharSequence.min(): Char? {
    return minOrNull()
}

```

@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))

```

@DeprecatedSinceKotlin(warningSince =
"1.4", errorSince = "1.5", hiddenSince = "1.6") public inline fun <R : Comparable<R>>
CharSequence.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}

```

Returns the first character yielding the smallest value of the given function or `null` if there are no characters.

@sample samples.collections.Aggregates.minByOrNull

```

* Since Kotlin("1.4") public inline fun <R :
Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var
minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue =
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v)

```

```

{\n      minElem = e\n      minValue = v\n  }\n }\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOrNull(selector: (Char) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOrNull(selector: (Char) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.minOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n\n*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if

```

```

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

```

Returns `null` if the char sequence is empty.

`@param [operation]` function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceOrNull`

```

@SinceKotlin("1.4")
public inline fun CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.

Returns `null` if the char sequence is empty.

`@param [operation]` function that takes current accumulator value and a character, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceOrNull`

```

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

```

Accumulates value starting with the last character and applying [operation] from right to left to each character and current accumulator value.

`@throws` Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes a character and current accumulator value, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

```

Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.

`@throws` Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.

Returns `null` if the char sequence is empty.

`@param [operation]` function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceRightOrNull`

```

@SinceKotlin("1.4")
public inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

```

Accumulates value starting with the last character and applying [operation] from right to left to each character and current accumulator value.

Returns `null` if the char sequence is empty.

`@param [operation]` function that takes a character and current accumulator value, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduceRightOrNull`

```

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current

accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningFold

```


^@SinceKotlin("1.4")
public inline fun
<R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return
    listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningFold

```


^@SinceKotlin("1.4")
public inline fun
<R> CharSequence.runningFoldIndexed(initial: R, operation: (index:
Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length +
1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator =
operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```


^@SinceKotlin("1.4")
public inline fun
CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return
    emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
    }
    result.add(accumulator)
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```


^@SinceKotlin("1.4")
public inline fun
CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
    }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator,
this[index])
        result.add(accumulator)
    }
    return result
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.scan

```


^@SinceKotlin("1.4")
^@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
<R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial,
operation)
}


```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes the

index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R>
CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each character in the char sequence.\n *\n@Deprecated("Use sumOf instead."),
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumBy(selector: (Char) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each character in the char sequence.\n *\n@Deprecated("Use sumOf instead."),
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumByDouble(selector: (Char) -> Double): Double {\n var sum: Double = 0.0\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum
+= selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each character in the char sequence.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char
sequence.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n
return sum\n}\n\n/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n * \n *
The last string in the resulting list may have fewer characters than the given [size].\n * \n * @param size the number
of elements to take in each string, must be positive and can be greater than the number of elements in this char
sequence.\n * \n * @sample samples.text.Strings.chunked\n *\n@SinceKotlin("1.2")\npublic fun
CharSequence.chunked(size: Int): List<String> {\n return windowed(size, size, partialWindows =
true)\n}\n\n/**\n * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and
applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an
each char sequence.\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid
only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot
```

of it.

The last char sequence may have fewer characters than the given [size].

@param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.

@sample samples.text.Strings.chunkedTransform

```


public fun
<R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}


```

Splits this char sequence into a sequence of strings each not exceeding the given [size].

The last string in the resulting sequence may have fewer characters than the given [size].

@param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.

@sample samples.collections.Collections.Transformations.chunked

```


public fun
CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}


```

Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.

@return sequence of results of the [transform] applied to an each char sequence.

Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.

You should not store it or allow it to escape in some way, unless you made a snapshot of it.

The last char sequence may have fewer characters than the given [size].

@param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.

@sample samples.text.Strings.chunkedTransformToSequence

```


public fun
<R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}


```

Splits the original char sequence into pair of char sequences, where *first* char sequence contains characters for which [predicate] yielded `true`, while *second* char sequence contains characters for which [predicate] yielded `false`.

@sample samples.text.Strings.partition

```


public inline fun
CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}


```

Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`.

@sample samples.text.Strings.partition

```


public inline fun
String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}


```

Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.

Several last strings may have fewer characters than the given [size].

Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on an each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.takeWindows

```


public fun
CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}


```

Returns a list of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].

Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.

You should not store it or allow it to escape in some way, unless you made a snapshot of it.

Several last char sequences may have fewer characters than the given [size].

Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on an each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't

be preserved

```

@sample samples.collections.Sequences.Transformations.averageWindows
*/
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows:
Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

```

Returns a sequence of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on an each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

```

@sample samples.collections.Sequences.Transformations.takeWindows
*/
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows:
Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

```

Returns a sequence of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last char sequences may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. @param size the number of elements to take in each window @param step the number of elements to move the window forward by on an each step, by default 1 @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

```

@sample samples.collections.Sequences.Transformations.averageWindows
*/
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform:
(CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}

```

Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index. The returned list has length of the shortest char sequence.

```

@sample samples.text.Strings.zip
*/
public infix fun CharSequence.zip(other: CharSequence):
List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

```

Returns a list of values built from the characters of `this` and the [other] char sequences with the same index using the provided [transform] function applied to each pair of characters. The returned list has length of the shortest char sequence.

```

@sample samples.text.Strings.zipWithTransform
*/
public inline fun <V> CharSequence.zip(other:
CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

```

Returns a list of pairs of each two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters.

```

@sample samples.collections.Collections.Transformations.zipWithNext
*/
@SinceKotlin("1.2")
public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}

```

Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters.

```

@sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
*/
@SinceKotlin("1.2")
public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R):
List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for

```

```

(index in 0 until size) {
    result.add(transform(this[index], this[index + 1]))
}
return result
}

Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.

public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.

public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
package kotlin.text

import kotlin.contracts.contract
import kotlin.jvm.JvmName

Returns a copy of this string converted to upper case using the rules of the default locale.

@Deprecated("Use uppercase() instead.", ReplaceWith("uppercase()"))
@DeprecatedSinceKotlin(warningSince = "1.5")
public expect fun String.toUpperCase(): String

Returns a copy of this string converted to upper case using Unicode mapping rules of the invariant locale.

This function supports one-to-many and many-to-one character mapping, thus the length of the returned string can be different from the length of the original string.

@sample samples.text.Strings.uppercase

@SinceKotlin("1.5")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun String.uppercase(): String

Returns a copy of this string converted to lower case using the rules of the default locale.

@Deprecated("Use lowercase() instead.", ReplaceWith("lowercase()"))
@DeprecatedSinceKotlin(warningSince = "1.5")
public expect fun String.toLowerCase(): String

Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.

This function supports one-to-many and many-to-one character mapping, thus the length of the returned string can be different from the length of the original string.

@sample samples.text.Strings.lowercase

@SinceKotlin("1.5")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun String.capitalize(): String

Returns a copy of this string having its first letter titlecased using the rules of the default locale, or the original string if it's empty or already starts with a title case letter.

The title case of a character is usually the same as its upper case with several exceptions.

The particular list of characters with the special title case form depends on the underlying platform.

@sample samples.text.Strings.capitalize

@Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString() }"))
@DeprecatedSinceKotlin(warningSince = "1.5")
public expect fun String.capitalize(): String

Returns a copy of this string having its first letter lowercased using the rules of the default locale, or the original string if it's empty or already starts with a lower case letter.

@sample samples.text.Strings.decapitalize

@Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { it.lowercase() }"))
@DeprecatedSinceKotlin(warningSince = "1.5")
public expect fun String.decapitalize(): String

Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.

public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length - 1
    var startFound = false
    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])
        if (!startFound) {
            if (!match) startFound = true
            else startIndex += 1
        } else {
            if (!match) break
            else endIndex -= 1
        }
    }
    return subSequence(startIndex, endIndex + 1)
}

Returns a string having leading and trailing characters matching the [predicate] removed.

public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()

Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.

public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

Returns a string having leading characters matching the [predicate] removed.

public inline fun String.trimStart(predicate:

```

```

(Char) -> Boolean): String =\n (this as CharSequence).trimStart(predicate).toString()\n\n/**\n * Returns a sub
sequence of this char sequence having trailing characters matching the [predicate] removed.\n */\npublic inline fun
CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {\n for (index in this.indices.reversed())\n
if (!predicate(this[index]))\n return subSequence(0, index + 1)\n return ""\n}\n\n/**\n * Returns a string
having trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trimEnd(predicate: (Char)
-> Boolean): String =\n (this as CharSequence).trimEnd(predicate).toString()\n\n/**\n * Returns a sub sequence of
this char sequence having leading and trailing characters from the [chars] array removed.\n */\npublic fun
CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }\n\n/**\n * Returns a string having
leading and trailing characters from the [chars] array removed.\n */\npublic fun String.trim(vararg chars: Char):
String = trim { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having leading characters from
the [chars] array removed.\n */\npublic fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart {
it in chars }\n\n/**\n * Returns a string having leading characters from the [chars] array removed.\n */\npublic fun
String.trimStart(vararg chars: Char): String = trimStart { it in chars }\n\n/**\n * Returns a sub sequence of this char
sequence having trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trimEnd(vararg
chars: Char): CharSequence = trimEnd { it in chars }\n\n/**\n * Returns a string having trailing characters from the
[chars] array removed.\n */\npublic fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }\n\n
* Returns a sub sequence of this char sequence having leading and trailing whitespace removed.\n */\npublic fun
CharSequence.trim(): CharSequence = trim(Char::isWhitespace)\n\n/**\n * Returns a string having leading and
trailing whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trim(): String = (this as
CharSequence).trim().toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading whitespace
removed.\n */\npublic fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)\n\n/**\n *
Returns a string having leading whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
String.trimStart(): String = (this as CharSequence).trimStart().toString()\n\n/**\n * Returns a sub sequence of this
char sequence having trailing whitespace removed.\n */\npublic fun CharSequence.trimEnd(): CharSequence =
trimEnd(Char::isWhitespace)\n\n/**\n * Returns a string having trailing whitespace removed.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun String.trimEnd(): String = (this as
CharSequence).trimEnd().toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at
the beginning\n * to the specified [length] with the specified character or space.\n */\n * @param length the desired
string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified.
Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char
sequence prepended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample
samples.text.Strings.padStart\n */\npublic fun CharSequence.padStart(length: Int, padChar: Char = ' '):
CharSequence {\n if (length < 0)\n throw IllegalArgumentException("Desired length $length is less than
zero.")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n val sb =
StringBuilder(length)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n sb.append(this)\n return
sb\n}\n\n/**\n * Pads the string to the specified [length] at the beginning with the specified character or space.\n */\n
* @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less
than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]
consisting of `this` string prepended with [padChar] as many times\n * as are necessary to reach that length.\n *
@sample samples.text.Strings.padStart\n */\npublic fun String.padStart(length: Int, padChar: Char = ' '): String =\n
(this as CharSequence).padStart(length, padChar).toString()\n\n/**\n * Returns a char sequence with content of this
char sequence padded at the end\n * to the specified [length] with the specified character or space.\n */\n * @param
length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the
[length] specified. Space is used by default.\n * @return Returns a char sequence of length at least [length]
consisting of `this` char sequence appended with [padChar] as many times\n * as are necessary to reach that
length.\n * @sample samples.text.Strings.padEnd\n */\npublic fun CharSequence.padEnd(length: Int, padChar: Char
= ' '): CharSequence {\n if (length < 0)\n throw IllegalArgumentException("Desired length $length is less
than zero.")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n val sb =

```

```

StringBuilder(length)\n sb.append(this)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n return
sb\n}\n\n/**\n * Pads the string to the specified [length] at the end with the specified character or space.\n *\n *
@param length the desired string length.\n * @param padChar the character to pad string with, if it has length less
than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]
consisting of `this` string appended with [padChar] as many times\n * as are necessary to reach that length.\n *
@sample samples.text.Strings.padEnd\n */\n\npublic fun CharSequence.padEnd(length: Int, padChar: Char = ' '): String =\n(this as CharSequence).padEnd(length, padChar).toString()\n\n/**\n * Returns `true` if this nullable char sequence is
either `null` or empty.\n *\n * @sample samples.text.Strings.stringOrNull\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrNull(): Boolean {\n contract {\n
returns(false) implies (this@isNullOrNull != null)\n }\n\n return this == null || this.length == 0\n}\n\n/**\n *
Returns `true` if this char sequence is empty (contains no characters).\n *\n * @sample
samples.text.Strings.stringIsEmpty\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isEmpty():
Boolean = length == 0\n\n/**\n * Returns `true` if this char sequence is not empty.\n *\n * @sample
samples.text.Strings.stringIsNotEmpty\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.isNotEmpty(): Boolean = length > 0\n\n// implemented differently in JVM and JS\n//public fun
String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }\n\n/**\n * Returns `true` if this char sequence
is not empty and contains some characters except of whitespace characters.\n *\n * @sample
samples.text.Strings.stringIsNotBlank\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.isNotBlank(): Boolean = !isBlank()\n\n/**\n * Returns `true` if this nullable char sequence is either
`null` or empty or consists solely of whitespace characters.\n *\n * @sample
samples.text.Strings.stringOrNullOrBlank\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence?.isNullOrBlank(): Boolean {\n contract {\n
returns(false) implies (this@isNullOrBlank !=
null)\n }\n\n return this == null || this.isBlank()\n}\n\n/**\n * Iterator for characters of the given char sequence.\n
*\n * @public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {\n private var index = 0\n\n
public override fun nextChar(): Char = get(index++)\n\n public override fun hasNext(): Boolean = index <
length\n}\n\n/**\n * Returns the string if it is not `null`, or the empty string otherwise.\n
*\n * @kotlin.internal.InlineOnly\npublic inline fun String?.orEmpty(): String = this ?: ""\n\n/**\n * Returns this
char sequence if it's not empty\n * or the result of calling [defaultValue] function if the char sequence is empty.\n
*\n * @sample samples.text.Strings.stringIfEmpty\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifEmpty(defaultValue: () ->
R): R where C : CharSequence, C : R =\n if (isEmpty()) defaultValue() else this\n\n/**\n * Returns this char
sequence if it is not empty and doesn't consist solely of whitespace characters,\n * or the result of calling
[defaultValue] function otherwise.\n *\n * @sample samples.text.Strings.stringIfNotBlank\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifBlank(defaultValue: () -> R):
R where C : CharSequence, C : R =\n if (isBlank()) defaultValue() else this\n\n/**\n * Returns the range of valid
character indices for this char sequence.\n *\n * @public val CharSequence.indices: IntRange\n get() = 0..length -
1\n\n/**\n * Returns the index of the last character in the char sequence or -1 if it is empty.\n *\n * @public val
CharSequence.lastIndex: Int\n get() = this.length - 1\n\n/**\n * Returns `true` if this CharSequence has Unicode
surrogate pair at the specified [index].\n *\n * @public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {\n
return index in 0..length - 2\n && this[index].isHighSurrogate()\n && this[index +
1].isLowSurrogate()\n}\n\n/**\n * Returns a substring specified by the given [range] of indices.\n *\n * @public fun
String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)\n\n/**\n * Returns a
subsequence of this char sequence specified by the given [range] of indices.\n *\n * @public fun
CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive +
1)\n\n/**\n * Returns a subsequence of this char sequence.\n *\n * This extension is chosen only for invocation with
old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n
*\n * @kotlin.internal.InlineOnly\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
warning\n@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex

```

```

= start, endIndex = end)")\n\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence =
subSequence(start, end)\n\n/**\n * Returns a substring of chars from a range of this char sequence starting at the
[startIndex] and ending right before the [endIndex].\n * @param startIndex the start index (inclusive).\n *
@param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length):
String = subSequence(startIndex, endIndex).toString()\n\n/**\n * Returns a substring of chars at indices from the
specified [range] of this char sequence.\n */\n\npublic fun CharSequence.substring(range: IntRange): String =
subSequence(range.start, range.endInclusive + 1).toString()\n\n/**\n * Returns a substring before the first
occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.\n */\n\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue:
String = this): String {\n    val index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else
substring(0, index)\n}\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does
not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\n\npublic fun
String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {\n    val index =
indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns
a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\n\npublic fun String.substringAfter(delimiter:
Char, missingDelimiterValue: String = this): String {\n    val index = indexOf(delimiter)\n    return if (index == -1)
missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the first occurrence
of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n */\n\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this):
String {\n    val index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(index +
delimiter.length, length)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\n\npublic
fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {\n    val index =
lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n *
Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\n\npublic fun String.substringBeforeLast(delimiter:
String, missingDelimiterValue: String = this): String {\n    val index = lastIndexOf(delimiter)\n    return if (index ==
-1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring after the last occurrence of
[delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n */\n\npublic fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this):
String {\n    val index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else
substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the
string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n
*/\n\npublic fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {\n    val
index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else substring(index +
delimiter.length, length)\n}\n\n/**\n * Returns a char sequence with content of this char sequence where its part at
the given range\n * is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first
character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the
string.\n */\n\npublic fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence):
CharSequence {\n    if (endIndex < startIndex)\n        throw IndexOutOfBoundsException("End index ($endIndex)
is less than start index ($startIndex).")\n    val sb = StringBuilder()\n    sb.appendRange(this, 0, startIndex)\n
sb.append(replacement)\n    sb.appendRange(this, endIndex, length)\n    return sb\n}\n\n/**\n * Replaces the part of
the string at the given range with the [replacement] char sequence.\n * @param startIndex the index of the first
character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the
string.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int,
replacement: CharSequence): String =\n    (this as CharSequence).replaceRange(startIndex, endIndex,

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

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sequence with the same characters.\n */\npublic fun CharSequence.removeSurrounding(delimiter: CharSequence):
CharSequence = removeSurrounding(delimiter, delimiter)\n\n/**\n * Removes the given [delimiter] string from both
the start and the end of this string\n * if and only if it starts with and ends with the [delimiter].\n * Otherwise returns
this string unchanged.\n */\npublic fun String.removeSurrounding(delimiter: CharSequence): String =
removeSurrounding(delimiter, delimiter)\n\n/**\n * Replace part of string before the first occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {\n    val index = indexOf(delimiter)\n    return if
(index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string
before the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the
delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n    val
index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(0, index,
replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with the [replacement]
string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original
string.\n */\npublic fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String =
this): String {\n    val index = indexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else
replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: String,
replacement: String, missingDelimiterValue: String = this): String {\n    val index = indexOf(delimiter)\n    return if
(index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n *
Replace part of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does
not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n    val
index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(index +
delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter:
Char, replacement: String, missingDelimiterValue: String = this): String {\n    val index = lastIndexOf(delimiter)\n
return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n *
Replace part of string before the last occurrence of given delimiter with the [replacement] string.\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic
fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n
    val index = lastIndexOf(delimiter)\n    return if (index == -1) missingDelimiterValue else replaceRange(0, index,
replacement)\n}\n\n/**\n * Replace part of string before the last occurrence of given delimiter with the
[replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults
to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: String, replacement: String,
missingDelimiterValue: String = this): String {\n    val index = lastIndexOf(delimiter)\n    return if (index == -1)
missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n// public fun String.replace(oldChar: Char,
newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific\n// public fun String.replace(oldValue: String,
newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific\n\n/**\n * Returns a new string obtained by
replacing each substring of this char sequence that matches the given regular expression\n * with the given
[replacement].\n * The [replacement] can consist of any combination of literal text and $-substitutions. To treat
the replacement string\n * literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.\n
*/\n\n/**\n * Returns a new string obtained by replacing each substring of this char
sequence that matches the given regular expression\n * with the result of the given function [transform] that takes

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[MatchResult] and returns a string to be used as a replacement for that match.

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*\/@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =\n    regex.replace(this, transform)\n\n**\n * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.\n\n *\/\n * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.\n\n *\/@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)\n\n**\n * Returns a copy of this string having its first character replaced with the result of the specified [transform],\n * or the original string if it's empty.\n\n *\/\n * @param transform function that takes the first character and returns the result of the transform applied to the character.\n\n *\/\n * @sample samples.text.Strings.replaceFirstChar\n\n *\/@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName("replaceFirstCharWithChar")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) -> Char): String {\n    return if (isEmpty()) transform(this[0]) + substring(1) else this\n}\n\n**\n * Returns a copy of this string having its first character replaced with the result of the specified [transform],\n * or the original string if it's empty.\n\n *\/\n * @param transform function that takes the first character and returns the result of the transform applied to the character.\n\n *\/\n * @sample samples.text.Strings.replaceFirstChar\n\n *\/@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName("replaceFirstCharWithCharSequence")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) -> CharSequence): String {\n    return if (isEmpty()) transform(this[0]).toString() + substring(1) else this\n}\n\n**\n * Returns `true` if this char sequence matches the given regular expression.\n\n *\/\n@kotlin.internal.InlineOnly\npublic inline infix fun CharSequence.matches(regex: Regex): Boolean =\n    regex.matches(this)\n\n**\n * Implementation of [regionMatches] for CharSequences.\n * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.\n\n *\/\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {\n    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {\n        return false\n    }\n    for (index in 0 until length) {\n        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n            return false\n    }\n    return true\n}\n\n**\n * Returns `true` if this char sequence starts with the specified character.\n\n *\/\npublic fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n    this.length > 0 &&\n    this[0].equals(char, ignoreCase)\n\n**\n * Returns `true` if this char sequence ends with the specified character.\n\n *\/\npublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n    this.length > 0 &&\n    this[lastIndex].equals(char, ignoreCase)\n\n**\n * Returns `true` if this char sequence starts with the specified prefix.\n\n *\/\npublic fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && prefix is String)\n        return this.startsWith(prefix)\n    else\n        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n**\n * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.\n\n *\/\npublic fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && prefix is String)\n        return this.startsWith(prefix, startIndex)\n    else\n        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n**\n * Returns `true` if this char sequence ends with the specified suffix.\n\n *\/\npublic fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && suffix is String)\n        return this.endsWith(suffix)\n    else\n        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n**\n * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common prefix, returns the empty string.\n\n *\/\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n\n *\/\n * @sample samples.text.Strings.commonPrefixWith\n
```

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

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ambiguous results when strings in [strings] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? = findAnyOf(strings, startIndex, ignoreCase, last = false)

```

Finds the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.

- @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- @return A pair of an index of the last occurrence of matched string from [strings] and the string matched or `null` if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndexOfAny(strings, startIndex, ignoreCase, last = true): Pair<Int, String>? = findAnyOf(strings, startIndex, ignoreCase, last = true)

```

Finds the index of the first occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.

- @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int = findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1

```

Finds the index of the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.

- @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

```

public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndexOfAny(strings, startIndex, ignoreCase, last = true): Int = findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

```

Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].

- @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
- @return An index of the first occurrence of [char] or -1 if none is found.

```

public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

```

Returns the index within this char sequence of the first occurrence of the specified [string], starting from the specified [startIndex].

- @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
- @return An index of the first occurrence of [string] or -1 if none is found.

```

public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(string), startIndex, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}

```

Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified [startIndex].

- @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
- @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
- @return An index of the last occurrence of [char] or -1 if none is found.

```

public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
else
    nativeLastIndexOf(char, startIndex)
}

```

Returns the index within this char sequence of the last

occurrence of the specified [string],\n * starting from the specified [startIndex].\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the last occurrence of [string] or -1 if none is found.\n */\npublic fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this != String)\n indexOf(string, startIndex, 0, ignoreCase, last = true)\n else\n nativeLastIndexOf(string, startIndex)\n}\n\n/**\n * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n */\n\n@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")\npublic operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =\n if (other is String)\n indexOf(other, ignoreCase = ignoreCase) >= 0\n else\n indexOf(other, 0, length, ignoreCase) >= 0\n\n\n/**\n * Returns `true` if this char sequence contains the specified character [char].\n * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.\n */\n\n@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")\npublic operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =\n indexOf(char, ignoreCase = ignoreCase) >= 0\n\n\n/**\n * Returns `true` if this char sequence contains at least one match of the specified regular expression [regex].\n */\n\n@kotlin.internal.InlineOnly\npublic inline operator fun CharSequence.contains(regex: Regex): Boolean =\n regex.containsMatchIn(this)\n\n\n// rangesDelimitedBy\n\nprivate class DelimitedRangesSequence(\n private val input: CharSequence,\n private val startIndex: Int,\n private val limit: Int,\n private val getNextMatch: CharSequence.(current: Int) -> Pair<Int, Int>?) : Sequence<IntRange> {\n override fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var currentStartIndex: Int = startIndex.coerceIn(0, input.length)\n var nextSearchIndex: Int = currentStartIndex\n var nextItem: IntRange? = null\n var counter: Int = 0\n private fun calcNext() {\n if (nextSearchIndex < 0) {\n nextState = 0\n nextItem = null\n } else {\n if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {\n nextItem =\n currentStartIndex..input.lastIndex\n nextSearchIndex = -1\n } else {\n val match =\n input.getNextMatch(nextSearchIndex)\n if (match == null) {\n nextItem =\n currentStartIndex..input.lastIndex\n } else {\n val\n (index, length) = match\n nextItem = currentStartIndex until index\n currentStartIndex =\n index + length\n nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0\n }\n }\n nextState = 1\n }\n }\n override fun next(): IntRange {\n if (nextState == -1)\n calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val\n result = nextItem as IntRange\n // Clean next to avoid keeping reference on yielded instance\n nextItem = null\n nextState = -1\n return result\n }\n override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext()\n return nextState == 1\n }\n }\n}\n\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n * @param delimiters One or more characters to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n */\n\nprivate fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n return DelimitedRangesSequence(this, startIndex, limit, { current: Int ->\n indexOfAny(delimiters, current, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 }\n })\n}\n\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n * @param delimiters One or more strings to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param

```

ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return. Zero by default means no limit is set.
    @return A sequence of substrings.
}

private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    requireNonNegativeLimit(limit)
    val delimitersList = delimiters.asList()
    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex ->
        findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length }
    })
}

internal fun requireNonNegativeLimit(limit: Int) = require(limit >= 0) { "Limit must be non-negative, but was $limit" }

// split
    @param delimiters One or more strings to be used as delimiters.
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return. Zero by default means no limit is set.
    @return A sequence of substrings.
}

public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

// split
    @param delimiters One or more strings to be used as delimiters.
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return. Zero by default means no limit is set.
    @return A list of substrings.
}

public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

// split
    @param delimiters One or more characters to be used as delimiters.
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return.
}

public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

// split
    @param delimiters One or more characters to be used as delimiters.
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return.
}

public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

// split
    @param delimiter String used as delimiter
    @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
    @param limit The maximum number of substrings to return.
}

private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    requireNonNegativeLimit(limit)
    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }
    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
    } while (isLimited && result.size == limit - 1)
    break
}

```

```

nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n    } while (nextIndex != -1)\n\n
result.add(substring(currentOffset, length))\n    return result\n}\n\n/**\n * Splits this char sequence to a list of
strings around matches of the given regular expression.\n *\n * @param limit Non-negative value specifying the
maximum number of substrings to return.\n * Zero by default means no limit is set.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)\n\n/**\n * Splits this char sequence to a sequence of strings around matches of the given
regular expression.\n *\n * @param limit Non-negative value specifying the maximum number of substrings to
return.\n * Zero by default means no limit is set.\n *\n * @sample samples.text.Strings.splitToSequence\n
*/\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c inline fun CharSequence.splitToSequence(regex: Regex, limit: Int = 0): Sequence<String> =
regex.splitToSequence(this, limit)\n\n/**\n * Splits this char sequence to a sequence of lines delimited by any of the
following character sequences: CRLF, LF or CR.\n *\n * The lines returned do not include terminating line
separators.\n *\npublic fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\\r\\n", "\\n",
"\\r")\n\n/**\n * Splits this char sequence to a list of lines delimited by any of the following character sequences:
CRLF, LF or CR.\n *\n * The lines returned do not include terminating line separators.\n *\npublic fun
CharSequence.lines(): List<String> = lineSequence().toList()\n\n/**\n * Returns `true` if the contents of this char
sequence are equal to the contents of the specified [other],\n * i.e. both char sequences contain the same number of
the same characters in the same order.\n *\n * @sample samples.text.Strings.contentEquals\n
*/\n@SinceKotlin("1.5")\npublic expect infix fun CharSequence?.contentEquals(other: CharSequence?):
Boolean\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the specified
[other], optionally ignoring case difference.\n *\n * @param ignoreCase `true` to ignore character case when
comparing contents.\n *\n * @sample samples.text.Strings.contentEquals\n
*/\n@SinceKotlin("1.5")\npublic
expect fun CharSequence?.contentEquals(other: CharSequence?, ignoreCase: Boolean): Boolean\n\ninternal fun
CharSequence?.contentEqualsIgnoreCaseImpl(other: CharSequence?): Boolean {\n    if (this is String && other is
String) {\n        return this.equals(other, ignoreCase = true)\n    }\n    if (this === other) return true\n    if (this ==
null || other == null || this.length != other.length) return false\n    for (i in 0 until length) {\n        if
(!this[i].equals(other[i], ignoreCase = true)) {\n            return false\n        }\n    }\n    return true\n}\n\ninternal fun
CharSequence?.contentEqualsImpl(other: CharSequence?): Boolean {\n    if (this is String && other is String) {\n
        return this == other\n    }\n    if (this === other) return true\n    if (this == null || other == null || this.length !=
other.length) return false\n    for (i in 0 until length) {\n        if (this[i] != other[i]) {\n            return false\n        }\n    }\n    return true\n}\n\n/**\n * Returns `true` if the content of this string is equal to the word `true`, `false` if it is
equal to `false`,\n * and throws an exception otherwise.\n *\n * There is also a lenient version of the function
available on nullable String, [String?.toBoolean].\n * Note that this function is case-sensitive.\n *\n * @sample
samples.text.Strings.toBooleanStrict\n
*/\n@SinceKotlin("1.5")\npublic fun String.toBooleanStrict(): Boolean =
when (this) {\n    "true" -> true\n    "false" -> false\n    else -> throw IllegalArgumentException("The string
doesn't represent a boolean value: $this")\n}\n\n/**\n * Returns `true` if the content of this string is equal to the
word `true`, `false` if it is equal to `false`,\n * and `null` otherwise.\n *\n * There is also a lenient version of the
function available on nullable String, [String?.toBoolean].\n * Note that this function is case-sensitive.\n *\n *
@sample samples.text.Strings.toBooleanStrictOrNull\n
*/\n@SinceKotlin("1.5")\npublic fun
String.toBooleanStrictOrNull(): Boolean? = when (this) {\n    "true" -> true\n    "false" -> false\n    else ->
null\n}, /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n//
Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class
UByteArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ByteArray) :
Collection<UByte> {\n    /**\n     * Creates a new array of the specified [size], with all elements initialized to zero. *\n
    public constructor(size: Int) : this(ByteArray(size))\n    /**\n     * Returns the array element at the given [index].
This method can be called using the index operator.\n     *\n     * If the [index] is out of bounds of this array, throws

```

```

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

```



```

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

```

```

bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is
unspecified.\n *^n public operator fun set(index: Int, value: UShort) {\n storage[index] = value.toShort()\n
}\n\n /** Returns the number of elements in the array. */^n public override val size: Int get() = storage.size\n\n
/** Creates an iterator over the elements of the array. */^n public override operator fun iterator():
kotlin.collections.Iterator<UShort> = Iterator(storage)\n\n @Suppress(\"DEPRECATION_ERROR\")\n private
class Iterator(private val array: ShortArray) : UShortIterator() {\n private var index = 0\n override fun
hasNext() = index < array.size\n override fun nextUShort() = if (index < array.size) array[index++].toUShort()\n
else throw NoSuchElementException(index.toString())\n }\n\n override fun contains(element: UShort): Boolean
{\n // TODO: Eliminate this check after KT-30016 gets fixed.\n // Currently JS BE does not generate
special bridge method for this method.\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is
UShort) return false\n\n return storage.contains(element.toShort())\n }\n\n override fun
containsAll(elements: Collection<UShort>): Boolean {\n return (elements as Collection<*>).all { it is UShort
&& storage.contains(it.toShort()) }\n }\n\n override fun isEmpty(): Boolean = this.storage.size == 0\n\n}^n
* Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init]
function.\n *^n * The function [init] is called for each array element sequentially starting from the first one.\n * It
should return the value for an array element given its index.\n
*^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray(size: Int, init: (Int) -> UShort): UShortArray {\n return UShortArray(ShortArray(size) { index ->
init(index).toShort()
})\n}\n\n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline fun
ushortArrayOf(vararg elements: UShort): UShortArray = elements\n\", \"/*\n * Copyright 2010-2021 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n
*^n\n@file:kotlin.jvm.JvmMultifileClass^n@file:kotlin.jvm.JvmName(\"UArraysKt\")^n@file:kotlin.jvm.JvmPacka
geName(\"kotlin.collections.unsigned\")^n\npackage kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-
GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the
size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior
is unspecified.\n *^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic
inline operator fun UIntArray.component1(): UInt {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the
array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n
* where the behavior is unspecified.\n
*^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component1(): ULong {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n *
If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component1(): UByte {\n return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n *
If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component1(): UShort {\n return get(0)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n *
If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n
*^n@SinceKotlin(\"1.3\")^n@ExperimentalUnsignedTypes^n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component2(): UInt {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n *
If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the

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behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component2(): ULong {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n *\n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component2(): UByte {\n return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n *\n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component2(): UShort {\n return get(1)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component3(): UInt {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.component3(): ULong {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component3(): UByte {\n return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component3(): UShort {\n return get(2)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *\n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

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

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.component4(): UByte {\n return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *\n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.component4(): UShort {\n return get(3)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n *\n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the
behavior is unspecified.\n

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.component5(): UInt {\n return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n *\n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior
is unspecified.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic

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inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/** Returns 5th element from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/** Returns 5th element from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

/** Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt

/** Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong

/** Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte

/** Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/** Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/** Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/** Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/** Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.elementAtOrNull(index: Int): ULong? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.elementAtOrNull(index: Int): UByte? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.elementAtOrNull(index: Int): UShort? {\n    return this.getOrNull(index)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.find(predicate: (UInt) -> Boolean): UInt? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.find(predicate: (ULong) -> Boolean): ULong? {\n    return firstOrNull(predicate)\n}\n\n/**\n *
Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.find(predicate: (UByte) -> Boolean): UByte? {\n    return firstOrNull(predicate)\n}\n\n/**\n * Returns
the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.find(predicate: (UShort) -> Boolean): UShort? {\n    return firstOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {\n    return lastOrNull(predicate)\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {\n    return lastOrNull(predicate)\n}\n\n/**\n *
Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(): UInt {\n    return storage.first().toUInt()\n}\n\n/**\n * Returns first element.\n * @throws
[NoSuchElementException] if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(): ULong {\n    return storage.first().toULong()\n}\n\n/**\n * Returns first element.\n * @throws

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[NoSuchElementException] if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(): UByte {\n    return storage.first().toUByte()\n}\n\n/**\n * Returns first element.\n * @throws
[NoSuchElementException] if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.first(): UShort {\n    return storage.first().toUShort()\n}\n\n/**\n * Returns the first element matching
the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(predicate: (UInt) -> Boolean): UInt {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(predicate: (ULong) -> Boolean): ULong {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(predicate: (UByte) -> Boolean): UByte {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.first(predicate: (UShort) -> Boolean): UShort {\n    for (element in this) if (predicate(element)) return
element\n    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.firstOrNull(): UInt? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.firstOrNull(): ULong? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.firstOrNull(): UByte? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.firstOrNull(): UShort? {\n    return
if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null`
if element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {\n    for (element in this) if (predicate(element)) return
element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element
was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {\n    for (element in this) if
(predicate(element)) return element\n    return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {\n    for (element in this) if (predicate(element))
return element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
element was not found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {\n    for (element in this) if (predicate(element))
return element\n    return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
element was not found.\n

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return element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.getOrNull(index: Int): UInt? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.getOrNull(index: Int):
ULong? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at
the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.getOrNull(index: Int): UByte?
{\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.getOrNull(index: Int):
UShort? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of
[element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOf(element: UInt): Int {\n return storage.indexOf(element.toInt())\n}\n\n/**\n * Returns first
index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.indexOf(element: ULong): Int {\n return storage.indexOf(element.toLong())\n}\n\n/**\n * Returns
first index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOf(element: UByte): Int {\n return storage.indexOf(element.toByte())\n}\n\n/**\n * Returns
first index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOf(element: UShort): Int {\n return storage.indexOf(element.toShort())\n}\n\n/**\n * Returns
index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {\n return storage.indexOfFirst { predicate(it.toUInt())
}\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain

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such element.\n *^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\n    return storage.indexOfFirst {
predicate(it.toULong()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
array does not contain such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\n    return storage.indexOfFirst {
predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
array does not contain such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\n    return storage.indexOfFirst {
predicate(it.toUShort()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the
array does not contain such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {\n    return storage.indexOfLast { predicate(it.toUInt())
}\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain
such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {\n    return storage.indexOfLast {
predicate(it.toULong()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the
array does not contain such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {\n    return storage.indexOfLast {
predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the
array does not contain such element.\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {\n    return storage.indexOfLast {
predicate(it.toUShort()) }\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the
array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.last(): UInt {\n    return storage.last().toUInt()\n}\n\n/**\n * Returns the last element.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.last(): ULong {\n    return storage.last().toULong()\n}\n\n/**\n * Returns the last element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.last(): UByte {\n    return storage.last().toUByte()\n}\n\n/**\n * Returns the last element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.last(): UShort {\n    return storage.last().toUShort()\n}\n\n/**\n * Returns the last element matching
the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.last(predicate: (UInt) -> Boolean): UInt {\n    for (index in this.indices.reversed()) {\n        val element =
this[index]\n        if (predicate(element)) return element\n    }\n    throw NoSuchElementException("Array contains
no element matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n *
@throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n

```



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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.last(predicate: (ULong) -> Boolean): ULong {\n  for (index in this.indices.reversed()) {\n    val
element = this[index]\n    if (predicate(element)) return element\n  }\n  throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n
* \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte {\n  for (index in this.indices.reversed()) {\n    val
element = this[index]\n    if (predicate(element)) return element\n  }\n  throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n
* \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.last(predicate: (UShort) -> Boolean): UShort {\n  for (index in this.indices.reversed()) {\n    val
element = this[index]\n    if (predicate(element)) return element\n  }\n  throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns last index
of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.lastIndexOf(element: UInt): Int {\n  return storage.lastIndexOf(element.toInt())\n}\n\n/**\n * Returns
last index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastIndexOf(element: ULong): Int {\n  return storage.lastIndexOf(element.toLong())\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.lastIndexOf(element: UByte): Int {\n  return storage.lastIndexOf(element.toByte())\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.lastIndexOf(element: UShort): Int {\n  return storage.lastIndexOf(element.toShort())\n}\n\n/**\n *
Returns the last element, or `null` if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.lastOrNull(): UInt? {\n  return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last
element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.lastOrNull(): ULong? {\n
return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n
*\n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.lastOrNull(): UByte? {\n
return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n
*\n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.lastOrNull(): UShort? {\n
return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or
`null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {\n  for (index in this.indices.reversed()) {\n    val
element = this[index]\n    if (predicate(element)) return element\n  }\n  return null\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {\n  for (index in this.indices.reversed()) {\n

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val element = this[index]\n    if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {\n    for (index in this.indices.reversed()) {\n
val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {\n    for (index in this.indices.reversed()) {\n
val element = this[index]\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns a
random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.random(): UInt {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n
*\n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.random(): ULong {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.random(): UByte {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.random(): UShort {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this
array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.random(random: Random): UInt
{\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.random(random: Random):
ULong {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.random(random: Random):
UByte {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.random(random: Random):
UShort {\n    if (isEmpty())\n        throw NoSuchElementException("Array is empty.")\n    return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UIntArray.randomOrNull(): UInt? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun ULongArray.randomOrNull(): ULong? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UByteArray.randomOrNull(): UByte? {\n    return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n

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

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for (element in this) {
    if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
        single = element
        found = true
    }
}
if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
@Suppress("UNCHECKED_CAST")
return single as UByte
}
/**
 * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array
contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}
/**
 * Returns single element, or `null` if
the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}
/**
 * Returns single element, or `null` if the array is empty or has more
than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}
/**
 * Returns single
element, or `null` if the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}
/**
 * Returns single element, or `null` if the array is empty or has more
than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}
/**
 * Returns the single
element matching the given [predicate], or `null` if element was not found or more than one element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
/**
 * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found
= false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single =
element
            found = true
        }
    }
    if (!found) return null
    return single
}
/**
 * Returns the
single element matching the given [predicate], or `null` if element was not found or more than one element was
found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found
= false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single =
element
            found = true
        }
    }
    if (!found) return null
    return single
}
/**
 * Returns the
single element matching the given [predicate], or `null` if element was not found or more than one element was
found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var
found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single
= element
            found = true
        }
    }
    if (!found) return null
    return single
}
/**
 * Returns a list
containing all elements except first [n] elements.
*/
@throws IllegalArgumentException if [n] is negative.
*/
@sample samples.collections.Collections.Transformations.drop
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size -
n).coerceAtLeast(0))
}
/**
 * Returns a list containing all elements except first [n] elements.
*/
@throws
IllegalArgumentException if [n] is negative.
*/
@sample
samples.collections.Collections.Transformations.drop
}

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

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

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

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

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elements matching the given [predicate] to the given [destination].\n * \n * @sample

samples.collections.Collections.Filtering.filterTo\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {\n    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: IntRange): List<UInt> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: IntRange): List<ULong> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: IntRange): List<UByte> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: IntRange): List<UShort> {\n    if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<UInt>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<ULong>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<UByte>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {\n    val size = indices.collectionSizeOrDefault(10)\n    if (size == 0) return emptyList()\n    val list = ArrayList<UShort>(size)\n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {\n    return UIntArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {\n    return ULongArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {\n    return UByteArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {\n    return UShortArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices: IntRange): UIntArray {\n    return UIntArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at
```

```

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

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

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(item in this) {\n    if (!predicate(item))\n        break\n    list.add(item)\n } return list\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUIntArray.reverse(): Unit {\n    storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.reverse(): Unit {\n    storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUByteArray.reverse(): Unit {\n    storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.reverse(): Unit {\n    storage.reverse()\n}\n\n/**\n * Reverses elements of the array in the specified\n * range in-place.\n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end\n * of the range (exclusive) to reverse.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero\n * or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater\n * than [toIndex].\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic\ninline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex,\n        toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this\n * array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * @param fromIndex the start of the range\n * (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * @throws\n * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * @param fromIndex the start of the range\n * (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * @throws\n * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic\nfun UIntArray.reversed(): List<UInt> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.reversed(): List<ULong> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns\n * a list with elements in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun\nUByteArray.reversed(): List<UByte> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.reversed(): List<UShort> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n}\n\n/**\n * Returns\n * an array with elements of this array in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUIntArray.reversedArray(): UIntArray {\n    return UIntArray(storage.reversedArray())\n}\n\n/**\n * Returns an\n * array with elements of this array in reversed order.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

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ULongArray.reversedArray(): ULongArray {\n  return ULongArray(storage.reversedArray())\n}\n\n/**\n *
Returns an array with elements of this array in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reversedArray(): UByteArray {\n  return UByteArray(storage.reversedArray())\n}\n\n/**\n * Returns
an array with elements of this array in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reversedArray(): UShortArray {\n  return UShortArray(storage.reversedArray())\n}\n\n/**\n *
Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.shuffle(): Unit {\n
shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random]
instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(random: Random): Unit
{\n  for (i in lastIndex downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] =
this[j]\n    this[j] = copy\n  }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(random: Random):
Unit {\n  for (i in lastIndex downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] =
this[j]\n    this[j] = copy\n  }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.shuffle(random: Random):
Unit {\n  for (i in lastIndex downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] =
this[j]\n    this[j] = copy\n  }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%93Yates\_shuffle#The\_modern\_algorithm\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.shuffle(random: Random):
Unit {\n  for (i in lastIndex downTo 1) {\n    val j = random.nextInt(i + 1)\n    val copy = this[i]\n    this[i] =
this[j]\n    this[j] = copy\n  }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their
natural sort order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UIntArray.sortDescending(): Unit {\n  if (size > 1) {\n    sort()\n    reverse()\n  }\n}\n\n/**\n * Sorts elements
in the array in-place descending according to their natural sort order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(): Unit {\n  if
(size > 1) {\n    sort()\n    reverse()\n  }\n}\n\n/**\n * Sorts elements in the array in-place descending
according to their natural sort order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UByteArray.sortDescending(): Unit {\n  if (size > 1) {\n    sort()\n    reverse()\n  }\n}\n\n/**\n * Sorts
elements in the array in-place descending according to their natural sort order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(): Unit {\n
if (size > 1) {\n    sort()\n    reverse()\n  }\n}\n\n/**\n * Returns a list of all elements sorted according to their
natural sort order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sorted():
List<UInt> {\n  return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted

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according to their natural sort order.\n *^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sorted(): List<ULong> {\n return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sorted(): List<UByte> {\n return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sorted(): List<UShort> {\n return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArray(): UIntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArray(): ULongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArray(): UByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArray(): UShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArrayDescending(): UIntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArrayDescending(): ULongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArrayDescending(): UByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArrayDescending(): UShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedDescending(): List<UInt> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedDescending(): List<ULong> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedDescending(): List<UByte> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedDescending(): List<UShort> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n

*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

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

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


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

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@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination] array indices range. \n * \n * @return the [destination] array. \n

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

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

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specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

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

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.indices: IntRange\n    get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.indices: IntRange\n    get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.indices: IntRange\n    get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.indices: IntRange\n    get() = storage.indices\n\n/**\n * Returns the last valid index for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.lastIndex: Int\n    get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.lastIndex: Int\n    get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.lastIndex: Int\n    get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.lastIndex: Int\n    get() = storage.lastIndex\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n * \n * @param element the element to add to the end of the array.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.plus(element: UInt): UIntArray {\n    return UIntArray(storage + element.toInt())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n * \n * @param element the element to add to the end of the array.\n
```

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

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than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
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```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws  

IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
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```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
```

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

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

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destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n

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```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n

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```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *

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@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) ->
Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) ->
Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) ->
Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) ->
Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n**\n * Appends all elements yielded from results of
[transform] function being invoked on each element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :
MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return

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destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n

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

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {\n    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

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

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the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}
```

\n\n**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}
```

\n\n**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}
```

\n\n**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}
```

\n\n**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {\n    return mapTo(ArrayList<R>(size),
```

```

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

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

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

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takes current accumulator value and an element, and calculates the next accumulator value.

```

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

```

next accumulator value.\n

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

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

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

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

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

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

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index),
```

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accumulator)\n    --index\n })\n return accumulator\n}\n\n/**\n * Performs the given [action] on each
element.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun UIntArray.forEach(action: (UInt) -> Unit): Unit {\n    for (element in this) action(element)\n}\n\n/**\n *
Performs the given [action] on each element.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {\n    for (element in this) action(element)\n}\n\n/**\n *
Performs the given [action] on each element.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.forEach(action: (UShort) -> Unit): Unit {\n    for (element in this) action(element)\n}\n\n/**\n *
Performs the given [action] on each element, providing sequential index with the element.\n * @param [action]
function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {\n    var index = 0\n    for (item in this)
action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with
the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {\n    var index = 0\n    for (item in this)
action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with
the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {\n    var index = 0\n    for (item in this)
action(index++, item)\n}\n\n@Deprecated("Use maxOrNull instead.")\nReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.max():
UInt? {\n    return maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.")\nReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.max():
ULong? {\n    return maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.")\nReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.max():
UByte? {\n    return maxOrNull()\n}\n\n@Deprecated("Use maxOrNull instead.")\nReplaceWith("this.maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5",
hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.max():
UShort? {\n    return maxOrNull()\n}\n\n@Deprecated("Use maxByOrNull instead.")\nReplaceWith("this.maxByOrNull(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince =
"1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {\n    return

```

```

maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.\",
ReplaceWith("this.maxByOrNull(selector)")\n)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince =
"1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {\n    return
maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.\",
ReplaceWith("this.maxByOrNull(selector)")\n)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince =
"1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {\n    return
maxByOrNull(selector)\n}\n\n@Deprecated("Use maxByOrNull instead.\",
ReplaceWith("this.maxByOrNull(selector)")\n)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5", hiddenSince =
"1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {\n    return
maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or
`null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {\n    if (isEmpty()) return null\n    var
maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue =
selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)
{\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {\n    if (isEmpty()) return null\n
var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue =
selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)
{\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {\n    if (isEmpty()) return null\n
var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue =
selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)
{\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n
*\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {\n    if (isEmpty()) return null\n
var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue =
selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v)
{\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the largest
value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

```

```

UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw
NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v =
selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var
maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var
maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

```

```

UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var
maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue =
maxOf(maxValue, v)
    }
    return maxValue
}

```

Returns the largest value among all values produced by [selector] function applied to each element in the array. If any of values produced by [selector] function is NaN, the returned result is NaN. @throws NoSuchElementException if the array is empty.

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.maxOf(selector: (UShort) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =\n        maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**\n * Returns the largest value among all values produced\n * by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the\n * array is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nUIntArray.maxOf(selector: (UInt) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the\n * array.\n * @throws NoSuchElementException if the array is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nULongArray.maxOf(selector: (ULong) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the\n * array.\n * @throws NoSuchElementException if the array is empty.\n */
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>\nUByteArray.maxOf(selector: (UByte) -> R): R {\n    if (isEmpty()) throw\n    NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v =\n        selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the\n * array.\n * @throws NoSuchElementException if the array is empty.\n */
```

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

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

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {\n    if (isEmpty()) return null\n    var\n    maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =\n        maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**\n * Returns the largest value among all values produced
```

by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

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= selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue,
v)\n  }\n  return maxValue\n}\n\n**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced
by [selector] function is `NaN`, the returned result is `NaN`.\n

```

```

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {\n  if (isEmpty()) return null\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue =
maxOf(maxValue, v)\n  }\n  return maxValue\n}\n\n**\n * Returns the largest value among all values produced
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```

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UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {\n  if (isEmpty()) return null\n  var maxValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n
  }\n  return maxValue\n}\n\n**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector]
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```

```

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

```

```

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```

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UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {\n  if (isEmpty()) return null\n  var maxValue =
selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n
  }\n  return maxValue\n}\n\n**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n

```

```

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {\n  if (isEmpty()) return null\n  var
maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (maxValue < v) {\n
      maxValue = v\n    }\n  }\n  return maxValue\n}\n\n**\n * Returns the largest value among all values

```

```

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

```



```

selector(this[i])\n    if (comparator.compare(maxValue, v) < 0) {\n        maxValue = v\n    }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
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UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n    if (isEmpty()) return
null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n *
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ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n *
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UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
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UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n    if (isEmpty())
return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if
(comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxOrNull(): UInt? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max
= e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxOrNull(): ULong? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max
= e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxOrNull(): UByte? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max
= e\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxOrNull(): UShort? {\n    if
(isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max
= e\n    }\n    return max\n}\n\n@Deprecated("Use maxWithOrNull instead.")\nReplaceWith("this.maxWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {\n    return
maxWithOrNull(comparator)\n}\n\n@Deprecated("Use maxWithOrNull instead.")\nReplaceWith("this.maxWithOrNull(comparator)")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince
= "1.5", hiddenSince = "1.6")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun

```

```

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

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

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    }
    return minValue
}

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

```

```

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

```



```

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

```

```

afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.onEach(action: (UInt) -> Unit): UIntArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {\n    return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the
element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element
and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {\n    return apply {
forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n *
and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in
1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty
in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {\n    if (isEmpty())\n        throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in

```



```

(index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator
}
}

```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead.
 It returns `null` when its receiver is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 @since Kotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 @since Kotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
 if (isEmpty())
 return null
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 @since Kotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
 if (isEmpty())
 return null
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 @since Kotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
 if (isEmpty())
 return null
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 Returns `null` if the array is empty.
 @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduceOrNull
 @since Kotlin("1.4")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun UShortArray.reduceIndexedOrNull(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort? {
 if (isEmpty())
 return null
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
}

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt?\n{\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceOrNull\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceOrNull\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * Returns `null` if the array is empty.\n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceOrNull\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort): UShort? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceRight\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {\n    var index = lastIndex\n    if (index < 0)\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * @sample\n samples.collections.Collections.Aggregates.reduceRight\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {\n    var index = lastIndex\n    if (index < 0)\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
```

```

left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the
array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {\n  var index = lastIndex\n  if (index
< 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n
while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the
array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its
receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {\n  var index = lastIndex\n  if
(index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n  }\n  return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element with its index in the original array and current accumulator value.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {\n  var index = lastIndex\n
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator =
get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n
}\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {\n  var index =
lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var
accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index),
accumulator)\n    --index\n  }\n  return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n *
\n * @param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {\n  var index =

```

```

lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var
accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index),
accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightIndexed(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort {\n    var index =
lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var
accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index),
accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last
element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that
takes the index of an element, the element itself and current accumulator value,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {\n    var index =
lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {\n    var
index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {\n    var
index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n
accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with
its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n *
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort? {\n    var
index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n

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

```


samples.collections.Collections.Aggregates.runningFold

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

samples.collections.Collections.Aggregates.runningFold

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

samples.collections.Collections.Aggregates.runningFold

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

samples.collections.Collections.Aggregates.runningFold

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

samples.collections.Collections.Aggregates.runningFold

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\n    ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n        if\n        (isEmpty()) return listOf(initial)\n        val result = ArrayList<R>(size + 1).apply { add(initial) }\n        var accumulator =\n        initial\n        for\n        (index in indices) {\n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n\n/**\n * Returns a list containing successive accumulation\n values generated by applying [operation] from left to right\n * to each element, its index in the original array and\n current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function
```

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

[operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.runningReduce\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.runningReduce(operation: (acc: UShort, UShort) -> UShort): List<UShort> {\n    if (isEmpty()) return\n    emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UShort>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
```

[operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {\n    if (isEmpty())\n    return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UInt>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation
```

values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.runningReduce\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {\n    if\n    (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<ULong>(size).apply {\n        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation
```

values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.runningReduce\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {\n    if\n    (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UByte>(size).apply {\n        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n * Returns a list containing successive accumulation
```

values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.runningReduce\n

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

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R):  
List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation  
values generated by applying [operation] from left to right\n * to each element and current accumulator value that  
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current  
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample  
samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R):  
List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation  
values generated by applying [operation] from left to right\n * to each element and current accumulator value that  
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current  
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample  
samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R):  
List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation  
values generated by applying [operation] from left to right\n * to each element and current accumulator value that  
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current  
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample  
samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R):  
List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation  
values generated by applying [operation] from left to right\n * to each element, its index in the original array and  
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function  
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]  
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the  
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R,  
UInt) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing  
successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in  
the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed  
to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n
```

```

\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc:
R, ULong) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element,
its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc`
value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n *
and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc:
R, UByte) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing
successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in
the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed
to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *
\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scanIndexed(initial: R, operation: (index: Int, acc:
R, UShort) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n * \n *\n@Deprecated("Use sumOf
instead.", ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumBy(selector: (UInt) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n * \n *\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumBy(selector: (ULong) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n * \n *\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n * \n *\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum
+= selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n * \n *\n@Deprecated("Use sumOf instead.",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince =
"1.5")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this)

```

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

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ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:
(ULong) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector:
(UByte) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector:
(UShort) -> Int): Int {\n    var sum: Int = 0.toInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt)
-> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum += selector(element)\n    }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:
(ULong) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector:
(UByte) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector:
(UShort) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum +=
selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for
(element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all\n * values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all\n * values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all\n * values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns\n * the sum of all values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns\n * the sum of all values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns\n * the sum of all values produced by [selector] function applied to each element in the array.\n */\n\n*\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline\nOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**\n * Returns a\n * list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has\n * length of the shortest collection.\n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from\n * the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest\n * collection.\n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n*\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other:\n * Array<out R>): List<Pair<ULong, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of

```


pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
```

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

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

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

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other:
Iterable<R>): List<Pair<UShort, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of
values built from the elements of `this` array and the [other] collection with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
```

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

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

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

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

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray.zip(other: UIntArray):
List<Pair<UInt, UInt>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray.zip(other: ULongArray):
List<Pair<ULong, ULong>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray.zip(other: UByteArray):
List<Pair<UByte, UByte>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray.zip(other: UShortArray):
```



```

UShortArray.sum(): UInt {
    return sumOf { it.toUInt() }
}

/*
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 * Kotlin Programming Language contributors.
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 * can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")
package
kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*
import
kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for
(element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing
 * all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for
(element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for
(element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort
 * containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray():
UShortArray {
    val result = UShortArray(size)
    var index = 0
    for
(element in this)
        result[index++] =
element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedT
ypes::class)
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0
    for
(element in this) {
        sum
+= element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned
Types::class)
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0
    for
(element in this) {
        sum
+= element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned
Types::class)
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0
    for
(element in this) {
        sum
+= element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned
Types::class)
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0
    for
(element in this) {
        sum
+= element
    }
    return sum
}

/*
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 * Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")
package
kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*

/**
 * Returns the
 * greater of two values.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun maxOf(a: UInt, b:
UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun maxOf(a: ULong,
b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun maxOf(a: UByte,
b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun maxOf(a: UShort,
b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

```

the greater of three values.\n

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n    return maxOf(a, maxOf(b, c))\n}\n\n/*\n * Returns the greater of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n    return maxOf(a, maxOf(b, c))\n}\n\n/*\n * Returns the greater of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n    return maxOf(a, maxOf(b, c))\n}\n\n/*\n * Returns the greater of the given values.\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun\nmaxOf(a: UInt, vararg other: UInt): UInt {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return\n    max\n}\n\n/*\n * Returns the greater of the given values.\n
```

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, vararg other: ULong):\n    ULong {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max\n}\n\n/*\n * Returns the greater\nof the given values.\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte,\n    vararg other: UByte): UByte {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max\n}\n\n/*\n * Returns the greater of the given values.\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun\nmaxOf(a: UShort, vararg other: UShort): UShort {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max\n}\n\n/*\n * Returns the smaller of two values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UInt, b:\n    UInt): UInt {\n    return if (a <= b) a else b\n}\n\n/*\n * Returns the smaller of two values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: ULong,\n    b: ULong): ULong {\n    return if (a <= b) a else b\n}\n\n/*\n * Returns the smaller of two values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UByte,\n    b: UByte): UByte {\n    return if (a <= b) a else b\n}\n\n/*\n * Returns the smaller of two values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UShort,\n    b: UShort): UShort {\n    return if (a <= b) a else b\n}\n\n/*\n * Returns the smaller of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {\n    return minOf(a, minOf(b, c))\n}\n\n/*\n * Returns\nthe smaller of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n    return minOf(a, minOf(b, c))\n}\n\n/*\n * Returns\nthe smaller of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n    return minOf(a, minOf(b, c))\n}\n\n/*\n * Returns\nthe smaller of three values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n    return minOf(a, minOf(b, c))\n}\n\n/*\n * Returns\nthe smaller of the given values.\n\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun\nminOf(a: UInt, vararg other: UInt): UInt {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return\n    min\n}\n\n/*\n * Returns the smaller of the given values.\n
```

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

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

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

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

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ULong.coerceIn(range: ClosedRange<ULong>): ULong {\n if (range is ClosedFloatingPointRange) {\n return this.coerceIn<ULong>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.")\n return when {\n this < range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n",/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("USequencesKt")\n\npackage kotlin.sequences\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.\n\n/**\n * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n

*\n\n@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun Sequence<UInt>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n

*\n\n@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun Sequence<ULong>.sum(): ULong {\n var sum: ULong = 0uL\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n

*\n\n@kotlin.jvm.JvmName("sumOfUByte")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun Sequence<UByte>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n * The operation is _terminal_.\n

\n\n@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n\npublic fun Sequence<UShort>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n",/\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

*\n\npackage kotlin\n\npublic expect open class Error : Throwable {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class Exception : Throwable {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class RuntimeException : Exception {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IllegalArgumentException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IllegalStateException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IndexOutOfBoundsException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class ConcurrentModificationException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n

@Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level =

DeprecationLevel.ERROR)\n constructor(message: String?, cause: Throwable?)\n @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level =

DeprecationLevel.ERROR)\n constructor(cause: Throwable?)\n}\n\npublic expect open class

UnsupportedOperationException : RuntimeException {\n constructor()\n constructor(message: String?)\n

constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open

class NumberFormatException : IllegalArgumentException {\n constructor()\n constructor(message:

String?)\n}\n\npublic expect open class NullPointerException : RuntimeException {\n constructor()\n

constructor(message: String?)\n}\n\npublic expect open class ClassCastException : RuntimeException {\n

only contain `exportable` types: `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`, `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`, `Array<exportable-type>`, `Function` types with exportable parameters and return types, `external` or `@JsExport` classes and interfaces, `Nullable` counterparts of types above, `Unit` return type. Must not be nullable. This annotation is experimental, meaning that restrictions mentioned above are subject to change.

`@ExperimentalJsExport` `@Retention(AnnotationRetention.BINARY)` `@Target(CLASS, PROPERTY, FUNCTION, FILE)` `@SinceKotlin("1.4")` `@OptionalExpectation` `public expect annotation class JsExport()`, `/* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */` `package kotlin.io` `Prints the line separator to the standard output stream.` `println()` `Prints the given [message] and the line separator to the standard output stream.` `println(message: Any?)` `Prints the given [message] to the standard output stream.` `print(message: Any?)` `Reads a line of input from the standard input stream and returns it, or throws a [RuntimeException] if EOF has already been reached when [readln] is called. LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string. Currently this function is not supported in Kotlin/JS and throws [UnsupportedOperationException].` `@SinceKotlin("1.6")` `readln(): String` `Reads a line of input from the standard input stream and returns it, or return `null` if EOF has already been reached when [readlnOrNull] is called. LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string. Currently this function is not supported in Kotlin/JS and throws [UnsupportedOperationException].` `@SinceKotlin("1.6")` `readlnOrNull(): String?` `internal class ReadAfterEOFException(message: String?) : RuntimeException(message)` `internal expect interface Serializable`, `/* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */` `package kotlin.collections` `import kotlin.internal.PlatformDependent` `Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over.` `@param T the type of element being iterated over. The iterator is covariant in its element type.` `public interface Iterable<out T> { fun iterator(): Iterator<T> }` `Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over and that supports removing elements during iteration.` `@param T the type of element being iterated over. The mutable iterator is invariant in its element type.` `public interface MutableIterable<out T> : Iterable<T> { fun iterator(): MutableIterator<T> }` `A generic collection of elements. Methods in this interface support only read-only access to the collection; read/write access is supported through the [MutableCollection] interface.` `@param E the type of elements contained in the collection. The collection is covariant in its element type.` `public interface Collection<out E> : Iterable<E> { fun size(): Int fun isEmpty(): Boolean fun contains(element: @UnsafeVariance E): Boolean fun iterator(): Iterator<E> // Bulk Operations fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean }` `A generic collection of elements that supports adding and removing elements.` `@param E the type of elements contained in the collection. The mutable collection is invariant in its element type.` `public interface MutableCollection<E> : Collection<E>, MutableIterable<E> { fun iterator(): MutableIterator<E> // Modification Operations fun add(element: E): Boolean fun add(element: E): Boolean fun remove(element: E): Boolean }`

```

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

```

that does not support duplicate elements.

* Methods in this interface support only read-only access to the set;

* read/write access is supported through the [MutableSet] interface.

* @param E the type of elements contained in the set. The set is covariant in its element type.

```


public interface Set<out E> : Collection<E> {
    // Query Operations
    override val size: Int
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>
    // Bulk Operations
    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
}


```

* A generic unordered collection of elements that does not support duplicate elements, and supports

* adding and removing elements.

* @param E the type of elements contained in the set. The mutable set is invariant in its element type.

```


public interface MutableSet<E> : Set<E>, MutableCollection<E> {
    // Query Operations
    override fun iterator(): MutableIterator<E>
    // Modification Operations
    /**
     * Adds the specified element to the set.
     * @return `true` if the element has been added, `false` if the element is already contained in the set.
     */
    override fun add(element: E): Boolean
    override fun remove(element: E): Boolean
    // Bulk Modification Operations
    override fun addAll(elements: Collection<E>): Boolean
    override fun removeAll(elements: Collection<E>): Boolean
    override fun retainAll(elements: Collection<E>): Boolean
    override fun clear(): Unit
}


```

* A collection that holds pairs of objects (keys and values) and supports efficiently retrieving

* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.

* Methods in this interface support only read-only access to the map; read-write access is supported through

* the [MutableMap] interface.

* @param K the type of map keys. The map is invariant in its key type, as it

* can accept key as a parameter (of [containsKey] for example) and return it in [keys] set.

* @param V the type of map values. The map is covariant in its value type.

```


public interface Map<K, out V> {
    // Query Operations
    /**
     * Returns the number of key/value pairs in the map.
     */
    public val size: Int
    /**
     * Returns `true` if the map is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty(): Boolean
    /**
     * Returns `true` if the map contains the specified [key].
     */
    public fun containsKey(key: K): Boolean
    /**
     * Returns `true` if the map maps one or more keys to the specified [value].
     */
    public fun containsValue(value: @UnsafeVariance V): Boolean
    /**
     * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
     */
    public operator fun get(key: K): V?
    /**
     * Returns the value corresponding to the given [key], or [defaultValue] if such a key is not present in the map.
     * @since JDK 1.8
     */
    @SinceKotlin("1.1")
    @PlatformDependent
    public fun getOrDefault(key: K, defaultValue: @UnsafeVariance V): V {
        // See default implementation in JDK sources
        throw NotImplementedError()
    }
    // Views
    /**
     * Returns a read-only [Set] of all keys in this map.
     */
    public val keys: Set<K>
    /**
     * Returns a read-only [Collection] of all values in this map. Note that this collection may contain duplicate values.
     */
    public val values: Collection<V>
    /**
     * Returns a read-only [Set] of all key/value pairs in this map.
     */
    public val entries: Set<Map.Entry<K, V>>
    /**
     * Represents a key/value pair held by a [Map].
     */
    public interface Entry<out K, out V> {
        /**
         * Returns the key of this key/value pair.
         */
        public val key: K
        /**
         * Returns the value of this key/value pair.
         */
        public val value: V
    }
}


```

* A modifiable collection that holds pairs of objects (keys and values) and supports efficiently retrieving

* the value corresponding to each key. Map keys are unique; the map holds only one value for each key.

* @param K the type of map keys. The map is invariant in its key type.

* @param V the type of map values. The mutable map is invariant in its value type.

```


public interface MutableMap<K, V> : Map<K, V> {
    // Modification Operations
    /**
     * Associates the specified [value] with the specified [key] in the map.
     * @return the previous value associated with the key, or `null` if the key was not present in the map.
     */
    public fun put(key: K, value: V): V?
    /**
     * Removes the specified key and its corresponding value from this map.
     * @return the previous value associated with the key, or `null` if the key was not present in the map.
     */
    public fun remove(key: K): V?
    /**
     * Removes the entry for the specified key only if it is mapped to the specified value.
     * @return true if entry was removed
     */
    @SinceKotlin("1.1")
    @PlatformDependent
    public fun remove(key: K, value: V): Boolean {
        // See default implementation in JDK sources
        return true
    }
    // Bulk Modification Operations
    /**
     * Updates this map with


```

```

key/value pairs from the specified map [from].\n    *\n    public fun putAll(from: Map<out K, V>): Unit\n\n    /**\n    * Removes all elements from this map.\n    *\n    public fun clear(): Unit\n\n    // Views\n    /**\n    * Returns a\n    [MutableSet] of all keys in this map.\n    *\n    override val keys: MutableSet<K>\n\n    /**\n    * Returns a\n    [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.\n    *\n    override val values: MutableCollection<V>\n\n    /**\n    * Returns a [MutableSet] of all key/value pairs in this\n    map.\n    *\n    override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\n\n    /**\n    * Represents a\n    key/value pair held by a [MutableMap].\n    *\n    public interface MutableEntry<K, V> : Map.Entry<K, V> {\n\n    /**\n    * Changes the value associated with the key of this entry.\n    *\n    * @return the previous value\n    corresponding to the key.\n    *\n    public fun setValue(newValue: V): V\n    }\n\n    /**\n    * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n    * Use of this source code is governed by the\n    Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n    // Auto-generated file. DO NOT\n    EDIT!\n\n    package kotlin.collections\n\n    /**\n    * An iterator over a sequence of values of type `Byte`.\n    */\n    public abstract class ByteIterator : Iterator<Byte> {\n\n    override final fun next() = nextByte()\n\n    /**\n    * Returns the next value in\n    the sequence without boxing.\n    */\n    public abstract fun nextByte(): Byte\n\n    /**\n    * An iterator over a sequence of\n    values of type `Char`.\n    */\n    public abstract class CharIterator : Iterator<Char> {\n\n    override final fun next() =\n    nextChar()\n\n    /**\n    * Returns the next value in the sequence without boxing.\n    */\n    public abstract fun nextChar():\n    Char\n\n    /**\n    * An iterator over a sequence of values of type `Short`.\n    */\n    public abstract class ShortIterator :\n    Iterator<Short> {\n\n    override final fun next() = nextShort()\n\n    /**\n    * Returns the next value in the sequence without\n    boxing.\n    */\n    public abstract fun nextShort(): Short\n\n    /**\n    * An iterator over a sequence of values of type `Int`.\n    */\n    public abstract class IntIterator : Iterator<Int> {\n\n    override final fun next() = nextInt()\n\n    /**\n    * Returns the\n    next value in the sequence without boxing.\n    */\n    public abstract fun nextInt(): Int\n\n    /**\n    * An iterator over a\n    sequence of values of type `Long`.\n    */\n    public abstract class LongIterator : Iterator<Long> {\n\n    override final fun\n    next() = nextLong()\n\n    /**\n    * Returns the next value in the sequence without boxing.\n    */\n    public abstract fun\n    nextLong(): Long\n\n    /**\n    * An iterator over a sequence of values of type `Float`.\n    */\n    public abstract class\n    FloatIterator : Iterator<Float> {\n\n    override final fun next() = nextFloat()\n\n    /**\n    * Returns the next value in the\n    sequence without boxing.\n    */\n    public abstract fun nextFloat(): Float\n\n    /**\n    * An iterator over a sequence of\n    values of type `Double`.\n    */\n    public abstract class DoubleIterator : Iterator<Double> {\n\n    override final fun next() =\n    nextDouble()\n\n    /**\n    * Returns the next value in the sequence without boxing.\n    */\n    public abstract fun\n    nextDouble(): Double\n\n    /**\n    * An iterator over a sequence of values of type `Boolean`.\n    */\n    public abstract class\n    BooleanIterator : Iterator<Boolean> {\n\n    override final fun next() = nextBoolean()\n\n    /**\n    * Returns the next value\n    in the sequence without boxing.\n    */\n    public abstract fun nextBoolean(): Boolean\n\n    /**\n    * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n    * Use of this source code is governed by the\n    Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n    // Auto-generated file. DO NOT\n    EDIT!\n\n    package kotlin.ranges\n\n    /**\n    * An iterator over a progression of values of type `Char`.\n    */\n    * @property\n    step the number by which the value is incremented on each step.\n    */\n    internal class CharProgressionIterator(first:\n    Char, last: Char, val step: Int) : CharIterator() {\n\n    private val finalElement: Int = last.code\n    private var hasNext:\n    Boolean = if (step > 0) first <= last else first >= last\n    private var next: Int = if (hasNext) first.code else\n    finalElement\n\n    override fun hasNext(): Boolean = hasNext\n\n    override fun nextChar(): Char {\n\n    val value\n    = next\n\n    if (value == finalElement) {\n\n    if (!hasNext) throw kotlin.NoSuchElementException()\n\n    hasNext = false\n    }\n\n    else {\n\n    next += step\n    }\n\n    return value.toChar()\n    }\n\n    /**\n    * An iterator over a progression of values of type `Int`.\n    */\n    * @property\n    step the number by which the value is\n    incremented on each step.\n    */\n    internal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator()\n    {\n\n    private val finalElement: Int = last\n    private var hasNext: Boolean = if (step > 0) first <= last else first >=\n    last\n    private var next: Int = if (hasNext) first else finalElement\n\n    override fun hasNext(): Boolean =\n    hasNext\n\n    override fun nextInt(): Int {\n\n    val value = next\n\n    if (value == finalElement) {\n\n    if\n    (!hasNext) throw kotlin.NoSuchElementException()\n\n    hasNext = false\n    }\n\n    else {\n\n    next +=\n    step\n    }\n\n    return value\n    }\n\n    /**\n    * An iterator over a progression of values of type `Long`.\n    */\n    * @property\n    step the number by which the value is incremented on each step.\n    */\n    internal class

```

```

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

```



```

open class LongProgression(
    internal constructor(
        start: Long,
        endInclusive: Long,
        step: Long
    ): Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }
    /** The first element in the progression. */
    public val first: Long = start
    /** The last element in the progression. */
    public val last: Long = getProgressionLastElement(start, endInclusive, step)
    /** The step of the progression. */
    public val step: Long = step
    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)
    /** Checks if the progression is empty. */
    * Progression with a positive step is empty if its first element is greater than the last element.
    * Progression with a negative step is empty if its first element is less than the last element.
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last
    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && step == other.step)
    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()
    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"
    companion object {
        /** Creates LongProgression within the specified bounds of a closed range. */
        * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
        * In order to go backwards the [step] must be negative.
        * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}
}

/*
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*/
package kotlin.ranges

/** Represents a range of values (for example, numbers or characters).
See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
*/
public interface ClosedRange<T>: Comparable<T> {
    /** The minimum value in the range. */
    public val start: T
    /** The maximum value in the range (inclusive). */
    public val endInclusive: T
    /** Checks whether the specified [value] belongs to the range. */
    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive
    /** Checks whether the range is empty. */
    * The range is empty if its start value is greater than the end value.
    public fun isEmpty(): Boolean = start > endInclusive
}

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software distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.
*/
package kotlin

/** The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
*/
public object Unit {
    override fun toString() = "kotlin.Unit"
}

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WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.
*/
package kotlin.annotation

import kotlin.annotation.AnnotationTarget

/** Contains the list of code elements which are the possible annotation targets
*/
public enum class AnnotationTarget {
    /** Class, interface or object, annotation class is also included */
    CLASS,
    /** Annotation class only */
    ANNOTATION_CLASS,
    /** Generic type parameter */
    TYPE_PARAMETER,
    /** Property */
    PROPERTY,
    /** Field, including property's backing field */
    FIELD,
    /** Local variable */
    LOCAL_VARIABLE,
    /** Value parameter of a

```

function or a constructor */n VALUE_PARAMETER,*/n /** Constructor only (primary or secondary) */n CONSTRUCTOR,*/n /** Function (constructors are not included) */n FUNCTION,*/n /** Property getter only */n PROPERTY_GETTER,*/n /** Property setter only */n PROPERTY_SETTER,*/n /** Type usage */n TYPE,*/n /** Any expression */n EXPRESSION,*/n /** File */n FILE,*/n /** Type alias */n @SinceKotlin("1.1")*/n TYPEALIAS*/n*/n/** */n * Contains the list of possible annotation's retentions.*/n */n * Determines how an annotation is stored in binary output.*/n */npublic enum class AnnotationRetention {*/n /** Annotation isn't stored in binary output */n SOURCE,*/n /** Annotation is stored in binary output, but invisible for reflection */n BINARY,*/n /** Annotation is stored in binary output and visible for reflection (default retention) */n RUNTIME*/n}*/n/** */n * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.*/n */n * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:*/n * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].*/n */n * @property allowedTargets list of allowed annotation targets*/n */n*/n@Target(AnnotationTarget.ANNOTATION_CLASS)*/n*/nMustBeDocumented*/npublic annotation class Target(vararg val allowedTargets: AnnotationTarget)*/n*/n/** */n * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true.*/n */n * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)*/n */n*/n@Target(AnnotationTarget.ANNOTATION_CLASS)*/npublic annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)*/n*/n/** */n * This meta-annotation determines that an annotation is applicable twice or more on a single code element*/n */n*/n@Target(AnnotationTarget.ANNOTATION_CLASS)*/npublic annotation class Repeatable*/n*/n/** */n * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated*/n * documentation for the element to which the annotation is applied.*/n */n*/n@Target(AnnotationTarget.ANNOTATION_CLASS)*/npublic annotation class MustBeDocumented"/n"/n/** */n * Copyright 2010-2016 JetBrains s.r.o.*/n */n * Licensed under the Apache License, Version 2.0 (the "License");*/n */n * you may not use this file except in compliance with the License.*/n */n * You may obtain a copy of the License at*/n */n * http://www.apache.org/licenses/LICENSE-2.0*/n */n * Unless required by applicable law or agreed to in writing, software*/n * distributed under the License is distributed on an "AS IS" BASIS,*/n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.*/n */n * See the License for the specific language governing permissions and*/n * limitations under the License.*/n */n*/npackage kotlin.internal*/n*/n/** */n * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks*/n * That means it's completely safe to use generic types as argument for such parameter.*/n */n*/n@Target(AnnotationTarget.TYPE_PARAMETER)*/n*/n@Retention(AnnotationRetention.BINARY)*/ninternal annotation class PureReifiable*/n*/n/** */n * Specifies that the corresponding built-in method exists depending on platform.*/n * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.*/n * For example MutableMap.remove(K, V) available only if corresponding*/n * method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)*/n */n*/n@Target(AnnotationTarget.FUNCTION)*/n*/n@Retention(AnnotationRetention.BINARY)*/ninternal annotation class PlatformDependent"/n"/n/** */n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.*/n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.*/n */n*/npackage kotlin.internal*/n*/n// a mod b (in arithmetical sense)*/nprivate fun mod(a: Int, b: Int): Int {*/n val mod = a % b*/n return if (mod >= 0) mod else mod + b}*/n*/nprivate fun mod(a: Long, b: Long): Long {*/n val mod = a % b*/n return if (mod >= 0) mod else mod + b}*/n*/n// (a - b) mod c*/nprivate fun differenceModulo(a: Int, b: Int, c: Int): Int {*/n return mod(mod(a, c) - mod(b, c), c)}*/n}*/n*/nprivate fun differenceModulo(a: Long, b: Long, c: Long): Long {*/n return mod(mod(a, c) - mod(b, c), c)}*/n}*/n*/n/** */n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range*/n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative*/n * [step].*/n */n * No validation on passed parameters is performed. The given parameters should satisfy the

```

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

```

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LongArray) = object : LongIterator() {\n  var index = 0\n  override fun hasNext() = index < array.size\n
override fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName("PropertyMetadata")\ninternal class
PropertyMetadata(@JsName("callableName") val name:
String)\n\n@JsName("noWhenBranchMatched")\ninternal fun noWhenBranchMatched(): Nothing = throw
NoWhenBranchMatchedException()\n\n@JsName("subSequence")\ninternal fun subSequence(c: CharSequence,
startIndex: Int, endIndex: Int): CharSequence {\n  if (c is String) {\n    return c.substring(startIndex, endIndex)\n
} else {\n    return c.asDynamic().`subSequence_vux9f0` (startIndex, endIndex)\n
}\n}\n\n@JsName("captureStack")\ninternal fun captureStack(@Suppress("UNUSED_PARAMETER")
baseClass: JsClass<in Throwable>, instance: Throwable) {\n  if (js("Error").captureStackTrace) {\n    // Using
uncropped stack traces due to KT-37563.\n    // Precise stack traces are implemented in JS IR compiler and
stdlib\n    js("Error").captureStackTrace(instance);\n  } else {\n    instance.asDynamic().stack = js("new
Error()").stack;\n  }\n}\n\n@JsName("newThrowable")\ninternal fun newThrowable(message: String?, cause:
Throwable?): Throwable {\n  val throwable = js("new Error()")\n  throwable.message = if (jsTypeOf(message)
== "undefined") {\n    if (cause != null) cause.toString() else null\n  } else {\n    message\n  }\n
throwable.cause = cause\n  throwable.name = "Throwable"\n  return
throwable\n}\n\n@JsName("BoxedChar")\ninternal class BoxedChar(val c: Int) : Comparable<Int> {\n  override
fun equals(other: Any?): Boolean {\n    return other is BoxedChar && c == other.c\n  }\n\n  override fun
hashCode(): Int {\n    return c\n  }\n\n  override fun toString(): String {\n    return
js("this.c").unsafeCast<Char>().toString()\n  }\n\n  override fun compareTo(other: Int): Int {\n    return
js("this.c - other").unsafeCast<Int>()\n  }\n\n  @JsName("valueOf")\n  public fun valueOf(): Int {\n
return c\n  }\n}\n\n@kotlin.internal.InlineOnly\ninternal inline fun <T> concat(args: Array<T>): T {\n  val typed
= js("Array")(args.size)\n  for (i in args.indices) {\n    val arr = args[i]\n    if (arr !is Array<*>) {\n
typed[i] = js("[]").slice.call(arr)\n    } else {\n    typed[i] = arr\n    }\n  }\n  return
js("[].concat.apply(js("[]"), typed);\n}\n\n/** Concat regular Array's and TypedArray's into an Array.\n
*\n@PublishedApi\n@JsName("arrayConcat")\n@Suppress("UNUSED_PARAMETER")\ninternal fun <T>
arrayConcat(a: T, b: T): T {\n  return concat(js("arguments"))\n}\n\n/** Concat primitive arrays. Main use:
prepare vararg arguments.\n * For compatibility with 1.1.0 the arguments may be a mixture of Array's and
TypedArray's.\n * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray)
returns a TypedArray, otherwise an Array.\n * If the first argument has the $type$ property (Boolean-, Char-, and
LongArray) copy its value to result.$type$.\n * If the first argument is a regular Array without the $type$ property
default to arrayConcat.\n
*\n@PublishedApi\n@JsName("primitiveArrayConcat")\n@Suppress("UNUSED_PARAMETER")\ninternal
fun <T> primitiveArrayConcat(a: T, b: T): T {\n  val args: Array<T> = js("arguments")\n  if (a is Array<*> &&
a.asDynamic().`$type$` === undefined) {\n    return concat(args)\n  } else {\n    var size = 0\n    for (i in
args.indices) {\n      size += args[i].asDynamic().length as Int\n    }\n    val result = js("new
a.constructor(size)")\n    kotlin.copyArrayType(a, result)\n    size = 0\n    for (i in args.indices) {\n      val
arr = args[i].asDynamic()\n      for (j in 0 until arr.length) {\n        result[size++] = arr[j]\n      }\n    }\n
return result\n  }\n}\n\n@JsName("booleanArrayOf")\ninternal fun booleanArrayOf() =
withType("BooleanArray", js("[].slice.call(arguments)"))\n\n@JsName("charArrayOf") // The arguments have
to be slice'd here because of Rhino (see KT-16974)\ninternal fun charArrayOf() = withType("CharArray", js("new
Uint16Array([].slice.call(arguments)")))\n\n@JsName("longArrayOf")\ninternal fun longArrayOf() =
withType("LongArray",
js("[].slice.call(arguments)"))\n\n@JsName("withType")\n@kotlin.internal.InlineOnly\ninternal inline fun
withType(type: String, array: dynamic): dynamic {\n  array.`$type$` = type\n  return array\n},"/*\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n *
Function corresponding to JavaScript's `typeof` operator\n

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*@\n@kotlin.internal.InlineOnly\n@Suppress("\nUNUSED_PARAMETER\n")\npublic inline fun jsTypeOf(a: Any?):
String = js("typeof a")\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *@\n\n@file:Suppress("\nUNUSED_PARAMETER\n",
\nNOTHING_TO_INLINE\n")\n\npackage kotlin\n\n/**\n * Returns an empty array of the specified type [T].\n *@\n\npublic inline fun <T> emptyArray(): Array<T> = js("[\n"])\n\n@library\n\npublic fun <T> arrayOf(vararg
elements: T): Array<T> = definedExternally\n\n@library\n\npublic fun doubleArrayOf(vararg elements: Double):
DoubleArray = definedExternally\n\n@library\n\npublic fun floatArrayOf(vararg elements: Float): FloatArray =
definedExternally\n\n@library\n\npublic fun longArrayOf(vararg elements: Long): LongArray =
definedExternally\n\n@library\n\npublic fun intArrayOf(vararg elements: Int): IntArray =
definedExternally\n\n@library\n\npublic fun charArrayOf(vararg elements: Char): CharArray =
definedExternally\n\n@library\n\npublic fun shortArrayOf(vararg elements: Short): ShortArray =
definedExternally\n\n@library\n\npublic fun byteArrayOf(vararg elements: Byte): ByteArray =
definedExternally\n\n@library\n\npublic fun booleanArrayOf(vararg elements: Boolean): BooleanArray =
definedExternally\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function
[initializer].\n *@\n\npublic actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n *@\n * The [mode]
parameter is ignored. *\n\npublic actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> =
UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization
function [initializer].\n *@\n * The [lock] parameter is ignored. *\n\npublic actual fun <T> lazy(lock: Any?,
initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n\n\ninternal fun fillFrom(src: dynamic, dst: dynamic):
dynamic {\n    val srcLen: Int = src.length\n    val dstLen: Int = dst.length\n    var index: Int = 0\n    while (index <
srcLen && index < dstLen) dst[index] = src[index++]\n    return dst\n}\n\n\ninternal fun arrayCopyResize(source:
dynamic, newSize: Int, defaultValue: Any?): dynamic {\n    val result = source.slice(0, newSize)\n    copyArrayType(source, result)\n    var index: Int = source.length\n    if (newSize > index) {\n        result.length =
newSize\n        while (index < newSize) result[index++] = defaultValue\n    }\n    return result\n}\n\n\ninternal fun
<T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {\n    val result = array.slice()\n    result.length += collection.size\n    copyArrayType(array, result)\n    var index: Int = array.length\n    for (element in
collection) result[index++] = element\n    return result\n}\n\n\ninternal fun <T> fillFromCollection(dst: dynamic,
startIndex: Int, collection: Collection<T>): dynamic {\n    var index = startIndex\n    for (element in collection)
dst[index++] = element\n    return dst\n}\n\n\ninternal inline fun copyArrayType(from: dynamic, to: dynamic) {\n    if
(from.`$type$` !== undefined) {\n        to.`$type$` = from.`$type$`\n    }\n}\n\n\ninternal inline fun jsIsType(obj:
dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)", /*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n *@\n\npackage kotlin\n\n/**\n * Creates a Char with the specified
[code].\n *@\n * @sample samples.text.Chars.charFromCode\n *@\n\n@SinceKotlin("1.5")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\n@kotlin.internal.InlineOnly\n\npublic
actual inline fun Char(code: UShort): Char {\n    return code.toInt().toChar()\n}\n", /*\n * Copyright 2010-2018
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Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *@\n\npackage kotlin.coroutines\n\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@SinceKotlin("1.3")\n\n@JsName("CoroutineImpl")\n\ninternal
abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?>
{\n    protected var state = 0\n    protected var exceptionState = 0\n    protected var result: Any? = null\n    protected
var exception: Throwable? = null\n    protected var finallyPath: Array<Int>? = null\n\n    public override val context:
CoroutineContext = resultContinuation.context\n\n    private var intercepted_: Continuation<Any?>? = null\n\n    public
fun intercepted(): Continuation<Any?> =\n        intercepted_\n        ?:\n    (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)\n        .also { intercepted_ = it }\n\n    override fun resumeWith(result: Result<Any?>) {\n        var current = this\n        var currentResult: Any? =

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

```



```

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

```



```

resumeWith(Result.failure(exception))\n\n/**\n * Creates a [Continuation] instance with the given [context] and
implementation of [resumeWith] method.\n *^\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun <T>
Continuation(\n context: CoroutineContext,\n crossinline resumeWith: (Result<T>) -> Unit)\n): Continuation<T>
=\n object : Continuation<T> {\n override val context: CoroutineContext\n get() = context\n\n
override fun resumeWith(result: Result<T>) =\n resumeWith(result)\n }\n\n/**\n * Creates a coroutine
without a receiver and with result type [T].\n * This function creates a new, fresh instance of suspendable
computation every time it is invoked.\n *^\n * To start executing the created coroutine, invoke `resume(Unit)` on the
returned [Continuation] instance.\n * The [completion] continuation is invoked when the coroutine completes with a
result or an exception.\n * Subsequent invocation of any resume function on the resulting continuation will produce
an [IllegalStateException].\n *^\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T>
(suspend () -> T).createCoroutine(\n completion: Continuation<T>\n): Continuation<Unit> =\n
SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)\n\n/**\n
* Creates a coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of
suspendable computation every time it is invoked.\n *^\n * To start executing the created coroutine, invoke
`resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when the
coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the resulting
continuation will produce an [IllegalStateException].\n
*^\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() ->
T).createCoroutine(\n receiver: R,\n completion: Continuation<T>\n): Continuation<Unit> =\n
SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
COROUTINE_SUSPENDED)\n\n/**\n * Starts a coroutine without a receiver and with result type [T].\n * This
function creates and starts a new, fresh instance of suspendable computation every time it is invoked.\n * The
[completion] continuation is invoked when the coroutine completes with a result or an exception.\n
*^\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () ->
T).startCoroutine(\n completion: Continuation<T>\n) {\n
createCoroutineUnintercepted(completion).intercepted().resume(Unit)\n}\n\n/**\n * Starts a coroutine with receiver
type [R] and result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation
every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or
an exception.\n *^\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend
R.() -> T).startCoroutine(\n receiver: R,\n completion: Continuation<T>\n) {\n
createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n}\n\n/**\n * Obtains the current
continuation instance inside suspend functions and suspends\n * the currently running coroutine.\n *^\n * In this
function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously
in\n * the same stack-frame where the suspension function is run or asynchronously later in the same thread or\n *
from a different thread of execution. Subsequent invocation of any resume function will produce an
[IllegalStateException].\n *^\n@SinceKotlin("1.3")\n@InlineOnly\npublic suspend inline fun <T>
suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {\n contract { callsInPlace(block,
InvocationKind.EXACTLY_ONCE) }\n return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -
>\n val safe = SafeContinuation(c.intercepted())\n block(safe)\n safe.getOrThrow()\n }\n}\n\n/**\n
* Returns the context of the current coroutine.\n
*^\n@SinceKotlin("1.3")\n@Suppress("WRONG_MODIFIER_TARGET")\n@InlineOnly\npublic suspend inline
val coroutineContext: CoroutineContext\n get() {\n throw NotImplementedError("Implemented as
intrinsic")\n }\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*^\n\npackage kotlin.coroutines.intrinsics\nimport kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n
* Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first
suspension.\n * Returns the result of the coroutine or throws its exception if it does not suspend or
[COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the [completion] continuation is invoked when

```

the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

```

@SinceKotlin("1.3")@InlineOnly
public actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(
    completion: Continuation<T>): Any? =
    this.asDynamic()(completion, false)

```

* Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension. Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

```

@SinceKotlin("1.3")@InlineOnly
public actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(
    receiver: R, completion: Continuation<T>): Any? =
    this.asDynamic()(receiver, completion, false)

```

* Internal actual inline fun <R, P, T> (suspend R.(P) -> T).startCoroutineUninterceptedOrReturn(
 receiver: R, param: P, completion: Continuation<T>): Any? = this.asDynamic()(receiver, param, completion, false)

* Creates unintercepted coroutine without receiver and with result type [T]. This function creates a new, fresh instance of suspendable computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

```

@SinceKotlin("1.3")
public actual fun <T> (suspend () -> T).createCoroutineUnintercepted(
    completion: Continuation<T>): Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter `suspended`
    if (this.asDynamic().length == 2) {
        // When `suspended` is true the continuation is created,
        // but not executed
        this.asDynamic()(completion, true)
    } else {
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(completion)
        }
    }

```

* Creates unintercepted coroutine with receiver type [R] and result type [T]. This function creates a new, fresh instance of suspendable computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

```

@SinceKotlin("1.3")
public actual fun <R, T>

```

```

(suspend R.() -> T).createCoroutineUnintercepted(\n receiver: R,\n completion: Continuation<T>\n):
Continuation<Unit> =\n // Kotlin/JS suspend lambdas have an extra parameter `suspended` \n if
(this.asDynamic().length == 3) {\n // When `suspended` is true the continuation is created, but not executed\n
this.asDynamic()(receiver, completion, true)\n } else {\n createCoroutineFromSuspendFunction(completion)
{\n this.asDynamic()(receiver, completion)\n }\n }\n\n/*\n * Intercepts this continuation with
[ContinuationInterceptor].\n *\n * This function shall be used on the immediate result of
[createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn],\n * in which case it checks for
[ContinuationInterceptor] in the continuation's [context][Continuation.context],\n * invokes
[ContinuationInterceptor.interceptContinuation], caches and returns the result.\n *\n * If this function is invoked on
other [Continuation] instances it returns `this` continuation unchanged.\n */\n\n@SinceKotlin("1.3")\n\npublic actual
fun <T> Continuation<T>.intercepted(): Continuation<T> =\n (this as? CoroutineImpl)?.intercepted() ?:
this\n\n\nprivate inline fun <T> createCoroutineFromSuspendFunction(\n completion: Continuation<T>,\n\n
crossinline block: () -> Any?\n): Continuation<Unit> {\n @Suppress("UNCHECKED_CAST")\n return object
: CoroutineImpl(completion as Continuation<Any?>) {\n override fun doResume(): Any? {\n
exception?.let { throw it }\n return block()\n }\n }\n }\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n// Mirrors signature from JS IR
BE\n\n// Used for
js.translator/testData/box/number/mulInt32.kt\n\n@library\n\n@JsName("imulEmulated")\n\n@Suppress("UNUSED_P
ARAMETER")\n\ninternal fun imul(x: Int, y: Int): Int =
definedExternally\n\n\n@Suppress("NOTHING_TO_INLINE")\n\ninternal inline fun isArrayish(o: dynamic) =
js("Kotlin").isArrayish(o)\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\n// NOTE: Do not author your exceptions as they are written in
this file, instead use this template:\n\n\npublic open class MyException : Exception {\n constructor() : super()\n
constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) :
super(message, cause)\n constructor(cause: Throwable?) : super(cause)\n}\n\n\n\n// TODO: remove primary
constructors, make all secondary KT-22055\n\n\n@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\n\npublic
actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null)
{\n actual constructor() : this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual
constructor(cause: Throwable?) : this(undefi
ned, cause)\n}\n\n\n@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\n\npublic actual open class Exception actual
constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n actual constructor() :
this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefi
ned, cause)\n}\n\n\npublic actual open class RuntimeException actual constructor(message:
String?, cause: Throwable?) : Exception(message, cause) {\n actual constructor() : this(null, null)\n actual
constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefi
ned, cause)\n}\n\n\npublic actual open class IllegalArgumentException actual constructor(message: String?, cause:
Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual
constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefi
ned, cause)\n}\n\n\npublic actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?)
: RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message:
String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefi
ned, cause)\n}\n\n\npublic actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {\n
actual constructor() : this(null)\n}\n\n\npublic actual open class ConcurrentModificationException actual
constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() :
this(null, null)\n actual constructor(message: String?) : this(message, null)\n actual constructor(cause:
Throwable?) : this(undefi
ned, cause)\n}\n\n\npublic actual open class UnsupportedOperationException actual

```

```

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

```

that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent, so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

* Since Kotlin 1.2 library(floatToRawBits) public actual fun Float.toRawBits(): Int = definedExternally Returns the [Float] value corresponding to a given bit representation.

* Since Kotlin 1.2 kotlin.internal.InlineOnly public actual inline fun Float.Companion.fromBits(bits: Int): Float =

```
js("Kotlin").floatFromBits(bits).unsafeCast<Float>()\n\n@Suppress("NOTHING_TO_INLINE")\ninternal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()\ninternal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()\ninternal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()\n", /* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */\nimport kotlin.reflect.KClass\n\n@PublishedApi\ninternal fun <T : Annotation> KClass<*>.findAssociatedObject(@Suppress("UNUSED_PARAMETER") annotationClass: KClass<T>): Any? {\n    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.\n    return null\n}\n", /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */\npackage kotlin.text\n\n/* Returns a string representation of this [Long] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin("1.2")\npublic actual fun Long.toString(radix: Int): String =\n    asDynamic().toString(checkRadix(radix)), /* Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */\npackage kotlin.text\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n// 1343 ranges totally\nprivate object Category {\n    val decodedRangeStart: IntArray\n    val decodedRangeCategory: IntArray\n\n    init {\n        val toBase64 =\n            "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/"\n        val fromBase64 =\n            IntArray(128)\n        for (i in toBase64.indices) {\n            fromBase64[toBase64[i].code] = i\n        }\n        rangeStartDiff.length = 1482\n        val rangeStartDiff =\n            "gBCFEDCKCDDaDBhBCEEDDDDEDXBH5BRwBGDCHDCIDFHDCHFDCDEIRTEE7BGHDDJICBbSEMOFGERwDEDDDDDECEFCRBjBFDcYFFCCzBvBjBBFC3BohDBmBDGpBDDcBBJIbEECLGDFCLDCgBBKVKEDiDDHCFECECKCEODBebC5CLBOKhBJDDDDWEBHFCFCPBZDEL1BVBSLPBgBB2BDBDICFBHKCKCPDBHEDWBHEDDDDEDEDIBDGDCCKCGDDDCGECWBFMDDCEDDDCHDDHKDDDBKDBHFCWBFGBDDDFEDBPDDKCHBGDCHEDWBFDFCEDEDBHDDGDCKCGJEGDBFDDFDDEDDMEFDBFDCGBOKDFDFDCGFCXBQDDDDDBEGEDFDDKHBHDDGFCXBKBFCEFCFCHECCKDNCCHFCoBEDECFDDDDHDCKJBGDCSDYBJEHBFDDEBIGKDCMuBFHEBGBIBKCKbFBFBXEIFJDFDGCKCEgBBDPEDGKKGECIBkBEObDFLbKBIBIEFFECIBrBCEBEGDBKGGDDDDCHDENDCFEKDDIBDDFrBCDpKBECGEECPBBEChBBECGEECPB5BBECjCCDJUDQKG2CCGDsTCRBAcDrCDDIHNBEDLSDCJSCMLFCM0BDHGFLLBFDDKKGGEFDDDBKGjBB1BHfChBDFmCKfDDDDDDCGDCFDKcFLsBEaGKBdiBXDDD1BDGDEIGJEKGGHGBGCMF/BEbvCEDDFHEKHJJDDDeDDGDkSBFEDCIEkBIICCFDKDDKeGJHrBCDIIDBNBHEBEFDBfS/B/BNBiBIB6BBF1EIiDJGCGCIIIIGCGCIIIIOCIIIIDFEDDBFEDDDDEBDIFDDFEDBLFGCEEICFBjCDEDCLDKBFBKCCGDDKDDNDgBQNEBDMPPFFDEDEBFFHECEBEEDFBEDDQjBCEDEFFCCJHBeEEfsIIEUCHCxCBeZoBGICZLV8BuCW3FBjB2BIvDB4HOesBFcFKQgJEW/BEgBCiWVCGnBCgBBpDvBBuBEDBHEFGCCjDCGEDCFCFIBDDF4BHCObXJHBHBHBBHBBHBBHBBgBCECGHGEDI FBKCEDMEtBaB5CM2GaMEDDCKCGFCJEDFDDDC2CDDDB6CDcFrBB+CDEKgBkBMQfBKeIBPgBKnbPpKgGgC9vUDVB3jBD3BJoBGCsIBDQKCUuBDDKcCCmCKCGIXJCNC/BBHGKDECEVFBEMCEEbqBDDGDFDXDCEBDGEG0BEICyBQCICKGSGDEBKcICXLCLdDDBvBDECCDNCCKEFCfJKBpBFEDCJDBICCKCEQBGDDByBEDCEFBYDcLEDDCKGCGGJHBHBrBBEJDEwCjBIDCKGk9KMxExBEggCgoGuLcQDmBHMFFCKBNBFBIIsDQRrLCQgCC2BoBMCCQGEgQDCQDDDDDFDGDCEEFBnEEBFEDCKCDCaDDaDBFCKBtBCf
```

```
DGCGCFEDDDDCECKDC"\n    val diff = decodeVarLenBase64(rangeStartDiff, fromBase64, 1342)\n    val start = IntArray(diff.size + 1)\n    for (i in diff.indices) {\n        start[i + 1] = start[i] + diff[i]\n    }\n    decodedRangeStart = start\n    // rangeCategory.length = 2033\n    val rangeCategory =  
"\nPsY44a41W54UYJZYB14W7XC15WZPsYa84b19Zw8b85Lr7C44brlerrYBZBCZCiBiBiBhCiiBhChiBhCBhb  
ChiCihBhChCChiBhChiCIBCfhjCiBiBihDhiBhCCihBiBhCCFCEbEbEb7EbGhCk7BixRkiCi4BRbh4BhRhCBR  
BCiiBBCiBChiZBCBCiBcGHhChCiBRBxxEYC40Rx8c6RGUm4GRFRFYRQZ44acG4wRYFEFGJYIIIGFIYGwc  
GmkEmcGFJfI8cYxwFGFGRFGRFJFGkkcYkxRm6aFGEgmmEmEGRYRFGxxYFRFRFRGQGIffmIFIGIoGF  
GFGYJ4EFmoIRFlxRlxRFRFxlRxlFlIRxmFIgxxIoxRomFRIRxlFlmGRJFaL86F4mRxmGoRFRFRFRFlIRxGIGR  
xmGxmGmxRxGRFIRrJmmFlIGYRmmIRFlIRIRFRFlIRFxxGFIgmmRoxImxRFRlIGmxRJR4aRFGxmIoRFIxrIxR  
FRFlIRFxxGIlmoGmmRxoIxoIGRmmIRxlFlmGRJ8FLRxmFFRFlIRlIRxxFIRlRxIRFRFRooGRIoRomRxFRIR  
JLc8aRmoIoGFlIRIRFRFRImGmoIoGRGRxmGFRlIGmxRJRYL8lGooYFlIRIRFRFRFRmlIxxGooRGRIRIxFG  
RJxIFRGIFlIRIRFlmGIGxIoRomF8xRxxFlIILFGRJLcFxmIoRFRFRFxIRFRxxGxxIoGmmRRIRJxxIoYRFllGG  
RaFEGYJYRxIFRFRfIRfllGlxRfXEGRJRFRfCY84c8mGcJL8G1WIFRFRGIGmmYFGRGRcGc88RYcYRFIGI  
GmmIomGFJYfooGmlFlIGmmFIFIFGFmoIGIomFJIm8cBHRxxBC4ECFRFRFIRFRFRFRFRFRFRfIRFRFRFRFR  
FRGYLRFcRBRCxxUF8YFMF1WRFYKFRFRFGFRFGYRFGFRFlIRIRGRFmmIGIoGGY44E46FmxRJRLRY44  
U44GmmQRJRFEFRFGFGRFRFxmGmoIoGmoIoxRxxIoGIGRxxcx4YJFRFRFRFRJLRcFmmIomRx4YFoGG  
mRomIGIGmxRJrJRyEYRgmmHRGIFmIGmlIoGFRJYcGcRmmIFomGmmIomGmlFJfmoGooGGIRYFIGIG  
RYJRfJFEYCRBRBYRGYgIGFGFlIGomGFRCECECEGRGhCCiBCBCBRBCBCBCBRBCxBCBCRCDCDCD  
CiiRBj7CbCiiRBj7b7iCiRxiCBRbCbBxxCiiRBj7bRMQUY9+V9+VYtQMY9eY43X44Z1WY54XYMQRQRER  
LZ12ELZ12RERaRGHGHR88B88BihBhChhC8hcZbC8BB8CBCFi8cihBZBC8Z8CLKhCKr8cRZcZc88ZcZc85  
Z8ZcZc1WcZc1WcZcZcZcRcRlLcLcZcZcZcZc1WlCZ1WZ1WZcZ1WZ1WZ1WZcZcZcRcRcBRcixBBCiBBihC  
CEbhCCChcGhCRY44LCiRRxxCFRkYRGFRFRFRFRFRFRFRFRFRFRGY9eY49eY44U49e49e1WYeyUY04VY  
48cRcRcRcRcR4Y48EIK1Wc1W12U2cKGoUE88KqqEl4c8RFxxGm7bkkFUF4kEkFRFRFx8cLcFRCfRLcLc  
LcLcLcFcFRFEFRcFEYFEYfJFRhClmHnnYG4EhCEGFKGYRbEbHCCiBECiBhCk7bhCIBihCiBBChCRhiBh  
hCCRhiFkkCFIGlIGlIGfooGmlcGRL88aRFYRIFIGRYJRGFY14FGJFGYFGIRYFRGIFmoIGIGIYxEJRYfMEFJ  
FRFGmoImoIGRFGFmIRJRYFEFcloGIFmlGmlFGFlmGFRlIEYfomGo4YlkEoGRFRFRFRFRFRFCbEck7bRCFo  
oG4oGRJRFRFRFRFTSFRFRcRCRIGFZFRFlxFFbRF2VRFRFRF6cRGY41WRG40UX1W44V24Y44X33Y44R  
44U1WY50Z5R46YFRFRfxQY44a41W54UYJZYB14W7XC15WZ12YYFEFEFRFRFRFlxRlIRxxa65b86axcZc  
RQcR"\n    decodedRangeCategory = decodeVarLenBase64(rangeCategory, fromBase64, 1343)\n}\n}\n\nprivate fun categoryValueFrom(code: Int, ch: Int): Int {\n    return when {\n        code < 0x20 -> code\n        code < 0x400 -> if ((ch and 1) == 1) code shr 5 else code and 0x1f\n        else -> when (ch % 3) {\n            2 -> code shr 10\n            1 -> (code shr 5) and 0x1f\n            else -> code and 0x1f\n        }\n    }\n}\n\n/**\n * Returns the Unicode general category of this character as an Int.\n */\ninternal fun Char.getCategoryValue(): Int {\n    val ch = this.code\n    val index = binarySearchRange(Category.decodedRangeStart, ch)\n    val start = Category.decodedRangeStart[index]\n    val code = Category.decodedRangeCategory[index]\n    val value = categoryValueFrom(code, ch - start)\n    return if (value == 17) CharCategory.UNASSIGNED.value else value\n}\n\ninternal fun decodeVarLenBase64(base64: String, fromBase64: IntArray, resultLength: Int): IntArray {\n    val result = IntArray(resultLength)\n    var index = 0\n    var int = 0\n    var shift = 0\n    for (char in base64) {\n        val sixBit = fromBase64[char.code]\n        int = int or ((sixBit and 0x1f) shl shift)\n        if (sixBit < 0x20) {\n            result[index++] = int\n            int = 0\n            shift = 0\n        } else {\n            shift += 5\n        }\n    }\n    return result\n}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the\nGenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.js\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Reverses elements in the list in-place.\n */\npublic actual fun <T> MutableList<T>.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}\n\n"/*\n */
```

```

Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.text\n\n/\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\n// 37 ranges totally\nprivate object Digit {\n
internal val rangeStart = arrayOf(\n    0x0030, 0x0660, 0x06f0, 0x07c0, 0x0966, 0x09e6, 0x0a66, 0x0ae6,
0x0b66, 0x0be6, 0x0c66, 0x0ce6, 0x0d66, 0x0de6, 0x0e50, 0x0ed0, 0x0f20, 0x1040, 0x1090, 0x17e0, \n
0x1810, 0x1946, 0x19d0, 0x1a80, 0x1a90, 0x1b50, 0x1bb0, 0x1c40, 0x1c50, 0xa620, 0xa8d0, 0xa900, 0xa9d0,
0xa9f0, 0xaa50, 0xabf0, 0xff10, \n    )\n}\n\n/**\n * Returns the index of the largest element in [array] smaller or
equal to the specified [needle],\n * or -1 if [needle] is smaller than the smallest element in [array].\n */\ninternal fun
binarySearchRange(array: IntArray, needle: Int): Int {\n    var bottom = 0\n    var top = array.size - 1\n    var middle
= -1\n    var value = 0\n    while (bottom <= top) {\n        middle = (bottom + top) / 2\n        value = array[middle]\n
        if (needle > value)\n            bottom = middle + 1\n        else if (needle == value)\n            return middle\n
        else\n            top = middle - 1\n    }\n    return middle - (if (needle < value) 1 else 0)\n}\n\n/**\n * Returns an integer
from 0..9 indicating the digit this character represents,\n * or -1 if this character is not a digit.\n */\ninternal fun
Char.digitToIntImpl(): Int {\n    val ch = this.code\n    val index = binarySearchRange(Digit.rangeStart, ch)\n    val
diff = ch - Digit.rangeStart[index]\n    return if (diff < 10) diff else -1\n}\n\n/**\n * Returns `true` if this character
is a digit.\n */\ninternal fun Char.isDigitImpl(): Boolean {\n    return digitToIntImpl() >= 0\n}\n\n"/\n\n * Copyright
2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/\n\n//
NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\n// 222 ranges totally\nprivate object Letter {\n
val decodedRangeStart: IntArray\n    val decodedRangeLength: IntArray\n    val decodedRangeCategory: IntArray\n
\n    init {\n        val toBase64 =
\n        \"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\n        val fromBase64 =
\n        IntArray(128)\n        for (i in toBase64.indices) {\n            fromBase64[toBase64[i].code] = i\n        }\n
\n        //
rangeStartDiff.length = 356\n        val rangeStartDiff =
\n        \"hCgBpCQGYHZH5BRpBPPPPPRMP5BPPICPP6BkEPPPPcXPzBvBrB3BOiDoBHwD+E3DauCnFmBmB2D
6E1BIBTiBmBIBP5BhBiBrBvBjBqBnBPRtBiCmCtBIB0BmB5BiB7BmBgEmChBZgCoEoGVpBSfRhBPqKQ2B
wBYoFgB4CJuTiEvBuCuDrF5DgEgFIJ1DgFmBQtBsBRGsB+BPiBID1EiJdPRPPPPPPPPPGQSQS/DxENVNU+
B9zCwBwBPPCkDPNnBPqDYY1R8B7FkFgTgwGgwUwmBgKwBuBScmEP/BPPPPPrBP8B7F1B/ErBqC6B7B
iBmBfQsBUwCw/KwqIwLwETPcPjQgJxfgBIBsD\"\n        val diff = decodeVarLenBase64(rangeStartDiff,
fromBase64, 222)\n        val start = IntArray(diff.size)\n        for (i in diff.indices) {\n            if (i == 0) start[i] =
diff[i]\n            else start[i] = start[i - 1] + diff[i]\n        }\n        decodedRangeStart = start\n
\n        //
rangeLength.length = 328\n        val rangeLength =
\n        \"aaMBXHYH5BRpBPPPPPRMP5BPPICPPzBDOOPPcXPzBvBjB3BOhDmBBpB7DoDYxB+EiBP1DoExBkB
QhBekBPmBgBhBctBiBMWOOXhCsBpBkBUV3Ba4BkB0DICgBXgBtD4FSdBfPhBPpKP0BvBXJEQ2CGsT8Dh
BtCqDpFvD1D3E0IrD2EkBJrBDOBsB+BPiBIB1EiJdPPPPPPPPPPPGPPMNLsBNPNPKCvBvBPPCkDPBmBPh
DXXgD4B6FzEgDguG9vUtkB9JcuBSckEP/BPPPPPPBPf4FrBjEhBpC3B5BKawPrBOWck/KsCuLqDHPbPxPsFt
EaaqDL\"\n        decodedRangeLength = decodeVarLenBase64(rangeLength, fromBase64, 222)\n
\n        //
rangeCategory.length = 959\n        val rangeCategory =
\n        \"GFjgggUHGgFFZZZmzpz5qB6s6020B60ptltB6smt2sB60mz22B1+vv+8BZZ5s2850BW5q1ymtB506smzBF3q1
q1qB1q1q1+Bgi4wDTm74g3KigxqM60q1q1Bq1o1q1BF1qlrqrBZ2q5wprBGFZWWZGHFsjiioLowgmOowjkw
CkgoiIk7ligGogioBkwkiYkzj2oNoi+sbkwj04DghhkQ8wgiYkgoioDsgnkWC4gikQ//v+85BkwvoIsgoyI4ygu0whiw
Eowri4CoghsJowgqYowgm4DkwgsY/nwnzPowhmYkg6wI8yggZswikwHgxgmIoxgqYkkgk4DkxgmIkgoioBsgsso
BgzgyI8g9gL8g9kI0wgwJoxgkoC0wgioFkw/wI0w53iF4gioYowjmgBHGq1qkgwBF1q1q8qBHwghuIwghyKk0go
QkwgoQk3goQHGFHkyg0pBgxj6IoinkxDswno7Ikwhz9Bo0gioB8z48Rwli0xN0mpjoX8w78pDwltoqKHFGGwwg
siHFH3q1q16BFHWFZ1q10q1B2q1wq1B1q10q1B2q1yq1B6q1gq1Biq1qhxBir1qp1Bqt1q1qB1g1q1+B//3q16B//q
1qBH/qlq9Bholqq9Bi00a1q10qD1op1HkwmigEigy6Cptogq1Bixo1kDq7/j00B2qgoBWGFm1lz50B6s5q1+BG

```



```

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

```

```

indexOf(element: UByte): Int {
    @Suppress("USELESS_CAST")
    if ((element as Any?) !is UByte) return -1
    return this@asList.indexOf(element)
}
override fun lastIndexOf(element: UByte): Int {
    @Suppress("USELESS_CAST")
    if ((element as Any?) !is UByte) return -1
    return this@asList.lastIndexOf(element)
}
}
}
}

* Returns a [List] that wraps the original array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            @Suppress("USELESS_CAST")
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            @Suppress("USELESS_CAST")
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
}
}

*/
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*/

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt

See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

9 ranges totally

Returns `true` if this character is a whitespace.

internal fun Char.isWhitespaceImpl(): Boolean {
    val ch = this.code
    return ch in 0x0009..0x000d || ch in 0x001c..0x0020 || ch == 0x00a0 || ch > 0x1000 && (ch == 0x1680 || ch in 0x2000..0x200a || ch == 0x2028 || ch == 0x2029 || ch == 0x202f || ch == 0x205f || ch == 0x3000)
}

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interface Comparator<T> {
    @JsName("compare")
    public actual fun compare(a: T, b: T): Int
}

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package kotlin.js

import kotlin.annotation.AnnotationTarget

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

*/
* Gives a declaration (a function, a property or a class) specific name in JavaScript.
* This may be useful in the following cases:
* * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.
* * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer.
* You can put `@JsName(...)` on functions you want to be available from JavaScript.
* * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which is uncommon in Kotlin.
* Example:
kotlin class Person(val name: String) {
    fun hello() { println("Hello $name!") }
    @JsName("helloWithGreeting")
    fun hello(greeting: String) { println("$greeting $name!") }
}
* }
* }
* }
* @property name the name which compiler uses both for declaration itself and for all references to the declaration.
* It's required to denote a valid JavaScript identifier.
* @Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public actual annotation class JsName(actual val name: String)

*/
* Denotes an `external` declaration that must be imported from native JavaScript library.
* The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)` function.
* The annotation can be used on

```

top-level external declarations (classes, properties, functions) and files. In case of file (which can't be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

Example:

```
kotlin @JsModule("jquery") external abstract class JQuery() {
    // some declarations here
}
@JsModule("jquery") external fun JQuery(element: Element): JQuery
@property import name of a module to import declaration from. It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.
@see JsNonModule
@Retention(AnnotationRetention.BINARY) @Target(CLASS, PROPERTY, FUNCTION, FILE) public annotation class JsModule(val import: String)
Denotes an `external` declaration that can be used without module system. By default, an `external` declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to plain module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation. For example:
```

```
kotlin @JsModule("jquery") @JsNonModule @JsName("$") external abstract class JQuery() {
    // some declarations here
}
@JsModule("jquery") @JsNonModule @JsName("$") external fun JQuery(element: Element): JQuery
@see JsModule
@Retention(AnnotationRetention.BINARY) @Target(CLASS, PROPERTY, FUNCTION, FILE) public annotation class JsNonModule
Adds prefix to `external` declarations in a source file. JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects. The compiler turns references to `external` declarations either to plain unprefix names (in case of plain modules) or to plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this. You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation. Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations. Example:
```

```
@file:JsQualifier("my.jsPackageName") package some.kotlinPackage
external fun foo(x: Int)
external fun bar(): String
@property value the qualifier to add to the declarations in the generated code. It must be a sequence of valid JavaScript identifiers separated by the `.` character. Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$.f`
@see JsModule
@Retention(AnnotationRetention.BINARY) @Target(AnnotationTarget.FILE) public annotation class JsQualifier(val value: String)
Exports top-level declaration on JS platform. Compiled module exposes declarations that are marked with this annotation without name mangling. This annotation can be applied to either files or top-level declarations. It is currently prohibited to export the following kinds of declarations:
- `expect` declarations
- inline functions with reified type parameters
- suspend functions
- secondary constructors without `@JsName`
- extension properties
- enum classes
- annotation classes
Signatures of exported declarations must only contain "exportable" types:
- `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`, `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`
- `Array<exportable-type>`
- Function types with exportable parameters and return types
- `external` or `@JsExport` classes and interfaces
- Nullable counterparts of types above
- Unit return type. Must not be nullable
This annotation is experimental, meaning that restrictions mentioned above are subject to change.
@ExperimentalJsExport @Retention(AnnotationRetention.BINARY) @Target(CLASS, PROPERTY, FUNCTION, FILE) @SinceKotlin("1.3") public actual annotation class JsExport
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package kotlin.jvm
// these are used in common generated code in stdlib
// TODO: find how to deprecate these
@Target(AnnotationTarget.FIELD) @Retention(AnnotationRetention.SOURCE) public actual annotation class Volatile
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER) @Retention(AnnotationRetention.SOURCE) public actual annotation
```

```

class Synchronized<E>() {
    /**
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     */
    package kotlin.collections

    /**
     * Provides a skeletal implementation of the [MutableCollection] interface.
     */
    @param E the type of elements contained in the collection. The collection is invariant in its element type.
    public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {
        actual abstract override fun add(element: E): Boolean
        actual override fun remove(element: E): Boolean
        fun checkIsMutable(): Boolean
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }
    actual override fun addAll(elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }
    actual override fun removeAll(elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        return (this as MutableIterable<E>).removeAll { it in elements }
    }
    actual override fun retainAll(elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        return (this as MutableIterable<E>).removeAll { it !in elements }
    }
    actual override fun clear(): Unit {
        fun checkIsMutable(): Boolean
        val iterator = this.iterator()
        while (iterator.hasNext()) {
            iterator.next()
            iterator.remove()
        }
    }
    @Deprecated("Provided so that subclasses inherit this function", level = DeprecationLevel.HIDDEN)
    @JsName("toJSON")
    protected fun toJSON(): Any = this.toArray()

    /**
     * This method is called every time when a mutating method is called on this mutable collection.
     * Mutable collections that are built (frozen) must throw `UnsupportedOperationException`.
     */
    internal open fun checkIsMutable(): Unit {
    }
}

/**
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 */
package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableList] interface.
 */
@param E the type of elements contained in the list. The list is invariant in its element type.
public actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableList<E> {
    protected var modCount: Int = 0
    abstract override fun add(index: Int, element: E): Unit
    abstract override fun removeAt(index: Int): E
    abstract override fun set(index: Int, element: E): E

    /**
     * Adds the specified element to the end of this list.
     * @return `true` because the list is always modified as the result of this operation.
     */
    actual override fun add(element: E): Boolean {
        fun checkIsMutable(): Boolean
        add(size, element)
        return true
    }
    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        var _index = index
        var changed = false
        for (e in elements) {
            add(_index++, e)
            changed = true
        }
        return changed
    }
    actual override fun clear() {
        fun checkIsMutable(): Boolean
        removeRange(0, size)
    }
    actual override fun removeAll(elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        return removeAll { it !in elements }
    }
    actual override fun retainAll(elements: Collection<E>): Boolean {
        fun checkIsMutable(): Boolean
        return removeAll { it !in elements }
    }
    actual override fun iterator(): MutableIterator<E> = IteratorImpl()
    actual override fun contains(element: E): Boolean = indexOf(element) >= 0
    actual override fun indexOf(element: E): Int {
        for (index in 0..lastIndex) {
            if (get(index) == element) {
                return index
            }
        }
        return -1
    }
    actual override fun lastIndexOf(element: E): Int {
        for (index in lastIndex downTo 0) {
            if (get(index) == element) {
                return index
            }
        }
        return -1
    }
    actual override fun listIterator(): MutableListIterator<E> = listIterator(0)
    actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)
    actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)

    /**
     * Removes the range of elements from this list starting from [fromIndex] and ending with but not including [toIndex].
     */
    protected open fun removeRange(fromIndex: Int, toIndex: Int) {
        val iterator = listIterator(fromIndex)
        repeat(toIndex - fromIndex) {
            iterator.next()
            iterator.remove()
        }
    }

    /**
     * Compares this list with another list instance
     */
}

```

```

with the ordered structural equality.\n
 * \n
 * @return true, if [other] instance is a [List] of the same size, which
contains the same elements in the same order.\n
 * \n
 override fun equals(other: Any?): Boolean {\n
 if (other
=== this) return true\n
 if (other !is List<*>) return false\n
 return AbstractList.orderedEquals(this, other)\n
 }\n
 /**\n
 * Returns the hash code value for this list.\n
 * \n
 override fun hashCode(): Int =
AbstractList.orderedHashCode(this)\n
\n
 private open inner class IteratorImpl : MutableIterator<E> {\n
 /**
the index of the item that will be returned on the next call to [next]() \n
 * \n
 protected var index = 0\n
 /** the
index of the item that was returned on the previous call to [next]() \n
 * \n
 or [ListIterator.previous]() (for
`ListIterator`),\n
 * \n
 -1 if no such item exists\n
 * \n
 protected var last = -1\n
 override fun
hasNext(): Boolean = index < size\n
 override fun next(): E {\n
 if (!hasNext()) throw
NoSuchElementException()\n
 last = index++\n
 return get(last)\n
 }\n
 override fun remove()
{\n
 check(last != -1) { "Call next() or previous() before removing element from the iterator." }\n
 removeAt(last)\n
 index = last\n
 last = -1\n
 }\n
 }\n
 /**\n
 * Implementation of
`MutableListIterator` for abstract lists.\n
 * \n
 private inner class ListIteratorImpl(index: Int) : IteratorImpl(),
MutableListIterator<E> {\n
 init {\n
 AbstractList.checkPositionIndex(index,
this@AbstractMutableList.size)\n
 this.index = index\n
 }\n
 override fun hasPrevious(): Boolean =
index > 0\n
 override fun nextIndex(): Int = index\n
 override fun previous(): E {\n
 if
(!hasPrevious()) throw NoSuchElementException()\n
 last = --index\n
 return get(last)\n
 }\n
 override fun previousIndex(): Int = index - 1\n
 override fun add(element: E) {\n
 add(index, element)\n
 index++\n
 last = -1\n
 }\n
 override fun set(element: E) {\n
 check(last != -1) { "Call
next() or previous() before updating element value with the iterator." }\n
 set(last, element)\n
 }\n
 }\n
 private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) :
AbstractMutableList<E>(), RandomAccess {\n
 private var _size: Int = 0\n
 init {\n
 AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)\n
 this._size = toIndex - fromIndex\n
 }\n
 override fun add(index: Int, element: E) {\n
 AbstractList.checkPositionIndex(index, _size)\n
 list.add(fromIndex + index, element)\n
 _size++\n
 }\n
 override fun get(index: Int): E {\n
 AbstractList.checkElementIndex(index, _size)\n
 return list[fromIndex + index]\n
 }\n
 override
fun removeAt(index: Int): E {\n
 AbstractList.checkElementIndex(index, _size)\n
 val result =
list.removeAt(fromIndex + index)\n
 _size--\n
 return result\n
 }\n
 override fun set(index: Int,
element: E): E {\n
 AbstractList.checkElementIndex(index, _size)\n
 return list.set(fromIndex + index,
element)\n
 }\n
 override val size: Int get() = _size\n
 internal override fun checkIsMutable(): Unit =
list.checkIsMutable()\n
 }\n
}\n
}"/\n
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contributors.\n
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license/LICENSE.txt file.\n
 */\n
 * Based on GWT AbstractMap\n
 * Copyright 2007 Google Inc.\n
 */\n
\n
package kotlin.collections\n
/**\n
 * Provides a skeletal implementation of the [MutableMap] interface.\n
 * \n
 * The implementor is required to implement [entries] property, which should return mutable set of map entries, and
[put] function.\n
 * \n
 * @param K the type of map keys. The map is invariant in its key type.\n
 * \n
 * @param V the type
of map values. The map is invariant in its value type.\n
 */\n
\n
public actual abstract class AbstractMutableMap<K, V>
protected actual constructor() : AbstractMap<K, V>(), MutableMap<K, V> {\n
 /**\n
 * A mutable
[Map.Entry] shared by several [Map] implementations.\n
 * \n
 internal open class SimpleEntry<K, V>(override
val key: K, value: V) : MutableMap.MutableEntry<K, V> {\n
 constructor(entry: Map.Entry<K, V>) :
this(entry.key, entry.value)\n
 private var _value = value\n
 override val value: V get() = _value\n
 override fun setValue(newValue: V): V {\n
 // Should check if the map containing this entry is mutable.\n
 // However, to not increase entry memory footprint it might be worthwhile not to check it here and\n
 //
force subclasses that implement `build()` (freezing) operation to implement their own `MutableEntry`.\n
//
this@AbstractMutableMap.checkIsMutable()\n
 val oldValue = this._value\n
 this._value = newValue\n
 return oldValue\n
 }\n
 }\n
 override fun hashCode(): Int = entryHashCode(this)\n
 override fun
toString(): String = entryToString(this)\n
 override fun equals(other: Any?): Boolean = entryEquals(this,
other)\n
 }\n
}\n
 // intermediate abstract class to workaround KT-43321\n
 internal abstract class

```

```

AbstractEntrySet<E : Map.Entry<K, V>, K, V> : AbstractMutableSet<E>() {\n    final override fun
contains(element: E): Boolean = containsEntry(element)\n    abstract fun containsEntry(element: Map.Entry<K,
V>): Boolean\n    final override fun remove(element: E): Boolean = removeEntry(element)\n    abstract fun
removeEntry(element: Map.Entry<K, V>): Boolean\n    }\n\n    actual override fun clear() {\n    entries.clear()\n    }\n\n    private var _keys: MutableSet<K>? = null\n    actual override val keys: MutableSet<K>\n    get() {\n    if (_keys == null) {\n        _keys = object : AbstractMutableSet<K>() {\n            override fun
add(element: K): Boolean = throw UnsupportedOperationException("Add is not supported on keys")\n            override fun clear() {\n                this@AbstractMutableMap.clear()\n            }\n            override
operator fun contains(element: K): Boolean = containsKey(element)\n            override operator fun iterator():
MutableIterator<K> {\n                val entryIterator = entries.iterator()\n                return object :
MutableIterator<K> {\n                    override fun hasNext(): Boolean = entryIterator.hasNext()\n                    override fun next(): K = entryIterator.next().key\n                    override fun remove() =
entryIterator.remove()\n                }\n            }\n            override fun remove(element: K): Boolean
{\n                checkIsMutable()\n                if (containsKey(element)) {\n
this@AbstractMutableMap.remove(element)\n                return true\n            }\n            return
false\n        }\n        override val size: Int get() = this@AbstractMutableMap.size\n        override fun
checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()\n    }\n    }\n    return _keys!!\n    }\n\n    actual abstract override fun put(key: K, value: V): V?\n    actual override fun
putAll(from: Map<out K, V>) {\n    checkIsMutable()\n    for ((key, value) in from) {\n        put(key,
value)\n    }\n    }\n\n    private var _values: MutableCollection<V>? = null\n    actual override val values:
MutableCollection<V>\n    get() {\n    if (_values == null) {\n        _values = object :
AbstractMutableCollection<V>() {\n            override fun add(element: V): Boolean = throw
UnsupportedOperationException("Add is not supported on values")\n            override fun clear() =
this@AbstractMutableMap.clear()\n            override operator fun contains(element: V): Boolean =
containsValue(element)\n            override operator fun iterator(): MutableIterator<V> {\n                val
entryIterator = entries.iterator()\n                return object : MutableIterator<V> {\n                    override fun
hasNext(): Boolean = entryIterator.hasNext()\n                    override fun next(): V = entryIterator.next().value\n                    override fun remove() = entryIterator.remove()\n                }\n            }\n        }\n        override val size: Int get() = this@AbstractMutableMap.size\n        override fun
checkIsMutable(): Unit =
this@AbstractMutableMap.checkIsMutable()\n    }\n    }\n    return _values!!\n    }\n\n    actual
override fun remove(key: K): V? {\n    checkIsMutable()\n    val iter = entries.iterator()\n    while
(iter.hasNext()) {\n        val entry = iter.next()\n        val k = entry.key\n        if (key == k) {\n            val
value = entry.value\n            iter.remove()\n            return value\n        }\n    }\n    return null\n    }\n\n    /**\n     * This method is called every time when a mutating method is called on this mutable map.\n     * Mutable
maps that are built (frozen) must throw `UnsupportedOperationException`.\n     */\n    internal open fun
checkIsMutable(): Unit {\n    }\n\n    /**\n     * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n     */\n    package kotlin.collections\n\n    /**\n     * Provides a skeletal implementation of the
[MutableSet] interface.\n     */\n    @param E the type of elements contained in the set. The set is invariant in its
element type.\n    public actual abstract class AbstractMutableSet<E> protected actual constructor() :
AbstractMutableCollection<E>(), MutableSet<E> {\n\n        /**\n         * Compares this set with another set instance with
the unordered structural equality.\n         */\n        @return `true`, if [other] instance is a [Set] of the same size, all
elements of which are contained in this set.\n        override fun equals(other: Any?): Boolean {\n            if (other
=== this) return true\n            if (other !is Set<*>) return false\n            return AbstractSet.setEquals(this, other)\n        }\n\n        /**\n         * Returns the hash code value for this set.\n         */\n        override fun hashCode(): Int =
AbstractSet.unorderedHashCode(this)\n    }\n\n    /**\n     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n     */\n    package kotlin.collections\n\n    /**\n     * Provides a [MutableList] implementation,

```

which uses a resizable array as its backing storage.

* This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself.

* There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the "capacity and "growth increment" concepts.

```

public actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) :
AbstractMutableList<E>(), MutableList<E>, RandomAccess {
    private var isReadOnly: Boolean = false
    /**
     * Creates an empty [ArrayList].
     */
    public actual constructor() : this(emptyArray()) {}
    /**
     * Creates an empty [ArrayList].
     * @param initialCapacity initial capacity (ignored)
     */
    public actual constructor(initialCapacity: Int) : this(emptyArray()) {}
    /**
     * Creates an [ArrayList] filled from the [elements] collection.
     */
    public actual constructor(elements: Collection<E>) :
this(elements.toArray<Any?>()) {}
    @PublishedApi
    internal fun build(): List<E> {
        checkIsMutable()
        isReadOnly = true
        return this
    }
    /** Does nothing in this ArrayList implementation.
     */
    public actual fun trimToSize() {}
    /** Does nothing in this ArrayList implementation.
     */
    public actual fun ensureCapacity(minCapacity: Int) {}
    actual override val size: Int get() = array.size
    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E
    actual override fun set(index: Int, element: E): E {
        checkIsMutable()
        rangeCheck(index)
        @Suppress("UNCHECKED_CAST")
        return array[index].apply { array[index] = element } as E
    }
    actual override fun add(element: E): Boolean {
        checkIsMutable()
        array.asDynamic().push(element)
        modCount++
        return true
    }
    actual override fun add(index: Int, element: E): Unit {
        checkIsMutable()
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }
    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        if (elements.isEmpty()) return false
        array += elements.toArray<Any?>()
        modCount++
        return true
    }
    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        checkIsMutable()
        insertionRangeCheck(index)
        if (index == size) return addAll(elements)
        if (elements.isEmpty()) return false
        when (index) {
            size -> return addAll(elements)
            0 -> array = elements.toArray<Any?>() + array
            else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toArray<Any?>(), array.copyOfRange(index, size))
        }
        modCount++
        return true
    }
    actual override fun removeAt(index: Int): E {
        checkIsMutable()
        rangeCheck(index)
        modCount++
        return if (index == lastIndex) array.asDynamic().pop()
        else array.asDynamic().splice(index, 1)[0]
    }
    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }
    override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }
    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    }
    actual override fun indexOf(element: E): Int = array.indexOf(element)
    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)
    override fun toString() = arrayToString(array)
    @Suppress("UNCHECKED_CAST")
    override fun <T> toArray(array: Array<T>): Array<T> {
        if (array.size < size) {
            return toArray() as Array<T>
        }
        (this.array as Array<T>).copyInto(array)
        if (array.size > size) {
            array[size] = null as T // null-terminate
        }
        return array
    }
    override fun toArray(): Array<Any?> {
        return js("[]").slice.call(array)
    }
    internal override fun checkIsMutable() {
        if (isReadOnly) throw UnsupportedOperationException()
    }
    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }
    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}

```

"/>**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {\n if (getStableSortingIsSupported()) {\n array.asDynamic().sort(comparison)\n } else {\n mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))\n }\n}\n\ninternal fun

```

<T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {\n  if (getStableSortingIsSupported())
{\n    val comparison = { a: T, b: T -> comparator.compare(a, b) }\n    array.asDynamic().sort(comparison)\n  } else {\n    mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)\n  }\n}\n\ninternal fun
<T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {\n  if
(fromIndex < toIndex - 1) {\n    mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)\n
  }\n}\n\ninternal fun <T : Comparable<T>> sortArray(array: Array<out T>) {\n  if
(getStableSortingIsSupported()) {\n    val comparison = { a: T, b: T -> a.compareTo(b) }\n
array.asDynamic().sort(comparison)\n  } else {\n    mergeSort(array.unsafeCast<Array<T>>(), 0,
array.lastIndex, naturalOrder())\n  }\n}\n\nprivate var _stableSortingIsSupported: Boolean? = null\nprivate fun
getStableSortingIsSupported(): Boolean {\n  _stableSortingIsSupported?.let { return it }\n
_stableSortingIsSupported = false\n  val array = js("[ ]").unsafeCast<Array<Int>>()\n  // known
implementations may use stable sort for arrays of up to 512 elements\n  // so we create slightly more elements to
test stability\n  for (index in 0 until 600) array.asDynamic().push(index)\n  val comparison = { a: Int, b: Int -> (a
and 3) - (b and 3) }\n  array.asDynamic().sort(comparison)\n  for (index in 1 until array.size) {\n    val a =
array[index - 1]\n    val b = array[index]\n    if ((a and 3) == (b and 3) && a >= b) return false\n  }\n
_stableSortingIsSupported = true\n  return true\n}\n\nprivate fun <T> mergeSort(array: Array<T>, start: Int,
endInclusive: Int, comparator: Comparator<in T>) {\n  val buffer =
arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()\n  val result = mergeSort(array, buffer, start,
endInclusive, comparator)\n  if (result !== array) {\n    for (i in start..endInclusive) array[i] = result[i]\n
  }\n}\n\n// Both start and end are inclusive indices.\nprivate fun <T> mergeSort(array: Array<T>, buffer: Array<T>,
start: Int, end: Int, comparator: Comparator<in T>): Array<T> {\n  if (start == end) {\n    return array\n  }\n
val median = (start + end) / 2\n  val left = mergeSort(array, buffer, start, median, comparator)\n  val right =
mergeSort(array, buffer, median + 1, end, comparator)\n  val target = if (left === buffer) array else buffer\n  //
Merge.\n  var leftIndex = start\n  var rightIndex = median + 1\n  for (i in start..end) {\n    when {\n
leftIndex <= median && rightIndex <= end -> {\n      val leftValue = left[leftIndex]\n      val rightValue
= right[rightIndex]\n      if (comparator.compare(leftValue, rightValue) <= 0) {\n        target[i] =
leftValue\n        leftIndex++\n      } else {\n        target[i] = rightValue\n
rightIndex++\n      }\n    }\n    leftIndex <= median -> {\n      target[i] = left[leftIndex]\n
leftIndex++\n    }\n    else /* rightIndex <= end */ -> {\n      target[i] = right[rightIndex]\n
rightIndex++\n      Unit // TODO: Fix KT-31506\n    }\n  }\n  return target\n}"/*\n *
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@kotlin.js.JsName("
contentDeepHashCodeImpl")\ninternal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {\n  if (this ==
null) return 0\n  var result = 1\n  for (element in this) {\n    val elementHash = when {\n      element == null
-> 0\n      isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()\n
element is UByteArray -> element.contentHashCode()\n      element is UShortArray ->
element.contentHashCode()\n      element is UIntArray -> element.contentHashCode()\n      element is
ULongArray -> element.contentHashCode()\n      else -> element.hashCode()\n    }\n    result = 31 * result + elementHash\n  }\n  return result\n}"/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal interface
EqualityComparator {\n  /**\n   * Subclasses must override to return a value indicating\n   * whether or not two
keys or values are equal.\n   */\n  abstract fun equals(value1: Any?, value2: Any?): Boolean\n\n  /**\n   *
Subclasses must override to return the hash code of a given key.\n   */\n  abstract fun getHashCode(value: Any?):
Int\n}\n\nobject HashCode : EqualityComparator {\n  override fun equals(value1: Any?, value2: Any?):
Boolean = value1 == value2\n  override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0\n
}\n}"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this

```



```

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Based on GWT AbstractHashMap
Copyright 2008 Google Inc.
package kotlin.collections
import kotlin.collections.MutableMap.MutableEntry
Hash table based implementation of the [MutableMap] interface.
This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
// Classes that extend HashMap and implement `build()` (freezing) operation have to make sure mutating methods check `checkIsMutable`.
public actual open class HashMap<K, V> :
AbstractMutableMap<K, V>, MutableMap<K, V> {
    private inner class EntrySet :
AbstractEntrySet<MutableEntry<K, V>, K, V>() {
        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }
        override fun containsEntry(element: Map.Entry<K, V>): Boolean = this@HashMap.containsEntry(element)
        override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()
        override fun removeEntry(element: Map.Entry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
            }
            return true
        }
        return false
    }
    override val size: Int get() = this@HashMap.size
}
/**
 * Internal implementation of the map: either string-based or hashcode-based.
 */
private val internalMap: InternalMap<K, V>
private val equality: EqualityComparator
internal constructor(internalMap: InternalMap<K, V>) : super() {
    this.internalMap = internalMap
    this.equality = internalMap.equality
}
/**
 * Constructs an empty [HashMap] instance.
 */
actual constructor() : this(InternalHashMap(EqualityComparator.HashCode))
/**
 * Constructs an empty [HashMap] instance.
 * @param initialCapacity the initial capacity (ignored)
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or load factor are negative
 */
actual constructor(initialCapacity: Int, loadFactor: Float) : this() {
    // This implementation of HashMap has no need of load factors or capacities.
    require(initialCapacity >= 0) {
        "Negative initial capacity: $initialCapacity"
    }
    require(loadFactor >= 0) {
        "Non-positive load factor: $loadFactor"
    }
}
actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)
/**
 * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) : this() {
    this.putAll(original)
}
actual override fun clear() {
    internalMap.clear()
}
structureChanged(this)
actual override fun containsKey(key: K): Boolean = internalMap.contains(key)
actual override fun containsValue(value: V): Boolean = internalMap.any {
    equality.equals(it.value, value)
}
private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null
actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
get() {
    if (_entries == null) {
        _entries = createEntrySet()
    }
    return _entries!!
}
internal open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
actual override operator fun get(key: K): V? = internalMap.get(key)
actual override fun put(key: K, value: V): V? = internalMap.put(key, value)
actual override fun remove(key: K): V? = internalMap.remove(key)
actual override val size: Int get() = internalMap.size
}
/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of JS object without hashing them.
 */
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
        putAll(pairs)
    }
}
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Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
Based on GWT HashSet
Copyright 2008 Google Inc.
package kotlin.collections
/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
// Classes that extend HashSet and implement `build()` (freezing) operation have to make sure mutating methods check `checkIsMutable`.
public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {
    internal val map: HashMap<E, Any>
/**
 * Constructs a new empty [HashSet].
 */
actual constructor() {
    map = HashMap<E, Any>()
}
/**
 * Constructs a new [HashSet] filled with the elements of the specified collection.
 */
actual constructor(elements: Collection<E>) {
    map = HashMap<E, Any>(elements.size)
    addAll(elements)
}
}

```

```

}

/**
 * Constructs a new empty [HashSet].
 * @param initialCapacity the initial capacity
 * (ignored)
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if
the initial capacity or load factor are negative
 * actual constructor(initialCapacity: Int, loadFactor: Float)
 {
    map = HashMap<E, Any>(initialCapacity, loadFactor)
 }
 actual constructor(initialCapacity: Int) :
this(initialCapacity, 0.0f)

/**
 * Protected constructor to specify the underlying map. This is used by
 * LinkedHashMap.
 * @param map underlying map to use.
 * internal constructor(map: HashMap<E,
Any>) {
    this.map = map
 }
 actual override fun add(element: E): Boolean {
    val old =
map.put(element, this)
    return old == null
 }
 actual override fun clear() {
    map.clear()
 }

 public override fun clone(): Any {
    return HashSet<E>(this)
 }
 actual override operator fun
contains(element: E): Boolean = map.containsKey(element)
 actual override fun isEmpty(): Boolean =
map.isEmpty()
 actual override fun iterator(): MutableIterator<E> = map.keys.iterator()
 actual override
fun remove(element: E): Boolean = map.remove(element) != null
 actual override val size: Int get() =
map.size
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified
 [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 * public fun
stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply {
addAll(elements)
 }
}

",
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
 */
 * Based on GWT InternalHashMap
 * Copyright 2008 Google Inc.

 */
package kotlin.collections
import kotlin.collections.MutableMap.MutableEntry
import
kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to
provide [java.util.Map]-like semantics for any
 * key type.
 * Implementation notes:
 * A key's
hashCode is the index in backingMap which should contain that key. Since several keys may
 * have the same
hash, each value in hashCodeMap is actually an array containing all entries whose
 * keys share the same hash.
 * internal class InternalHashMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V>
 {
    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
    private set
    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry
= getChainOrEntryOrNull(hashCode)
        if (chainOrEntry == null) {
            // This is a new chain, put it to the
map.
            backingMap[hashCode] = SimpleEntry(key, value)
        } else {
            if (chainOrEntry !is
Array<*>) {
                // It is an entry
                val entry: SimpleEntry<K, V> = chainOrEntry
                if
(equality.equals(entry.key, key)) {
                    return entry.setValue(value)
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                    size++
                    return null
                }
            } else {
                // Chain already exists, perhaps key also exists.
                val chain:
Array<MutableEntry<K, V>> = chainOrEntry
                val entry = chain.findEntryInChain(key)
                if
(entry != null) {
                    return entry.setValue(value)
                }
                chain.asDynamic().push(SimpleEntry(key, value))
                size++
                structureChanged(host)
                return null
            }
            override fun remove(key: K): V? {
                val hashCode = equality.getHashCode(key)
                val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
                if (chainOrEntry !is Array<*>) {
                    val entry: MutableEntry<K, V> = chainOrEntry
                    if (equality.equals(entry.key, key)) {
                        jsDeleteProperty(backingMap, hashCode)
                        size--
                        return entry.value
                    } else {
                        return null
                    }
                } else {
                    val chain: Array<MutableEntry<K, V>> = chainOrEntry
                    for
(index in chain.indices) {
                        val entry = chain[index]
                        if (equality.equals(key, entry.key)) {
                            if (chain.size == 1) {
                                chain.asDynamic().length = 0
                                // remove the whole
array
                                jsDeleteProperty(backingMap, hashCode)
                            } else {
                                // splice out
the entry we're removing
                                chain.asDynamic().splice(index, 1)
                                size--
                                structureChanged(host)
                                return entry.value
                            }
                        }
                    }
                    return null
                }
            }
            override fun clear() {
                backingMap = createJsMap()
                size = 0
            }
            override fun
contains(key: K): Boolean = getEntry(key) != null
            override fun get(key: K): V? = getEntry(key)?.value
            private fun getEntry(key: K): MutableEntry<K, V>? {
                val chainOrEntry =

```

```

getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n    if (chainOrEntry !is Array<*>) {\n
val entry: MutableEntry<K, V> = chainOrEntry\n    if (equality.equals(entry.key, key)) {\n    return
entry\n    } else {\n    return null\n    }\n    } else {\n    val chain: Array<MutableEntry<K,
V>> = chainOrEntry\n    return chain.findEntryInChain(key)\n    }\n    }\n\n private fun
Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n    firstOrNull { entry ->
equality.equals(entry.key, key) }\n\n override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n\n
return object : MutableIterator<MutableEntry<K, V>> {\n    var state = -1 // -1 not ready, 0 - ready, 1 -
done\n\n    val keys: Array<String> = js("Object").keys(backingMap)\n    var keyIndex = -1\n\n
var chainOrEntry: dynamic = null\n    var isChain = false\n    var itemIndex = -1\n    var lastEntry:
MutableEntry<K, V>? = null\n\n    private fun computeNext(): Int {\n    if (chainOrEntry != null &&
isChain) {\n    val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n
    if (++itemIndex < chainSize)\n    return 0\n    }\n    if (++keyIndex < keys.size)\n
{\n    chainOrEntry = backingMap[keys[keyIndex]]\n    isChain = chainOrEntry is Array<*>\n
    itemIndex = 0\n    return 0\n    } else {\n    chainOrEntry = null\n
return 1\n    }\n    }\n\n    override fun hasNext(): Boolean {\n    if (state == -1)\n
state = computeNext()\n    return state == 0\n    }\n\n    override fun next(): MutableEntry<K, V>\n
{\n    if (!hasNext()) throw NoSuchElementException()\n    val lastEntry = if (isChain) {\n
chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n    } else {\n
chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n    }\n    this.lastEntry = lastEntry\n
state = -1\n    return lastEntry\n    }\n\n    override fun remove() {\n
checkNotNull(lastEntry)\n    this@InternalHashMap.remove(lastEntry!!.key)\n    lastEntry =
null\n    // the chain being iterated just got modified by InternalHashMap.remove\n    itemIndex-
-1\n    }\n    }\n\n    private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n    val
chainOrEntry = backingMap[hashCode]\n    return if (chainOrEntry === undefined) null else chainOrEntry\n
}\n\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n */\npackage kotlin.collections\n\n/**\n * The common interface of [InternalStringMap] and
[InternalHashMap].\n */\ninternal interface InternalMap<K, V> :
MutableIterable<MutableMap.MutableEntry<K, V>> {\n    val equality: EqualityComparator\n    val size: Int\n
operator fun contains(key: K): Boolean\n    operator fun get(key: K): V?\n\n    fun put(key: K, value: V): V?\n
    fun remove(key: K): V?\n    fun clear(): Unit\n\n    fun createJsMap(): dynamic {\n    val result =
js("Object.create(null)")\n    // force to switch object representation to dictionary mode\n    result["foo"] =
1\n    jsDeleteProperty(result, "foo")\n    return result\n    }\n\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\n * Based on GWT InternalStringMap\n * Copyright
2008 Google Inc.\n */\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n
* A simple wrapper around JavaScript Map for key type is string.\n */\n * Though this map is instantiated only with
K=String, the K type is not fixed to String statically,\n * because we want to have it erased to Any? in order not to
generate type-safe override bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n */\ninternal
class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n    private var
backingMap: dynamic = createJsMap()\n    override var size: Int = 0\n    private set\n\n// /**\n// * A mod
count to track 'value' replacements in map to ensure that the 'value' that we have in the\n// * iterator entry is
guaranteed to be still correct.\n// * This is to optimize for the common scenario where the values are not modified
during\n// * iterations where the entries are never stale.\n// */\n\n// private var valueMod: Int = 0\n\n    override
operator fun contains(key: K): Boolean {\n    if (key !is String) return false\n    return backingMap[key] !==
undefined\n    }\n\n    override operator fun get(key: K): V? {\n    if (key !is String) return null\n    val value =
backingMap[key]\n    return if (value !== undefined) value.unsafeCast<V>() else null\n    }\n\n\n    override fun
put(key: K, value: V): V? {\n    require(key is String)\n    val oldValue = backingMap[key]\n

```



```

this@LinkedHashMap.clear()\n    }\n    override fun containsEntry(element: Map.Entry<K, V>): Boolean =
this@LinkedHashMap.containsEntry(element)\n    override operator fun iterator():
MutableIterator<MutableEntry<K, V>> = EntryIterator()\n    override fun removeEntry(element: Map.Entry<K,
V>): Boolean {\n        checkIsMutable()\n        if (contains(element)) {\n
this@LinkedHashMap.remove(element.key)\n            return true\n        }\n        return false\n    }\n
override val size: Int get() = this@LinkedHashMap.size\n    override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()\n    }\n\n    /**\n     * The head of the insert order chain, which is a doubly-
linked circular\n     * list.\n     * The most recently inserted node is at the end of the chain, ie.\n     * chain.prev.\n     */\n    private var head: ChainEntry<K, V>? = null\n\n    /**\n     * Add this node to the end of the chain.\n     */\n    private fun ChainEntry<K, V>.addToEnd() {\n        // This entry is not in the list.\n        check(next == null && prev
== null)\n        val _head = head\n        if (_head == null) {\n            head = this\n            next = this\n            prev =
this\n        } else {\n            // Chain is valid.\n            val _tail = checkNotNull(_head.prev)\n            // Update me.\n            prev = _tail\n            next = _head\n            // Update my new siblings: current head and old tail\n            _head.prev = this\n            _tail.next = this\n        }\n    }\n\n    /**\n     * Remove this node from the chain it is a part
of.\n     */\n    private fun ChainEntry<K, V>.remove() {\n        if (this.next === this) {\n            // if this is single
element, remove head\n            head = null\n        } else {\n            if (head === this) {\n                // if this is first
element, move head to next\n                head = next\n            }\n            next!!.prev = prev\n            prev!!.next =
next\n        }\n        next = null\n        prev = null\n    }\n\n    /**\n     * The hashmap that keeps track of our entries and
the chain. Note that we\n     * duplicate the key here to eliminate changes to HashMap and minimize the\n     * code
here, at the expense of additional space.\n     */\n    private val map: HashMap<K, ChainEntry<K, V>>\n\n    private
var isReadOnly: Boolean = false\n\n    /**\n     * Constructs an empty [LinkedHashMap] instance.\n     */\n    actual
constructor(): super() {\n        map = HashMap<K, ChainEntry<K, V>>()\n    }\n\n    internal
constructor(backingMap: HashMap<K, Any>): super() {\n        @Suppress("UNCHECKED_CAST") // expected
to work due to erasure\n        map = backingMap as HashMap<K, ChainEntry<K, V>>\n    }\n\n    /**\n     *
Constructs an empty [LinkedHashMap] instance.\n     * @param initialCapacity the initial capacity
(ignored)\n     * @param loadFactor the load factor (ignored)\n     * @throws IllegalArgumentException if
the initial capacity or load factor are negative\n     */\n    actual constructor(initialCapacity: Int, loadFactor: Float) :
super(initialCapacity, loadFactor) {\n        map = HashMap<K, ChainEntry<K, V>>()\n    }\n\n    actual
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n    /**\n     * Constructs an instance of
[LinkedHashMap] filled with the contents of the specified [original] map.\n     */\n    actual constructor(original:
Map<out K, V>) {\n        map = HashMap<K, ChainEntry<K, V>>()\n        this.putAll(original)\n    }\n\n    @PublishedApi
internal fun build(): Map<K, V> {\n        checkIsMutable()\n        isReadOnly = true\n        return this\n    }\n\n    actual override fun clear() {\n        checkIsMutable()\n        map.clear()\n        head = null\n    }\n\n    // override fun clone(): Any {\n    //     return LinkedHashMap(this)\n    // }\n\n    actual override fun
containsKey(key: K): Boolean = map.containsKey(key)\n\n    actual override fun containsValue(value: V): Boolean
{\n        var node: ChainEntry<K, V> = head ?: return false\n        do {\n            if (node.value == value) {\n                return true\n            }\n            node = node.next!!\n        } while (node !== head)\n        return false\n    }\n\n    internal override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n    actual
override operator fun get(key: K): V? = map.get(key)?.value\n\n    actual override fun put(key: K, value: V): V? {\n        checkIsMutable()\n        val old = map.get(key)\n        if (old == null) {\n            val newEntry =
ChainEntry(key, value)\n            map.put(key, newEntry)\n            newEntry.addToEnd()\n            return null\n        } else {\n            return old.setValue(value)\n        }\n    }\n\n    actual override fun remove(key: K): V? {\n        checkIsMutable()\n        val entry = map.remove(key)\n        if (entry != null) {\n            entry.remove()\n            return entry.value\n        }\n        return null\n    }\n\n    actual override val size: Int get() = map.size\n\n    internal
override fun checkIsMutable() {\n        if (isReadOnly) throw UnsupportedOperationException()\n    }\n}\n\n/**\n     * Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as
properties of\n     * JS object without hashing them.\n     */\n    public fun <V> linkedStringMapOf(vararg pairs:
Pair<String, V>): LinkedHashMap<String, V> {\n        return LinkedHashMap<String,

```



```

*\n@jsName("output")\ninternal var output = run {\n    val isNode: Boolean = js("typeof process !== 'undefined'
&& process.versions && !process.versions.node")\n    if (isNode) NodeJsOutput(js("process.stdout")) else
BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String =
js("String")(value)\n\n/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n
output.println()\n}\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic
actual fun println(message: Any?) {\n    output.println(message)\n}\n\n/** Prints the given [message] to the standard
output stream. */\npublic actual fun print(message: Any?) {\n
output.print(message)\n}\n\n@SinceKotlin("1.6")\npublic actual fun readln(): String = throw
UnsupportedOperationException("readln is not supported in Kotlin/JS")\n\n@SinceKotlin("1.6")\npublic actual
fun readlnOrNull(): String? = throw UnsupportedOperationException("readlnOrNull is not supported in
Kotlin/JS"), /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.coroutines\nimport kotlin.coroutines.intrinsics.CoroutineSingletons.*\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal
actual class SafeContinuation<in T>\ninternal actual constructor(\n    private val delegate: Continuation<T>,\n
initialResult: Any?\n) : Continuation<T> {\n    @PublishedApi\n    internal actual constructor(delegate:
Continuation<T>) : this(delegate, UNDECIDED)\n\n    public actual override val context: CoroutineContext\n
get() = delegate.context\n\n    private var result: Any? = initialResult\n\n    public actual override fun
resumeWith(result: Result<T>) {\n        val cur = this.result\n        when {\n            cur === UNDECIDED -> {\n
                this.result = result.value\n            }\n            cur === COROUTINE_SUSPENDED -> {\n                this.result =
RESUMED\n                delegate.resumeWith(result)\n            }\n            else -> throw
IllegalStateException("Already resumed")\n        }\n    }\n\n    @PublishedApi\n    internal actual fun
getOrThrow(): Any? {\n        if (result === UNDECIDED) {\n            result = COROUTINE_SUSPENDED\n
return COROUTINE_SUSPENDED\n        }\n        val result = this.result\n        return when {\n            result ===
RESUMED -> COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED
upstream\n            result is Result.Failure -> throw result.exception\n            else -> result // either
COROUTINE_SUSPENDED or data\n        }\n    }\n}\n\n", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\npackage
kotlin.coroutines.cancellation\n\n@SinceKotlin("1.4")\npublic actual open class CancellationException :
IllegalStateException {\n    actual constructor() : super()\n    actual constructor(message: String?) : super(message)\n
    constructor(message: String?, cause: Throwable?) : super(message, cause)\n    constructor(cause: Throwable?) :
super(cause)\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.coroutines.js.internal\nimport kotlin.coroutines.Continuation\nimport
kotlin.coroutines.EmptyCoroutineContext\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal val
EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result -> result.getOrThrow()\n}\n\n", /*\n
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage
kotlin.js\n\n/**\n * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.\n
*\n\n@Suppress("NOT_DOCUMENTED")\npublic external class Date() {\n    public constructor(milliseconds:
Number)\n\n    public constructor(dateString: String)\n\n    public constructor(year: Int, month: Int)\n\n    public
constructor(year: Int, month: Int, day: Int)\n\n    public constructor(year: Int, month: Int, day: Int, hour: Int)\n\n
public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)\n\n    public constructor(year: Int, month:
Int, day: Int, hour: Int, minute: Int, second: Int)\n\n    public constructor(year: Int, month: Int, day: Int, hour: Int,
minute: Int, second: Int, millisecond: Number)\n\n    public fun getDate(): Int\n\n    public fun getDay(): Int\n\n
public fun getFullYear(): Int\n\n    public fun getHours(): Int\n\n    public fun getMilliseconds(): Int\n\n    public fun

```

```

getMinutes(): Int\n\n public fun getMonth(): Int\n\n public fun getSeconds(): Int\n\n public fun getTime():
Double\n\n public fun getTimezoneOffset(): Int\n\n public fun getUTCDate(): Int\n\n public fun
getUTCDay(): Int\n\n public fun getUTCFullYear(): Int\n\n public fun getUTCHours(): Int\n\n public fun
getUTCMilliseconds(): Int\n\n public fun getUTCMinutes(): Int\n\n public fun getUTCMonth(): Int\n\n public
fun getUTCSeconds(): Int\n\n public fun toDateString(): String\n\n public fun toISOString(): String\n\n public
fun toJSON(): Json\n\n public fun toLocaleDateString(locales: Array<String> = definedExternally, options:
LocaleOptions = definedExternally): String\n\n public fun toLocaleDateString(locales: String, options:
LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales: Array<String> =
definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales:
String, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleTimeString(locales:
Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun
toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun
toTimeString(): String\n\n public fun toUTCString(): String\n\n public companion object {\n public fun
now(): Double\n\n public fun parse(dateString: String): Double\n\n public fun UTC(year: Int, month: Int):
Double\n\n public fun UTC(year: Int, month: Int, day: Int): Double\n\n public fun UTC(year: Int, month:
Int, day: Int, hour: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int):
Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int): Double\n\n
public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number): Double\n
}\n\n public interface LocaleOptions {\n public var localeMatcher: String?\n\n public var timeZone:
String?\n\n public var hour12: Boolean?\n\n public var formatMatcher: String?\n\n public var weekday:
String?\n\n public var era: String?\n\n public var year: String?\n\n public var month: String?\n\n
public var day: String?\n\n public var hour: String?\n\n public var minute: String?\n\n public var
second: String?\n\n public var timeZoneName: String?\n }\n}\n\npublic inline fun dateLocaleOptions(init:
Date.LocaleOptions.() -> Unit): Date.LocaleOptions {\n val result = js("\nnew
Object()\n").unsafeCast<Date.LocaleOptions>()\n init(result)\n return result\n}"/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport
org.w3c.dom.Document\n\nimport org.w3c.dom.Element\n\nimport
kotlin.internal.LowPriorityInOverloadResolution\n\nimport kotlinx.dom.appendChild as
newAppendElement\n\nimport kotlinx.dom.createElement as newCreateElement\n\n/**\n * Creates a new element
with the specified [name].\n */\n * The element is initialized with the specified [init] function.\n
*/\n\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = "\nThis API is moved to another package,
use 'kotlinx.dom.createElement' instead.\n",\n replaceWith = ReplaceWith("\nthis.createElement(name, init)\n",
"\nkotlinx.dom.createElement()\n)\n)\n@DeprecatedSinceKotlin(warningSince = "\n1.4\n", errorSince = "\n1.6\n")\n\npublic
inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element =
this.newCreateElement(name, init)\n\n/**\n * Appends a newly created element with the specified [name] to this
element.\n */\n * The element is initialized with the specified [init] function.\n
*/\n\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = "\nThis API is moved to another package,
use 'kotlinx.dom.appendChild' instead.\n",\n replaceWith = ReplaceWith("\nthis.appendChild(name, init)\n",
"\nkotlinx.dom.appendChild()\n)\n)\n@DeprecatedSinceKotlin(warningSince = "\n1.4\n", errorSince = "\n1.6\n")\n\npublic
inline fun Element.appendChild(name: String, noinline init: Element.() -> Unit): Element =
this.newAppendElement(name, init)\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Element\n\nimport
kotlin.internal.LowPriorityInOverloadResolution\n\nimport kotlinx.dom.addClass as newAddClass\n\nimport
kotlinx.dom.hasClass as newHasClass\n\nimport kotlinx.dom.removeClass as newRemoveClass\n\n/**\n * Returns true if
the element has the given CSS class style in its 'class' attribute
*/\n\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = "\nThis API is moved to another package,

```



```

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

```

```

element\n *\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to another
package, use 'kotlinx.dom.appendText' instead.\",\n  replaceWith = ReplaceWith(\"this.appendText(text)\",
\"kotlinx.dom.appendText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun
Element.appendText(text: String): Element = this.newAppendText(text)\n\",/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n@kotlin.internal.InlineOnly\npublic
inline fun Any?.asDynamic(): dynamic = this\n/>\n * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).\n *\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Any?.unsafeCast():
@kotlin.internal.NoInfer T = this.asDynamic()\n/>\n * Reinterprets this `dynamic` value as a value of the
specified type [T] without any actual type checking.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T> Any?.unsafeCast():
@kotlin.internal.NoInfer T = this.asDynamic()\n/>\n * Reinterprets this `dynamic` value as a value of the
specified type [T] without any actual type checking.\n
*\n@kotlin.internal.DynamicExtension\n@JsName(\"unsafeCastDynamic\")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this\n/>\n * Allows to iterate this `dynamic`
object in the following cases:\n * - when it has an `iterator` function,\n * - when it is an array\n * - when it is an
instance of [kotlin.collections.Iterable]\n *\n@kotlin.internal.DynamicExtension\npublic operator fun
dynamic.iterator(): Iterator<dynamic> {\n  val r: Any? = this\n  return when {\n    this[\"iterator\"] != null -
>\n      this[\"iterator\"]()\n    isArrayish(r) ->\n      r.unsafeCast<Array<*>>().iterator()\n    else ->\n      (r as Iterable<*>).iterator()\n  }\n}\n\",/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n@kotlin.internal.InlineOnly\npublic inline fun throwNPE(message: String) {\n  throw
NullPointerException(message)\n}\n@kotlin.internal.InlineOnly\npublic inline fun throwCCE() {\n  throw
ClassCastException(\"Illegal cast\")\n}\n@kotlin.internal.InlineOnly\npublic inline fun throwISE(message: String) {\n
throw IllegalStateException(message)\n}\n@kotlin.internal.InlineOnly\npublic inline fun throwUPAE(propertyName:
String) {\n  throw UninitializedPropertyAccessException(\"lateinit property ${propertyName} has not been
initialized\")\n}\n\",/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n@kotlin.collections\n/>\n * Groups elements from the [Grouping] source by key and counts elements
in each group.\n * @return a [Map] associating the key of each group with the count of elements in the group.\n
*\n@kotlin.collections\npublic inline fun Grouping.groupingByEachCount()\n *\n@kotlin.collections\npublic inline fun
Grouping.groupingByEachSum(valueSelector: (T) -> Int):
Map<K, Int> =\n  fold(0) { acc, _ -> acc + 1 }\n/>\n * Groups
elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements
in each group.\n * @return a [Map] associating the key of each group with the count of element in the group.\n
*\n@kotlin.collections\npublic inline fun Grouping.groupingByEachSumOf(valueSelector: (T) -> Int):
Map<K, Int> =\n  fold(0) { acc, e -> acc + valueSelector(e) }\n/>\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n
*\n@file:kotlin.jvm.JvmName(\"GroupingKt\")\n@file:kotlin.jvm.JvmMultifileClass\npackage
kotlin.collections\n/>\n * Represents a source of elements with a [keyOf] function, which can be applied to each
element to get its key.\n * A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n
* they group elements by their keys and then fold each group with some aggregating operation.\n * It is created
by attaching `keySelector: (T) -> K` function to a source of elements.\n * To get an instance of [Grouping] use one
of `groupingBy` extension functions:\n * - [Iterable.groupingBy]\n * - [Sequence.groupingBy]\n * -
[Array.groupingBy]\n * - [CharSequence.groupingBy]\n * For the list of group-and-fold operations available,
see the [extension functions](#extension-functions) for `Grouping`.\n *\n@kotlin.collections\npublic interface
Grouping<T, out K> {\n  /** Returns an [Iterator] over the elements of the source of this grouping. *\n  fun
sourceIterator(): Iterator<T>\n  /** Extracts the key of an [element]. *\n  fun keyOf(element: T): K\n}\n/>\n * Groups
elements from the [Grouping] source by key and applies [operation] to the elements of each group

```

sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. The key for each element is provided by the [Grouping.keyOf] function.

@param operation function is invoked on each element with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it's the first element encountered in the group.

@return a [Map] associating the key of each group with the result of aggregation of the group elements.

@sample

```

samples.collections.Grouping.aggregateByRadix
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R>
Grouping<T, K>.aggregate(\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R)\n): Map<K,
R> {\n    return aggregateTo(mutableMapOf<K, R>(), operation)\n}\n\n**\n * Groups elements from the
[Grouping] source by key and applies [operation] to the elements of each group sequentially,
passing the previously accumulated value and the current element as arguments,
and stores the results in the given [destination] map.
The key for each element is provided by the [Grouping.keyOf] function.
@param operation a function that is invoked on each element with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's
the first element encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it's the first element encountered in the group.
If the [destination] map already has a value corresponding to some key,
then the elements being aggregated for that key are never considered as
`first`.
@return the [destination] map associating the key of each group with the result of aggregation of the
group elements.
@sample samples.collections.Grouping.aggregateByRadixTo
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T,
K>.aggregateTo(\n    destination: M,\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R)\n): M
{\n    for (e in this.sourceIterator()) {\n        val key = keyOf(e)\n        val accumulator = destination[key]\n
destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n    }\n
return destination\n}\n\n**\n * Groups elements from the [Grouping] source by key and applies [operation] to the
elements of each group sequentially,
passing the previously accumulated value and the current element as
arguments, and stores the results in a new map.
An initial value of accumulator is provided by
[initialValueSelector] function.
@param initialValueSelector a function that provides an initial value of
accumulator for each group.
It's invoked with parameters:
- `key`: the key of the group;
- `element`: the first element being encountered in that group.
@param operation a function that is invoked on each element
with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.
@return a [Map] associating the key of each group with the result of accumulating the group elements.
@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n    initialValueSelector: (key: K,
element: T) -> R,\n    operation: (key: K, accumulator: R, element: T) -> R)\n): Map<K, R> =\n
@Suppress("UNCHECKED_CAST")\n    aggregate { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }\n\n**\n * Groups elements from the [Grouping] source by key and
applies [operation] to the elements of each group sequentially,
passing the previously accumulated value and the
current element as arguments,
and stores the results in the given [destination] map.
An initial value of
accumulator is provided by [initialValueSelector] function.
@param initialValueSelector a function that
provides an initial value of accumulator for each group.
It's invoked with parameters:
- `key`: the key of the group;
- `element`: the first element being encountered in that group.
If the [destination] map already has a value corresponding to some key, that value is used as an initial value of
the accumulator for that group and the
[initialValueSelector] function is not called for that group.
@param operation a function that is invoked on
each element with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being
accumulated.
@return the [destination] map associating the key of each group with the result of

```

```

accumulating the group elements.\n * @sample
samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo\n *^\n@SinceKotlin("1.1")\npublic
inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n destination: M,\n
initialValueSelector: (key: K, element: T) -> R,\n operation: (key: K, accumulator: R, element: T) -> R\n): M =\n
@Suppress("UNCHECKED_CAST")\n aggregateTo(destination) { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and
applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the
current element as arguments, and stores the results in a new map.\n * An initial value of accumulator is the same
[initialValue] for each group.\n *\n * @param operation a function that is invoked on each element with the
following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the
element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the
result of accumulating the group elements.\n * @sample
samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue\n *^\n@SinceKotlin("1.1")\npublic
inline fun <T, K, R> Grouping<T, K>.fold(\n initialValue: R,\n operation: (accumulator: R, element: T) -> R\n):
Map<K, R> =\n @Suppress("UNCHECKED_CAST")\n aggregate { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies
[operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current
element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator
is the same [initialValue] for each group.\n *\n * If the [destination] map already has a value corresponding to the
key of some group,\n * that value is used as an initial value of the accumulator for that group.\n *\n * @param operation
a function that is invoked on each element with the following parameters:\n * - `accumulator`: the current value of
the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return the
[destination] map associating the key of each group with the result of accumulating the group elements.\n *
@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo\n
*^\n@SinceKotlin("1.1")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n
destination: M,\n initialValue: R,\n operation: (accumulator: R, element: T) -> R\n): M =\n
@Suppress("UNCHECKED_CAST")\n aggregateTo(destination) { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies the
reducing [operation] to the elements of each group\n * sequentially starting from the second element of the group,\n
* passing the previously accumulated value and the current element as arguments,\n * and stores the results in a new
map.\n * An initial value of accumulator is the first element of the group.\n *\n * @param operation a function that
is invoked on each subsequent element of the group with the following parameters:\n * - `key`: the key of the group
this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the
element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the
result of accumulating the group elements.\n * @sample samples.collections.Grouping.reduceByMaxVowels\n
*^\n@SinceKotlin("1.1")\npublic inline fun <S, T : S, K> Grouping<T, K>.reduce(\n operation: (key: K,
accumulator: S, element: T) -> S\n): Map<K, S> =\n aggregate { key, acc, e, first ->\n
@Suppress("UNCHECKED_CAST")\n if (first) e else operation(key, acc as S, e)\n }\n\n/**\n * Groups
elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group\n *
sequentially starting from the second element of the group,\n * passing the previously accumulated value and the
current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of
accumulator is the first element of the group.\n *\n * If the [destination] map already has a value corresponding to
the key of some group,\n * that value is used as an initial value of the accumulator for that group and the first
element of that group is also\n * subjected to the [operation].\n *\n * @param operation a function that is invoked on
each subsequent element of the group with the following parameters:\n * - `accumulator`: the current value of the
accumulator of the group;\n * - `element`: the element from the source being folded;\n *\n * @return the
[destination] map associating the key of each group with the result of accumulating the group elements.\n *
@sample samples.collections.Grouping.reduceByMaxVowelsTo\n *^\n@SinceKotlin("1.1")\npublic inline fun <S,

```


Array<String>, space: Int): String\n public fun stringify(o: Any?, replacer: Array<String>, space: String): String\n\n public fun <T> parse(text: String): T\n public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?): T)\n}\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.math\n\nimport kotlin.internal.InlineOnly\nimport kotlin.js.JsMath as nativeMath\n\n// region ===== Double Math

```

=====
\n\n/** Computes the sine of the angle [x] given in radians.\n * \n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double = nativeMath.sin(x)\n\n/** Computes the cosine of the angle [x] given in radians.\n * \n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cos(x: Double): Double = nativeMath.cos(x)\n\n/** Computes the tangent of the angle [x] given in radians.\n * \n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tan(x: Double): Double = nativeMath.tan(x)\n\n/** Computes the arc sine of the value [x];\n * the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `asin(x)` is `NaN`, when  $abs(x) > 1$  or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x: Double): Double = nativeMath.asin(x)\n\n/** Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from  $0.0$  to  $\pi$  radians.\n * \n * Special cases:\n * - `acos(x)` is `NaN`, when  $abs(x) > 1$  or x is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Double): Double = nativeMath.acos(x)\n\n/** Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Double): Double = nativeMath.atan(x)\n\n/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value  $y / x$ ;\n * the returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.\n * \n * Special cases:\n * - `atan2(0.0, 0.0)` is  $0.0$ \n * - `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$ \n * - `atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and  $-\pi$  for  $x < 0$ \n * - `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-Inf < y < 0$ \n * - `atan2(y, -Inf)` is  $\pi$  for  $0 < y < +Inf$  and  $-\pi$  for  $-\Inf < y < 0$ \n * - `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$ \n * - `atan2(+Inf, x)` is  $\pi/2$  for finite  $x$ \n * - `atan2(-Inf, x)` is  $-\pi/2$  for finite  $x$ \n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)\n\n/** Computes the hyperbolic sine of the value [x].\n * \n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is  $+Inf$ \n * - `sinh(-Inf)` is  $-Inf$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)\n\n/** Computes the hyperbolic cosine of the value [x].\n * \n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is  $+Inf$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)\n\n/** Computes the hyperbolic tangent of the value [x].\n * \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is  $1.0$ \n * - `tanh(-Inf)` is  $-1.0$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)\n\n/** Computes the inverse hyperbolic sine of the value [x].\n * \n * The returned value is `y` such that  $sinh(y) == x$ .\n * \n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is  $+Inf$ \n * - `asinh(-Inf)` is  $-Inf$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)\n\n/** Computes the inverse hyperbolic cosine of the value [x].\n * \n * The returned value is positive `y` such that  $cosh(y) == x$ .\n * \n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when  $x < 1$ \n * - `acosh(+Inf)` is  $+Inf$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)\n\n/** Computes the inverse hyperbolic tangent of the value [x].\n * \n * The returned value is `y` such that  $tanh(y) == x$ .\n * \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when  $x > 1$  or  $x < -1$ \n * - `tanh(1.0)` is  $+Inf$ \n * - `tanh(-1.0)` is  $-Inf$ \n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atanh(x: Double): Double =

```

`nativeMath.atanh(x)` Computes $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow.
 Special cases: - returns `+Inf` if any of arguments is infinite - returns `NaN` if any of arguments is `NaN` and the other is not infinite
`hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)` Computes the positive square root of the value [x].
 Special cases: - \sqrt{x} is `NaN` when $x < 0$ or x is `NaN`
`sqrt(x: Double): Double = nativeMath.sqrt(x)` Computes Euler's number e raised to the power of the value [x].
 Special cases: - $\exp(\text{NaN})$ is `NaN` - $\exp(+\text{Inf})$ is `+Inf` - $\exp(-\text{Inf})$ is `0.0`
`exp(x: Double): Double = nativeMath.exp(x)` Computes $\exp(x) - 1$.
 This function can be implemented to produce more precise result for [x] near zero.
 Special cases: - $\expm1(\text{NaN})$ is `NaN` - $\expm1(+\text{Inf})$ is `+Inf` - $\expm1(-\text{Inf})$ is `-1.0`
 @see [exp] function.
`expm1(x: Double): Double = nativeMath.expm1(x)` Computes the logarithm of the value [x] to the given [base].
 Special cases: - $\log(x, b)$ is `NaN` if either x or b are `NaN` - $\log(x, b)$ is `NaN` when $x < 0$ or $b \leq 0$ or $b == 1.0$ - $\log(+\text{Inf}, +\text{Inf})$ is `NaN` - $\log(+\text{Inf}, b)$ is `+Inf` for $b > 1$ and `-Inf` for $b < 1$ - $\log(0.0, b)$ is `-Inf` for $b > 1$ and `+Inf` for $b > 1$
 See also logarithm functions for common fixed bases: [ln], [log10] and [log2].
`log(x: Double, base: Double): Double` if (base <= 0.0 || base == 1.0) return Double.NaN return nativeMath.log(x) / nativeMath.log(base)
 Computes the natural logarithm (base E) of the value [x].
 Special cases: - $\ln(\text{NaN})$ is `NaN` - $\ln(x)$ is `NaN` when $x < 0.0$ - $\ln(+\text{Inf})$ is `+Inf` - $\ln(0.0)$ is `-Inf`
`ln(x: Double): Double = nativeMath.log(x)` Computes the common logarithm (base 10) of the value [x].
 @see [ln] function for special cases.
`log10(x: Double): Double = nativeMath.log10(x)` Computes the binary logarithm (base 2) of the value [x].
 @see [ln] function for special cases.
`log2(x: Double): Double = nativeMath.log2(x)` Computes $\ln(x + 1)$.
 This function can be implemented to produce more precise result for [x] near zero.
 Special cases: - $\ln1p(\text{NaN})$ is `NaN` - $\ln1p(x)$ is `NaN` where $x < -1.0$ - $\ln1p(-1.0)$ is `-Inf` - $\ln1p(+\text{Inf})$ is `+Inf`
 @see [ln] function @see [expm1] function
`ln1p(x: Double): Double = nativeMath.log1p(x)` Rounds the given value [x] to an integer towards positive infinity.
 @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.
 Special cases: - $\text{ceil}(x)$ is x where x is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
`ceil(x: Double): Double = nativeMath.ceil(x)` Rounds the given value [x] to an integer towards negative infinity.
 @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.
 Special cases: - $\text{floor}(x)$ is x where x is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
`floor(x: Double): Double = nativeMath.floor(x)` Rounds the given value [x] to an integer towards zero.
 @return the value [x] having its fractional part truncated.
 Special cases: - $\text{truncate}(x)$ is x where x is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
`truncate(x: Double): Double = nativeMath.trunc(x)` Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 Special cases: - $\text{round}(x)$ is x where x is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
`round(x: Double): Double` if (x % 0.5 != 0.0) { return nativeMath.round(x) } val floor = floor(x) return if (floor % 2 == 0.0) floor else ceil(x)
 Returns the absolute value of the given value [x].
 Special cases: - $\text{abs}(\text{NaN})$ is `NaN`
 @see absoluteValue extension property for [Double]
`abs(x: Double): Double = nativeMath.abs(x)` Returns the sign of the given value [x]: - `-1.0` if the value is negative, - zero

if the value is zero, -1.0 if the value is positive

```

Special case:  $\text{NaN}$  is  $\text{NaN}$ 
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun sign(x: Double): Double =
nativeMath.sign(x)\n\n/**
 * Returns the smaller of two values.
 * If either value is  $\text{NaN}$ , then the result is
 $\text{NaN}$ .
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun min(a: Double, b: Double): Double =
nativeMath.min(a, b)\n\n/**
 * Returns the greater of two values.
 * If either value is  $\text{NaN}$ , then the result is
 $\text{NaN}$ .
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun max(a: Double, b: Double): Double =
nativeMath.max(a, b)\n\n// extensions\n\n/**
 * Raises this value to the power [x].
 * Special cases:
 * -  $\text{b.pow}(0.0)$  is  $1.0$ 
 * -  $\text{b.pow}(1.0) == b$ 
 * -  $\text{b.pow}(\text{NaN})$  is  $\text{NaN}$ 
 * -  $\text{NaN.pow}(x)$  is  $\text{NaN}$  for  $x != 0.0$ 
 * -  $\text{b.pow}(\text{Inf})$  is  $\text{NaN}$  for  $\text{abs}(b) == 1.0$ 
 * -  $\text{b.pow}(x)$  is  $\text{NaN}$  for  $b < 0$  and  $x$  is finite and not
an integer
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun Double.pow(x: Double): Double =
nativeMath.pow(this, x)\n\n/**
 * Raises this value to the integer power [n].
 * See the other overload of
[pow] for details.
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun Double.pow(n: Int): Double =
nativeMath.pow(this, n.toDouble())\n\n/**
 * Returns the absolute value of this value.
 * Special cases:
 * -  $\text{NaN.absoluteValue}$  is  $\text{NaN}$ 
 * @see abs function
*/@SinceKotlin("1.2")@InlineOnly\npublic
actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)\n\n/**
 * Returns the sign of this
value:
 * -  $-1.0$  if the value is negative,
 * - zero if the value is zero,
 * -  $1.0$  if the value is positive
 * Special case:
 * -  $\text{NaN.sign}$  is  $\text{NaN}$ 
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline val
Double.sign: Double get() = nativeMath.sign(this)\n\n/**
 * Returns this value with the sign bit same as of the
[sign] value.
*/@SinceKotlin("1.2")@InlineOnly\npublic actual inline fun Double.withSign(sign: Int):
Double = this.withSign(sign.toDouble())\n\n/**
 * Returns the ulp (unit in the last place) of this value.
 * An
ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
 * Special
Cases:
 * -  $\text{NaN.ulp}$  is  $\text{NaN}$ 
 * -  $x.ulp$  is  $+\text{Inf}$  when  $x$  is  $+\text{Inf}$  or  $-\text{Inf}$ 
 * -  $0.0.ulp$  is
 $\text{Double.MIN\_VALUE}$ 
*/@SinceKotlin("1.2")\npublic actual val Double.ulp: Double get() = when {\n    this
< 0 -> (-this).ulp\n    this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n    this ==
Double.MAX\_VALUE -> this - this.nextDown()\n    else -> this.nextUp() - this\n}\n\n/**
 * Returns the [Double]
value nearest to this value in direction of positive infinity.
*/@SinceKotlin("1.2")\npublic actual fun
Double.nextUp(): Double = when {\n    this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n    this == 0.0
-> Double.MIN\_VALUE\n    else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)\n}\n\n/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.
*/@SinceKotlin("1.2")\npublic actual fun Double.nextDown(): Double = when {\n    this.isNaN() || this ==
Double.NEGATIVE\_INFINITY -> this\n    this == 0.0 -> -Double.MIN\_VALUE\n    else ->
Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n}\n\n/**
 * Returns the [Double] value nearest to this
value in direction from this value towards the value [to].
 * Special cases:
 * -  $x.nextTowards(y)$  is  $\text{NaN}$  if
either  $x$  or  $y$  are  $\text{NaN}$ 
 * -  $x.nextTowards(x) == x$ 
*/@SinceKotlin("1.2")\npublic actual fun
Double.nextTowards(to: Double): Double = when {\n    this.isNaN() || to.isNaN() -> Double.NaN\n    to == this ->
to\n    to > this -> this.nextUp()\n    else /* to < this */ -> this.nextDown()\n}\n\n/**
 * Rounds this [Double]
value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * -  $x.roundToInt() == \text{Int.MAX\_VALUE}$  when  $x > \text{Int.MAX\_VALUE}$ 
 * -  $x.roundToInt()
== \text{Int.MIN\_VALUE}$  when  $x < \text{Int.MIN\_VALUE}$ 
 * @throws IllegalArgumentException when this value is
 $\text{NaN}$ 
*/@SinceKotlin("1.2")\npublic actual fun Double.roundToInt(): Int = when {\n    isNaN() -> throw
IllegalArgumentException("Cannot round NaN value.")\n    this > Int.MAX\_VALUE -> Int.MAX\_VALUE\n    this <
Int.MIN\_VALUE -> Int.MIN\_VALUE\n    else -> nativeMath.round(this).toInt()\n}\n\n/**
 * Rounds this
[Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive
infinity.
 * Special cases:
 * -  $x.roundToLong() == \text{Long.MAX\_VALUE}$  when  $x >
\text{Long.MAX\_VALUE}$ 
 * -  $x.roundToLong() == \text{Long.MIN\_VALUE}$  when  $x < \text{Long.MIN\_VALUE}$ 
 * @throws IllegalArgumentException when this value is  $\text{NaN}$ 
*/@SinceKotlin("1.2")\npublic actual fun
Double.roundToLong(): Long = when {\n    isNaN() -> throw IllegalArgumentException("Cannot round NaN
value.")\n    this > Long.MAX\_VALUE -> Long.MAX\_VALUE\n    this < Long.MIN\_VALUE ->
Long.MIN\_VALUE

```



```

Long.MIN_VALUE\n else -> nativeMath.round(this).toLong()\n}\n\n// endregion\n\n\n// region
===== Float Math =====\n\n/** Computes the
sine of the angle [x] given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Float): Float =
nativeMath.sin(x.toDouble()).toFloat()\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special
cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun
cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()\n\n/** Computes the tangent of the angle [x] given in
radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tan(x: Float): Float =
nativeMath.tan(x.toDouble()).toFloat()\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is
an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) >
1` or x is `NaN`\n *\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value
is an angle in the range from  $0.0$  to  $\pi$  radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) >
1` or x is `NaN`\n *\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value
is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that
correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the
returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is
 $0.0$ \n * - `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$ \n * - `atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and  $-\pi$ 
for  $x < 0$ \n * - `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-\inf < y < 0$ \n * - `atan2(y, -Inf)` is  $\pi$ 
for  $0 < y < +Inf$  and  $-\pi$  for  $-\inf < y < 0$ \n * - `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$ \n * -
`atan2(+Inf, x)` is  $\pi/2$  for finite `x`\n * - `atan2(-Inf, x)` is  $-\pi/2$  for finite `x`\n * - `atan2(NaN, x)` and
`atan2(y, NaN)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan2(y: Float, x:
Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic sine of
the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is  $+\inf$ \n * - `sinh(-Inf)` is  $-\inf$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sinh(x: Float): Float =
nativeMath.sinh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special
cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is  $+\inf$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cosh(x: Float): Float =
nativeMath.cosh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special
cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is  $1.0$ \n * - `tanh(-Inf)` is  $-1.0$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tanh(x: Float): Float =
nativeMath.tanh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The
returned value is `y` such that  $\sinh(y) == x$ .\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * -
`asinh(+Inf)` is  $+\inf$ \n * - `asinh(-Inf)` is  $-\inf$ \n *\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline
fun asinh(x: Float): Float = nativeMath.asinh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic
cosine of the value [x].\n *\n * The returned value is positive `y` such that  $\cosh(y) == x$ .\n *\n * Special cases:\n *
- `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when  $x < 1$ \n * - `acosh(+Inf)` is  $+\inf$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The
returned value is `y` such that  $\tanh(y) == x$ .\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * -
`tanh(x)` is `NaN` when  $x > 1$  or  $x < -1$ \n * - `tanh(1.0)` is  $+\inf$ \n * - `tanh(-1.0)` is  $-\inf$ \n
*/\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()\n\n/**\n * Computes  $\sqrt{x^2 + y^2}$  without intermediate overflow or
underflow.\n *\n * Special cases:\n * - returns  $+\inf$  if any of arguments is infinite\n * - returns `NaN` if any of

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arguments is `NaN` and the other is not infinite

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@SinceKotlin("1.2")@InlineOnly@public actual inline fun
hypot(x: Float, y: Float): Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()
* Computes the positive square root of the value [x].
* Special cases:
* - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
@SinceKotlin("1.2")@InlineOnly@public actual inline fun sqrt(x: Float): Float =
nativeMath.sqrt(x.toDouble()).toFloat()
* Computes Euler's number `e` raised to the power of the value
[x].
* Special cases:
* - `exp(NaN)` is `NaN`
* - `exp(+Inf)` is `+Inf`
* - `exp(-Inf)` is `0.0`
@SinceKotlin("1.2")@InlineOnly@public actual inline fun exp(x: Float): Float =
nativeMath.exp(x.toDouble()).toFloat()
* Computes `exp(x) - 1`
* This function can be implemented to produce more precise result for [x] near zero.
* Special cases:
* - `expm1(NaN)` is `NaN`
* - `expm1(+Inf)` is `+Inf`
* - `expm1(-Inf)` is `-1.0`
* @see [exp] function.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun expm1(x: Float): Float =
nativeMath.expm1(x.toDouble()).toFloat()
* Computes the logarithm of the value [x] to the given [base].
* Special cases:
* - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`
* - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`
* - `log(+Inf, +Inf)` is `NaN`
* - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`
* - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`
* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].
@SinceKotlin("1.2")@InlineOnly@public actual inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()
* Computes the natural logarithm (base `E`) of the value [x].
* Special cases:
* - `ln(NaN)` is `NaN`
* - `ln(x)` is `NaN` when `x < 0.0`
* - `ln(+Inf)` is `+Inf`
* - `ln(0.0)` is `-Inf`
@SinceKotlin("1.2")@InlineOnly@public actual inline fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()
* Computes the common logarithm (base 10) of the value [x].
* @see [ln] function for special cases.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()
* Computes the binary logarithm (base 2) of the value [x].
* @see [ln] function for special cases.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun log2(x: Float): Float =
nativeMath.log2(x.toDouble()).toFloat()
* Computes `ln(a + 1)`
* This function can be implemented to produce more precise result for [x] near zero.
* Special cases:
* - `ln1p(NaN)` is `NaN`
* - `ln1p(x)` is `NaN` where `x < -1.0`
* - `ln1p(-1.0)` is `-Inf`
* - `ln1p(+Inf)` is `+Inf`
* @see [ln] function
* @see [expm1] function
@SinceKotlin("1.2")@InlineOnly@public actual inline fun ln1p(x: Float): Float =
nativeMath.log1p(x.toDouble()).toFloat()
* Rounds the given value [x] to an integer towards positive infinity.
* @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.
* Special cases:
* - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()
* Rounds the given value [x] to an integer towards negative infinity.
* @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.
* Special cases:
* - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()
* Rounds the given value [x] to an integer towards zero.
* @return the value [x] having its fractional part truncated.
* Special cases:
* - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()
* Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
* Special cases:
* - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
@SinceKotlin("1.2")@InlineOnly@public actual inline fun round(x: Float): Float =
round(x.toDouble()).toFloat()
* Returns the absolute value of the given value [x].
* Special cases:
* - `abs(NaN)` is `NaN`
* @see absoluteValue extension property for [Float]
@SinceKotlin("1.2")@InlineOnly@public actual inline fun abs(x: Float): Float =
nativeMath.abs(x.toDouble()).toFloat()
* Returns the sign of the given value [x]:
* - `-1.0` if the value is negative,
* - zero if the value is zero,
* - `1.0` if the value is positive
* Special case:
* - `sign(NaN)`

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is NaN\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sign(x: Float): Float =
nativeMath.sign(x.toDouble()).toFloat()\n\n\n/**\n * Returns the smaller of two values.\n * If either value is
`NaN`, then the result is `NaN`.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun min(a: Float, b:
Float): Float = nativeMath.min(a, b)\n\n\n/**\n * Returns the greater of two values.\n * If either value is `NaN`,
then the result is `NaN`.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun max(a: Float, b: Float):
Float = nativeMath.max(a, b)\n\n// extensions\n\n\n/**\n * Raises this value to the power [x].\n * Special
cases:\n * - `b.pow(0.0)` is `1.0`\n * - `b.pow(1.0) == b`\n * - `b.pow(NaN)` is `NaN`\n * - `NaN.pow(x)` is
`NaN` for `x != 0.0`\n * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n * - `b.pow(x)` is `NaN` for `b < 0` and `x` is
finite and not an integer\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.pow(x: Float):
Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()\n\n\n/**\n * Raises this value to the integer power
[n].\n * See the other overload of [pow] for details.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual
inline fun Float.pow(n: Int): Float = nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()\n\n\n/**\n * Returns the
absolute value of this value.\n * Special cases:\n * - `NaN.absoluteValue` is `NaN`\n * @see abs function\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Float.absoluteValue: Float get() =
nativeMath.abs(this.toDouble()).toFloat()\n\n\n/**\n * Returns the sign of this value:\n * - `1.0` if the value is
negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n * Special case:\n * - `NaN.sign` is
`NaN`\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Float.sign: Float get() =
nativeMath.sign(this.toDouble()).toFloat()\n\n\n/**\n * Returns this value with the sign bit same as of the [sign]
value.\n * If [sign] is `NaN` the sign of the result is undefined.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Float): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()\n\n\n/**\n * Returns this value with the sign bit same as of the
[sign] value.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Int): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()\n\n\n\n/**\n * Rounds this [Float] value to the nearest integer and
converts the result to [Int].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * -
`x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `x.roundToInt() == Int.MIN_VALUE`
when `x < Int.MIN_VALUE`\n * @throws IllegalArgumentException when this value is `NaN`\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt()\n\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to
[Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `x.roundToLong() ==
Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong() == Long.MIN_VALUE` when `x
< Long.MIN_VALUE`\n * @throws IllegalArgumentException when this value is `NaN`\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong()\n\n\n// endregion\n\n// ===== Integer Math
=====
\n\n\n/**\n * Returns the absolute value of the given value
[n].\n * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n * @see
absoluteValue extension property for [Int]\n\n *^n@SinceKotlin("1.2")\npublic actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n\n\n\n/**\n * Returns the
smaller of two values.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun min(a: Int, b: Int): Int =
nativeMath.min(a, b)\n\n\n/**\n * Returns the greater of two values.\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a,
b)\n\n\n/**\n * Returns the absolute value of this value.\n * Special cases:\n * -
`Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n * @see abs function\n\n *^n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Int.absoluteValue: Int get() = abs(this)\n\n\n/**\n * Returns the sign of this value:\n * - `1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value
is positive\n\n *^n@SinceKotlin("1.2")\npublic actual val Int.sign: Int get() = when {\n    this < 0 -> -1\n    this > 0 -
> 1\n    else -> 0\n}\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n * Special cases:\n * -
`abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * @see absoluteValue extension
property for [Long]\n\n *^n@SinceKotlin("1.2")\npublic actual fun abs(n: Long): Long = if (n < 0) -n else

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n\n\n/**\n * Returns the smaller of two values.\n
*\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun min(a: Long, b:
Long): Long = if (a <= b) a else b\n\n/**\n * Returns the greater of two values.\n
*\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun max(a: Long, b:
Long): Long = if (a >= b) a else b\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * -
`Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Long.absoluteValue: Long get() =
abs(this)\n\n/**\n * Returns the sign of this value:\n *\n * - `1` if the value is negative,\n *\n * - `0` if the value is zero,\n
*\n * - `1` if the value is positive\n *\n@SinceKotlin("1.2")\npublic actual val Long.sign: Int get() = when {\n this
< 0 -> -1\n this > 0 -> 1\n else -> 0}\n\n// endregion\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns `true` if the specified
number is a\n *\n * Not-a-Number (NaN) value, `false` otherwise.\n *\n@public actual fun Double.isNaN(): Boolean =
this != this\n\n/**\n * Returns `true` if the specified number is a\n *\n * Not-a-Number (NaN) value, `false` otherwise.\n
*\n@public actual fun Float.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if this value is infinitely large in
magnitude.\n *\n@public actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this ==
Double.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n *\n@public
actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this ==
Float.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns
`false` otherwise (for `NaN` and infinity arguments).\n *\n@public actual fun Double.isFinite(): Boolean =
!isInfinite() && !isNaN()\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false`
otherwise (for `NaN` and infinity arguments).\n *\n@public actual fun Float.isFinite(): Boolean = !isInfinite() &&
!isNaN()\n\n/**\n * Counts the number of set bits in the binary representation of this [Int] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.countOneBits(): Int {\n // Hacker's Delight 5-1 algorithm\n var v = this\n v = (v and 0x55555555) +
(v.ushr(1) and 0x55555555)\n v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)\n v = (v and 0x0F0F0F0F)
+ (v.ushr(4) and 0x0F0F0F0F)\n v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)\n v = (v and
0x0000FFFF) + (v.ushr(16))\n return v}\n\n/**\n * Counts the number of consecutive most significant bits that
are zero in the binary representation of this [Int] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Int.countLeadingZeroBits(): Int = JsMath.clz32(this)\n\n/**\n * Counts the number of
consecutive least significant bits that are zero in the binary representation of this [Int] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.countTrailingZeroBits(): Int =\n // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with
countLeadingZeroBits\n Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()\n\n/**\n * Returns a
number having a single bit set in the position of the most significant set bit of this [Int] number,\n *\n * or zero, if this
number is zero.\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.takeHighestOneBit(): Int =\n if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())\n\n/**\n *
Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n *\n * or
zero, if this number is zero.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.takeLowestOneBit(): Int =\n // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit\n this and -
this\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of
bits.\n *\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the
right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n *\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32)
returns the same number, or more generally\n *\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun

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Int.rotateLeft(bitCount: Int): Int =\n  shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n\n/**\n * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n *\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n\n*/\n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.rotateRight(bitCount: Int): Int =\n  shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)\n\n/**\n * Counts the number of set bits in the binary representation of this [Long] number.\n\n*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countOneBits(): Int =\n  high.countOneBits() + low.countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n\n*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countLeadingZeroBits(): Int =\n  when (val high = this.high) {\n    0 -> Int.SIZE_BITS + low.countLeadingZeroBits()\n    else -> high.countLeadingZeroBits()\n  }\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n\n*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countTrailingZeroBits(): Int =\n  when (val low = this.low) {\n    0 -> Int.SIZE_BITS + high.countTrailingZeroBits()\n    else -> low.countTrailingZeroBits()\n  }\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero.\n\n*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.takeHighestOneBit(): Long =\n  when (val high = this.high) {\n    0 -> Long(low.takeHighestOneBit(), 0)\n    else -> Long(0, high.takeHighestOneBit())\n  }\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n\n*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.takeLowestOneBit(): Long =\n  when (val low = this.low) {\n    0 -> Long(0, high.takeLowestOneBit())\n    else -> Long(low.takeLowestOneBit(), 0)\n  }\n\n/**\n * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n *\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n\n*/\n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.rotateLeft(bitCount: Int): Long {\n  if ((bitCount and 31) != 0) {\n    val low = this.low\n    val high = this.high\n    val newLow = low.shl(bitCount) or high.ushr(-bitCount)\n    val newHigh = high.shl(bitCount) or low.ushr(-bitCount)\n    return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n  } else {\n    return if ((bitCount and 32) == 0) this else Long(high, low)\n  }\n}\n\n/**\n * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n *\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n\n*/\n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Exposes the JavaScript [Promise] object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n\n*/

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```

*\n@Suppress("NOT_DOCUMENTED")\npublic open external class Promise<out T>(executor: (resolve: (T) ->
Unit, reject: (Throwable) -> Unit) -> Unit) {\n  @LowPriorityInOverloadResolution\n  public open fun <S>
then(onFulfilled: ((T) -> S)?): Promise<S>\n\n  @LowPriorityInOverloadResolution\n  public open fun <S>
then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>\n\n  public open fun <S>
catch(onRejected: (Throwable) -> S): Promise<S>\n\n  companion object {\n    public fun <S> all(promise:
Array<out Promise<S>>): Promise<Array<out S>>\n\n    public fun <S> race(promise: Array<out
Promise<S>>): Promise<S>\n\n    public fun reject(e: Throwable): Promise<Nothing>\n\n    public fun <S>
resolve(e: S): Promise<S>\n\n    public fun <S> resolve(e: Promise<S>): Promise<S>\n  }\n}\n\n// It's workaround
for KT-19672 since we can fix it properly until KT-11265 isn't fixed.\n\ninline fun <T, S>
Promise<Promise<T>>.then(\n  noinline onFulfilled: ((T) -> S)?\n): Promise<S> {\n  return
this.unsafeCast<Promise<T>>().then(onFulfilled)\n}\n\ninline fun <T, S> Promise<Promise<T>>.then(\n  noinline
onFulfilled: ((T) -> S)?,\n  noinline onRejected: ((Throwable) -> S)?\n): Promise<S> {\n  return
this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)\n}\n"}\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport
kotlin.math.pow\n\ninternal actual fun defaultPlatformRandom(): Random =\n  Random(js("Math.random() *
Math.pow(2, 32)) | 0").unsafeCast<Int>())\n\nprivate val INV_2_26: Double = 2.0.pow(-26)\nprivate val
INV_2_53: Double = 2.0.pow(-53)\n\ninternal actual fun doubleFromParts(hi26: Int, low27: Int): Double =\n  hi26 *
INV_2_26 + low27 * INV_2_53"}\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\nimport findAssociatedObject\n\n/**\n * The
experimental marker for associated objects API.\n */\n * Any usage of a declaration annotated with
`@ExperimentalAssociatedObjects` must be accepted either by\n * annotating that usage with the [OptIn]
annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`,\n * or by using the compiler argument
`-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`. \n */\n\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(value = AnnotationRetention.BINARY)\npublic annotation class
ExperimentalAssociatedObjects\n\n/**\n * Makes the annotated annotation class an associated object key.\n */\n *
An associated object key annotation should have single [KClass] parameter.\n * When applied to a class with
reference to an object declaration as an argument, it binds\n * the object to the class, making this binding
discoverable at runtime using [findAssociatedObject].\n\n */\n\n@ExperimentalAssociatedObjects\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.A
NNOTATION_CLASS)\npublic annotation class AssociatedObjectKey\n\n/**\n * If [T] is an
@[AssociatedObjectKey]-annotated annotation class and [this] class is annotated with @[T] (`S::class`),\n * returns
object `S`. \n */\n * Otherwise returns `null`. \n */\n\n@ExperimentalAssociatedObjects\npublic inline fun <reified T :
Annotation> KClass<*>.findAssociatedObject(): Any? =\n  this.findAssociatedObject(T::class)"}\n\n/*\n * Copyright
2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport
getKClass\n\nimport kotlin.reflect.KClass\n\nimport kotlin.reflect.js.internal.KClassImpl\n\n/**\n * Represents the
constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.\n\n */\n\nexternal interface JsClass<T : Any> {\n  /**\n   * Returns the unqualified name of the class represented by
this instance.\n   */\n   val name: String\n}\n\n/**\n * Obtains a constructor reference for the given `KClass`. \n\n */\n\nnval <T : Any> KClass<T>.js: JsClass<T>\n  get() = (this as KClassImpl<T>).jClass\n\n/**\n * Obtains a
`KClass` instance for the given constructor reference.\n */\n\nnval <T : Any> JsClass<T>.kotlin: KClass<T>\n  get()
= getKClass(this)\n"}\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal abstract
class KClassImpl<T : Any>(\n  internal open val jClass: JsClass<T>\n) : KClass<T> {\n  \n  override val
qualifiedName: String?\n  get() = TODO()\n\n  override fun equals(other: Any?): Boolean {\n    return other

```

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

```

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is KTypeImpl &&\n        classifier == other.classifier && arguments == other.arguments &&
isMarkedNullable == other.isMarkedNullable\n\n    override fun hashCode(): Int =\n        (classifier.hashCode() * 31
+ arguments.hashCode()) * 31 + isMarkedNullable.hashCode()\n\n    override fun toString(): String {\n        val
kClass = (classifier as? KClass<*>)\n        val classifierName = when {\n            kClass == null ->
classifier.toString()\n            kClass.simpleName != null -> kClass.simpleName\n            else -> \"(non-denotable
type)\"\n        }\n        val args =\n            if (arguments.isEmpty()) \"\"\n            else arguments.joinToString(\" \", \"
\", \"<\", \">\") { it.asString() }\n        val nullable = if (isMarkedNullable) \"?\" else \"\"\n        return classifierName
+ args + nullable\n    }\n\n    // TODO: this should be the implementation of KTypeProjection.toString, see KT-
30071\n    private fun KTypeProjection.asString(): String {\n        if (variance == null) return \"*\n        return
variance.prefixString() + type.toString()\n    }\n\n\ninternal object DynamicKType : KType {\n    override val
classifier: KClassifier? = null\n    override val arguments: List<KTypeProjection> = emptyList()\n    override val
isMarkedNullable: Boolean = false\n    override fun toString(): String = \"dynamic\"\n\n\ninternal fun
KVariance.prefixString() =\n    when (this) {\n        KVariance.INVARIANT -> \"\"\n        KVariance.IN -> \"in \"\n        KVariance.OUT -> \"out \"\n    } + \"\", \"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\n\ninternal data class
KTypeParameterImpl(\n    override val name: String,\n    override val upperBounds: List<KType>,\n    override val
variance: KVariance,\n    override val isReified: Boolean\n) : KTypeParameter {\n    override fun toString(): String
= name\n} , \"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.js.JsClass\n\n@JsName(\"PrimitiveClasses\")\n\n\ninternal
object PrimitiveClasses {\n    @JsName(\"anyClass\")\n    val anyClass =
PrimitiveKClassImpl(js(\"Object\").unsafeCast<JsClass<Any>>(), \"Any\", { it is Any })\n\n    @JsName(\"numberClass\")\n    val numberClass =
PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Number>>(), \"Number\", { it is Number })\n\n    @JsName(\"nothingClass\")\n    val nothingClass = NothingKClassImpl\n\n    @JsName(\"booleanClass\")\n    val
booleanClass = PrimitiveKClassImpl(js(\"Boolean\").unsafeCast<JsClass<Boolean>>(), \"Boolean\", { it is Boolean
})\n\n    @JsName(\"byteClass\")\n    val byteClass =
PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Byte>>(), \"Byte\", { it is Byte })\n\n    @JsName(\"shortClass\")\n    val shortClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Short>>(),
\"Short\", { it is Short })\n\n    @JsName(\"intClass\")\n    val intClass =
PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Int>>(), \"Int\", { it is Int })\n\n    @JsName(\"floatClass\")\n    val floatClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Float>>(),
\"Float\", { it is Float })\n\n    @JsName(\"doubleClass\")\n    val doubleClass =
PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Double>>(), \"Double\", { it is Double })\n\n    @JsName(\"arrayClass\")\n    val arrayClass =
PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<Array<*>>>(), \"Array\", { it is Array<*> })\n\n    @JsName(\"stringClass\")\n    val stringClass = PrimitiveKClassImpl(js(\"String\").unsafeCast<JsClass<String>>(),
\"String\", { it is String })\n\n    @JsName(\"throwableClass\")\n    val throwableClass =
PrimitiveKClassImpl(js(\"Error\").unsafeCast<JsClass<Throwable>>(), \"Throwable\", { it is Throwable })\n\n    @JsName(\"booleanArrayClass\")\n    val booleanArrayClass =
PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<BooleanArray>>(), \"BooleanArray\", { it is BooleanArray
})\n\n    @JsName(\"charArrayClass\")\n    val charArrayClass =
PrimitiveKClassImpl(js(\"Uint16Array\").unsafeCast<JsClass<CharArray>>(), \"CharArray\", { it is CharArray
})\n\n    @JsName(\"byteArrayClass\")\n    val byteArrayClass =
PrimitiveKClassImpl(js(\"Int8Array\").unsafeCast<JsClass<ByteArray>>(), \"ByteArray\", { it is ByteArray })\n\n    @JsName(\"shortArrayClass\")\n    val shortArrayClass =
PrimitiveKClassImpl(js(\"Int16Array\").unsafeCast<JsClass<ShortArray>>(), \"ShortArray\", { it is ShortArray
}

```



```

})\n\n @JsName("IntArrayClass")\n val IntArrayClass =
PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })\n\n
@JsName("longArrayClass")\n val longArrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })\n\n
@JsName("floatArrayClass")\n val floatArrayClass =
PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray
})\n\n @JsName("doubleArrayClass")\n val doubleArrayClass =
PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is
DoubleArray })\n\n @JsName("functionClass")\n fun functionClass(arity: Int): KClassImpl<Any> {\n
return functionClasses.get(arity) ?: run {\n val result =
PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity",\n
{ jsTypeOf(it) === "function" && it.asDynamic().length === arity })\n functionClasses.asDynamic()[arity]
= result\n result\n }\n }\n\nprivate val functionClasses =
arrayOfNulls<KClassImpl<Any>>(0), "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n a package is omitted to get declarations directly under the module\n\nimport
kotlin.reflect.*\nimport kotlin.reflect.js.internal.*\n\n@JsName("getKClass")\ninternal fun <T : Any>
getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {\n return if
(js("Array").isArray(jClass)) {\n getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())\n } else {\n
getKClass1(jClass.unsafeCast<JsClass<T>>())\n }\n }\n\n@JsName("getKClassM")\ninternal fun <T : Any>
getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {\n 1 ->
getKClass1(jClasses[0])\n 0 -> NothingKClassImpl.unsafeCast<KClass<T>>()\n else ->
ErrorKClass().unsafeCast<KClass<T>>()\n }\n\n@JsName("getKClassFromExpression")\ninternal fun <T : Any>
getKClassFromExpression(e: T): KClass<T> =\n when (jsTypeOf(e)) {\n "string" ->
PrimitiveClasses.stringClass\n "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
PrimitiveClasses.intClass else PrimitiveClasses.doubleClass\n "boolean" -> PrimitiveClasses.booleanClass\n
"function" -> PrimitiveClasses.functionClass(e.asDynamic().length)\n else -> {\n when {\n e
is BooleanArray -> PrimitiveClasses.booleanArrayClass\n e is CharArray ->
PrimitiveClasses.charArrayClass\n e is ByteArray -> PrimitiveClasses.byteArrayClass\n e is
ShortArray -> PrimitiveClasses.shortArrayClass\n e is IntArray -> PrimitiveClasses.intArrayClass\n
e is LongArray -> PrimitiveClasses.longArrayClass\n e is FloatArray ->
PrimitiveClasses.floatArrayClass\n e is DoubleArray -> PrimitiveClasses.doubleArrayClass\n e is
KClass<*> -> KClass::class\n e is Array<*> -> PrimitiveClasses.arrayClass\n else -> {\n
val constructor = js("Object").getPrototypeOf(e).constructor\n when {\n constructor
=== js("Object") -> PrimitiveClasses.anyClass\n constructor === js("Error") ->
PrimitiveClasses.throwableClass\n else -> {\n val jsClass: JsClass<T> =
constructor\n getKClass1(jsClass)\n }\n }\n }\n }\n }\n\n}.unsafeCast<KClass<T>>()\n\n@JsName("getKClass1")\ninternal fun <T : Any> getKClass1(jClass:
JsClass<T>): KClass<T> {\n if (jClass === js("String")) return
PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()\n val metadata = jClass.asDynamic().`$metadata$\n\n
return if (metadata != null) {\n if (metadata.`$kClass$` == null) {\n val kClass =
SimpleKClassImpl(jClass)\n metadata.`$kClass$` = kClass\n kClass\n } else {\n
metadata.`$kClass$`\n }\n } else {\n SimpleKClassImpl(jClass)\n }\n }", "/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes
the JavaScript [RegExp
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/RegExp) to Kotlin.\n
*/\n\n@Suppress("NOT_DOCUMENTED")\npublic external class RegExp(pattern: String, flags: String? =

```

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definedExternally) {\n\n public fun test(str: String): Boolean\n\n public fun exec(str: String): RegExpMatch?\n\n public override fun toString(): String\n\n /**\n * The lastIndex is a read/write integer property of regular
expressions that specifies the index at which to start the next match.\n */\n public var lastIndex: Int\n\n public
val global: Boolean\n\n public val ignoreCase: Boolean\n\n public val multiline: Boolean\n}\n\n/**\n * Resets the
regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning
of the input string.\n */\npublic fun RegExp.reset() {\n  lastIndex = 0\n}\n\n// TODO: Inherit from array or
introduce asArray() extension\n\n/**\n * Represents the return value of [RegExp.exec].\n\n */\n\n@Suppress("NOT_DOCUMENTED")\npublic external interface RegExpMatch {\n  public val index: Int\n
public val input: String\n  public val length: Int\n}\n\n/**\n * Returns the entire text matched by [RegExp.exec] if
the [index] parameter is 0, or the text matched by the capturing parenthesis\n * at the given index.\n */\n\npublic inline
operator fun RegExpMatch.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Converts the result of
[RegExp.exec] to an array where the first element contains the entire matched text and each subsequent\n * element
is the text matched by each capturing parenthesis.\n */\n\npublic inline fun RegExpMatch.asArray(): Array<out
String?> = unsafeCast<Array<out String?>>()\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\npackage kotlin.sequences\n\ninternal actual class
ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {\n  private var
sequenceRef: Sequence<T>? = sequence\n\n  actual override fun iterator(): Iterator<T> {\n    val sequence =
sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")\n    sequenceRef =
null\n    return sequence.iterator()\n  }\n}\n\n"/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n@SinceKotlin("1.5")\n\npublic actual enum
class CharCategory(internal val value: Int, public actual val code: String) {\n  /**\n * General category "Cn" in
the Unicode specification.\n */\n  UNASSIGNED(0, "Cn"),\n\n  /**\n * General category "Lu" in the
Unicode specification.\n */\n  UPPERCASE_LETTER(1, "Lu"),\n\n  /**\n * General category "Ll" in the
Unicode specification.\n */\n  LOWERCASE_LETTER(2, "Ll"),\n\n  /**\n * General category "Lt" in the
Unicode specification.\n */\n  TITLECASE_LETTER(3, "Lt"),\n\n  /**\n * General category "Lm" in the
Unicode specification.\n */\n  MODIFIER_LETTER(4, "Lm"),\n\n  /**\n * General category "Lo" in the
Unicode specification.\n */\n  OTHER_LETTER(5, "Lo"),\n\n  /**\n * General category "Mn" in the
Unicode specification.\n */\n  NON_SPACING_MARK(6, "Mn"),\n\n  /**\n * General category "Me" in
the Unicode specification.\n */\n  ENCLOSING_MARK(7, "Me"),\n\n  /**\n * General category "Mc" in
the Unicode specification.\n */\n  COMBINING_SPACING_MARK(8, "Mc"),\n\n  /**\n * General
category "Nd" in the Unicode specification.\n */\n  DECIMAL_DIGIT_NUMBER(9, "Nd"),\n\n  /**\n *
General category "Nl" in the Unicode specification.\n */\n  LETTER_NUMBER(10, "Nl"),\n\n  /**\n *
General category "No" in the Unicode specification.\n */\n  OTHER_NUMBER(11, "No"),\n\n  /**\n *
General category "Zs" in the Unicode specification.\n */\n  SPACE_SEPARATOR(12, "Zs"),\n\n  /**\n *
General category "Zl" in the Unicode specification.\n */\n  LINE_SEPARATOR(13, "Zl"),\n\n  /**\n *
General category "Zp" in the Unicode specification.\n */\n  PARAGRAPH_SEPARATOR(14, "Zp"),\n\n  /**\n *
General category "Cc" in the Unicode specification.\n */\n  CONTROL(15, "Cc"),\n\n  /**\n *
General category "Cf" in the Unicode specification.\n */\n  FORMAT(16, "Cf"),\n\n  /**\n * General
category "Co" in the Unicode specification.\n */\n  PRIVATE_USE(18, "Co"),\n\n  /**\n * General
category "Cs" in the Unicode specification.\n */\n  SURROGATE(19, "Cs"),\n\n  /**\n * General category
"Pd" in the Unicode specification.\n */\n  DASH_PUNCTUATION(20, "Pd"),\n\n  /**\n * General
category "Ps" in the Unicode specification.\n */\n  START_PUNCTUATION(21, "Ps"),\n\n  /**\n *
General category "Pe" in the Unicode specification.\n */\n  END_PUNCTUATION(22, "Pe"),\n\n  /**\n *
General category "Pc" in the Unicode specification.\n */\n  CONNECTOR_PUNCTUATION(23, "Pc"),\n\n  /**\n *
General category "Po" in the Unicode specification.\n */\n  OTHER_PUNCTUATION(24,
"Po"),\n\n  /**\n * General category "Sm" in the Unicode specification.\n */\n  MATH_SYMBOL(25,

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\`Sm`),\n\n  /**\n   * General category `Sc` in the Unicode specification.\n   */\n  CURRENCY_SYMBOL(26, `Sc`),\n\n  /**\n   * General category `Sk` in the Unicode specification.\n   */\n  MODIFIER_SYMBOL(27, `Sk`),\n\n  /**\n   * General category `So` in the Unicode specification.\n   */\n  OTHER_SYMBOL(28, `So`),\n\n  /**\n   * General category `Pi` in the Unicode specification.\n   */\n  INITIAL_QUOTE_PUNCTUATION(29, `Pi`),\n\n  /**\n   * General category `Pf` in the Unicode specification.\n   */\n  FINAL_QUOTE_PUNCTUATION(30, `Pf`);\n\n  /**\n   * Returns `true` if [char] character belongs to this category.\n   */\n  public actual operator fun contains(char: Char): Boolean = char.getCategoryValue() == this.value\n\n  companion object {\n      internal fun valueOf(category: Int): CharCategory =\n          when (category) {\n              in 0..16 -> values()[category]\n              in 18..30 -> values()[category - 1]\n              else -> throw IllegalArgumentException("`Category #$category is not defined.`")\n          }\n      }\n  }\n  }"/\n  /**\n   * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n   */\n  \npackage kotlin.text\n\n/**\n * The exception thrown when a character encoding or decoding error occurs.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual open class CharacterCodingException(message: String?) : Exception(message) {\n    actual constructor() : this(null)\n}\n"/\n  /**\n   * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n   */\n  \npackage kotlin.text\n\n/**\n * A mutable sequence of characters.\n */\n * String builder can be used to efficiently perform multiple string manipulation operations.\n */\npublic actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {\n    /**\n     * Constructs an empty string builder with the specified initial [capacity].\n     */\n     * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.\n     */\n     actual constructor(capacity: Int) : this() {\n     }\n     /**\n     * Constructs a string builder that contains the same characters as the specified [content] char sequence.\n     */\n     actual constructor(content: CharSequence) : this(content.toString()) {\n     }\n     /**\n     * Constructs an empty string builder.\n     */\n     actual constructor() : this("")\n     private var string: String = if (content != undefined) content else ""\n     actual override val length: Int\n     get() = string.asDynamic().length\n     actual override fun get(index: Int): Char =\n     string.getOrElse(index) { throw IndexOutOfBoundsException("`index: $index, length: $length`") }\n     actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)\n     actual override fun append(value: Char): StringBuilder {\n     string += value\n     return this\n     }\n     actual override fun append(value: CharSequence?): StringBuilder {\n     string += value.toString()\n     return this\n     }\n     actual override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =\n     this.appendRange(value ?: "null", startIndex, endIndex)\n     /**\n     * Reverses the contents of this string builder and returns this instance.\n     */\n     * Surrogate pairs included in this string builder are treated as single characters.\n     * Therefore, the order of the high-low surrogates is never reversed.\n     */\n     * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.\n     * For example, reversing `"\uDC00\uD800"` produces `"\uD800\uDC00"` which is a valid surrogate pair.\n     */\n     actual fun reverse(): StringBuilder {\n     var reversed = ""\n     var index = string.length - 1\n     while (index >= 0) {\n     val low = string[index--]\n     if (low.isLowSurrogate() && index >= 0) {\n     val high = string[index--]\n     if (high.isHighSurrogate()) {\n     reversed = reversed + high + low\n     } else {\n     reversed = reversed + low + high\n     }\n     } else {\n     reversed += low\n     }\n     }\n     string = reversed\n     return this\n     }\n     /**\n     * Appends the string representation of the specified object [value] to this string builder and returns this instance.\n     */\n     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n     * and then that string was appended to this string builder.\n     */\n     actual fun append(value: Any?): StringBuilder {\n     string += value.toString()\n     return this\n     }\n     /**\n     * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.\n     */\n     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n     * and then that string was appended to this string builder.\n     */\n     @SinceKotlin("1.3")\n     actual fun append(value: Boolean): StringBuilder {\n

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string += value\n    return this\n } \n\n /**\n * Appends characters in the specified character array [value] to
this string builder and returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n
*\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun append(value:
CharArray): StringBuilder {\n    string += value.concatToString()\n    return this\n } \n\n
@Deprecated("Provided for binary compatibility.", level = DeprecationLevel.HIDDEN)\n fun append(value:
String): StringBuilder = append(value)\n\n /**\n * Appends the specified string [value] to this string builder and
returns this instance.\n *\n * If [value] is `null`, then the four characters `"\null"` are appended.\n *\n
@SinceKotlin("1.3")\n actual fun append(value: String?): StringBuilder {\n    this.string += value ?: "\null"\n
    return this\n } \n\n /**\n * Returns the current capacity of this string builder.\n *\n * The capacity is the
maximum length this string builder can have before an allocation occurs.\n *\n * In Kotlin/JS implementation
of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.\n
*\n @SinceKotlin("1.3")\n // @ExperimentalStdlibApi\n @Deprecated("Obtaining StringBuilder capacity is
not supported in JS and common code.", level = DeprecationLevel.ERROR)\n actual fun capacity(): Int =
length\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the specified
[minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new backing storage
is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n *\n * In
Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given
[minimumCapacity],\n * thus calling this method has no effect on the further performance of operations.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun
ensureCapacity(minimumCapacity: Int) {\n } \n\n /**\n * Returns the index within this string builder of the
first occurrence of the specified [string].\n *\n * Returns `-1` if the specified [string] does not occur in this
string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual
fun indexOf(string: String): Int = this.string.asDynamic().indexOf(string)\n\n /**\n * Returns the index within
this string builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n
*\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n
*\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string:
String, startIndex: Int): Int = this.string.asDynamic().indexOf(string, startIndex)\n\n /**\n * Returns the index
within this string builder of the last occurrence of the specified [string].\n * The last occurrence of empty string
`""` is considered to be at the index equal to `this.length`.\n *\n * Returns `-1` if the specified [string] does not
occur in this string builder.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n actual fun lastIndexOf(string: String): Int =
this.string.asDynamic().lastIndexOf(string)\n\n /**\n * Returns the index within this string builder of the last
occurrence of the specified [string],\n * starting from the specified [startIndex] toward the beginning.\n *\n *
Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n
*\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun
lastIndexOf(string: String, startIndex: Int): Int {\n    if (string.isEmpty() && startIndex < 0) return -1\n    return
this.string.asDynamic().lastIndexOf(string, startIndex)\n } \n\n /**\n * Inserts the string representation of the
specified boolean [value] into this string builder at the specified [index] and returns this instance.\n *\n * The
overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then
that string was inserted into this string builder at the specified [index].\n *\n * @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value:
Boolean): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n\n    string = string.substring(0,
index) + value + string.substring(index)\n    return this\n } \n\n /**\n * Inserts the specified character [value]
into this string builder at the specified [index] and returns this instance.\n *\n * @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value:
Char): StringBuilder {\n    AbstractList.checkPositionIndex(index, length)\n\n    string = string.substring(0,

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index) + value + string.substring(index)\n    return this\n }\n\n /**\n * Inserts characters in the specified
character array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The
inserted characters go in same order as in the [value] character array, starting at [index].\n *\n * @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value:
CharArray): String Builder {\n    AbstractList.checkPositionIndex(index, length)\n\n    string =
string.substring(0, index) + value.concatToString() + string.substring(index)\n    return this\n }\n\n /**\n *
Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and
returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character sequence,
starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the
character sequence from which characters are inserted. If [value] is `null`, then the four characters `\\null` are
inserted.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of
this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: CharSequence?): String Builder {\n    AbstractList.checkPositionIndex(index,
length)\n\n    string = string.substring(0, index) + value.toString() + string.substring(index)\n    return this\n
}\n\n /**\n * Inserts the string representation of the specified object [value] into this string builder at the
specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted
to a string by the `value.toString()` method,\n * and then that string was inserted into this string builder at the
specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the
length of this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: Any?): String Builder {\n    AbstractList.checkPositionIndex(index, length)\n\n    string = string.substring(0, index) + value.toString() +
string.substring(index)\n    return this\n }\n\n @Deprecated("Provided for binary compatibility.", level =
DeprecationLevel.HIDDEN)\n fun insert(index: Int, value: String): String Builder = insert(index, value)\n\n /**\n *
Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n *\n * If
[value] is `null`, then the four characters `\\null` are inserted.\n *\n * @throws IndexOutOfBoundsException
if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun insert(index: Int, value: String?): String Builder
{\n    AbstractList.checkPositionIndex(index, length)\n\n    val toInsert = value ?: "\\null"\n    this.string =
this.string.substring(0, index) + toInsert + this.string.substring(index)\n    return this\n }\n\n /**\n * Sets
the length of this string builder to the specified [newLength].\n *\n * If the [newLength] is less than the current
length, it is changed to the specified [newLength].\n * Otherwise, null characters `\\u0000` are appended to this
string builder until its length is less than the [newLength].\n *\n * Note that in Kotlin/JS [set] operator function
has non-constant execution time complexity.\n * Therefore, increasing length of this string builder and then
updating each character by index may slow down your program.\n *\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun setLength(newLength:
Int) {\n    if (newLength < 0) {\n        throw IllegalArgumentException("Negative new length:
$newLength.")\n    }\n\n    if (newLength <= length) {\n        string = string.substring(0, newLength)\n    }
else {\n        for (i in length until newLength) {\n            string += "\\u0000"\n        }\n    }\n}\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the
[length] (exclusive).\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater
than the length of this string builder.\n */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun substring(startIndex: Int): String {\n    AbstractList.checkPositionIndex(startIndex, length)\n\n    return string.substring(startIndex)\n }\n\n /**\n *
Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the
[endIndex] (exclusive).\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
[startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n

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@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun substring(startIndex:
Int, endIndex: Int): String {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    return
string.substring(startIndex, endIndex)\n } \n\n /**\n  * Attempts to reduce storage used for this string builder.\n
*\n  * If the backing storage of this string builder is larger than necessary to hold its current contents,\n
* then it may be resized to become more space efficient.\n  * Calling this method may, but is not required to, affect the
value of the [capacity] property.\n  *\n  * In Kotlin/JS implementation of StringBuilder the size of the backing
storage is always equal to the length of the string builder.\n  */\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n actual fun trimToSize() {\n } \n\n override fun toString():
String = string\n\n /**\n  * Clears the content of this string builder making it empty and returns this instance.\n
*\n  * @sample samples.text.Strings.clearStringBuilder\n  */\n @SinceKotlin("1.3")\n public fun clear():
StringBuilder {\n    string = ""\n    return this\n } \n\n /**\n  * Sets the character at the specified [index]
to the specified [value].\n  *\n  * @throws IndexOutOfBoundsException if [index] is out of bounds of this string
builder.\n  */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public
operator fun set(index: Int, value: Char) {\n    AbstractList.checkElementIndex(index, length)\n    string =
string.substring(0, index) + value + string.substring(index + 1)\n } \n\n /**\n  * Replaces characters in the
specified range of this string builder with characters in the specified string [value] and returns this instance.\n
*\n  * @param startIndex the beginning (inclusive) of the range to replace.\n  * @param endIndex the end (exclusive)
of the range to replace.\n  * @param value the string to replace with.\n  *\n  * @throws
IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length
of this string builder, or `startIndex > endIndex`.\n  */\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n public fun setRange(startIndex: Int, endIndex: Int, value:
String): StringBuilder {\n    checkReplaceRange(startIndex, endIndex, length)\n    this.string =
this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n    return this\n } \n\n private fun
checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {\n    if (startIndex < 0 || startIndex > length) {\n
        throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")\n    }\n    if (startIndex >
endIndex) {\n        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")\n    }\n } \n\n
/**\n  * Removes the character at the specified [index] from this string builder and returns this instance.\n
*\n  * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove
the entire supplementary character.\n  *\n  * @param index the index of `Char` to remove.\n  *\n  * @throws
IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n  */\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n public fun deleteAt(index: Int): StringBuilder {\n
AbstractList.checkElementIndex(index, length)\n    string = string.substring(0, index) + string.substring(index +
1)\n    return this\n } \n\n /**\n  * Removes characters in the specified range from this string builder and
returns this instance.\n  *\n  * @param startIndex the beginning (inclusive) of the range to remove.\n  *
@param endIndex the end (exclusive) of the range to remove.\n  *\n  * @throws IndexOutOfBoundsException
or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex >
endIndex`.\n  */\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun
deleteRange(startIndex: Int, endIndex: Int): StringBuilder {\n    checkReplaceRange(startIndex, endIndex,
length)\n    string = string.substring(0, startIndex) + string.substring(endIndex)\n    return this\n } \n\n
/**\n  * Copies characters from this string builder into the [destination] character array.\n  *\n  * @param
destination the array to copy to.\n  * @param destinationOffset the position in the array to copy to, 0 by default.\n
*\n  * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n  * @param endIndex the end
(exclusive) of the range to copy, length of this string builder by default.\n  *\n  * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this
string builder indices or when `startIndex > endIndex`.\n  * @throws IndexOutOfBoundsException when the
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n  * or when that index
is out of the [destination] array indices range.\n  */\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n public fun toCharArray(destination: CharArray,

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destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n
AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)\n
    var dstIndex = destinationOffset\n        for (index in startIndex until endIndex) {\n            destination[dstIndex++]
= string[index]\n        }\n    }\n\n /**\n * Appends characters in a subarray of the specified character array
[value] to this string builder and returns this instance.\n * Characters are appended in order, starting at
specified [startIndex].\n * @param value the array from which characters are appended.\n * @param
startIndex the beginning (inclusive) of the subarray to append.\n * @param endIndex the end (exclusive) of the
subarray to append.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
[startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n
*/\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun appendRange(value:
CharArray, startIndex: Int, endIndex: Int): StringBuilder {\n    string += value.concatToString(startIndex,
endIndex)\n    return this\n }\n\n /**\n * Appends a subsequence of the specified character sequence [value]
to this string builder and returns this instance.\n * @param value the character sequence from which a
subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n
* @param endIndex the end (exclusive) of the subsequence to append.\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n
*/\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun appendRange(value: CharSequence,
startIndex: Int, endIndex: Int): StringBuilder {\n    val stringCsq = value.toString()\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n    string +=
stringCsq.substring(startIndex, endIndex)\n    return this\n }\n\n /**\n * Inserts characters in a subarray of
the specified character array [value] into this string builder at the specified [index] and returns this instance.\n
* The inserted characters go in same order as in the [value] array, starting at [index].\n * @param index
the position in this string builder to insert at.\n * @param value the array from which characters are inserted.\n
* @param startIndex the beginning (inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive)
of the subarray to insert.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
[startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun
insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {\n
AbstractList.checkPositionIndex(index, this.length)\n    string = string.substring(0, index) +
value.concatToString(startIndex, endIndex) + string.substring(index)\n    return this\n }\n\n /**\n * Inserts
characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.\n * The inserted characters go in the same order as in the [value] character
sequence, starting at [index].\n * @param index the position in this string builder to insert at.\n *
@param value the character sequence from which a subsequence is inserted.\n * @param startIndex the beginning
(inclusive) of the subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is
out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n
* @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun insertRange(index: Int,
value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {\n    AbstractList.checkPositionIndex(index,
length)\n    val stringCsq = value.toString()\n    AbstractList.checkBoundsIndexes(startIndex, endIndex,
stringCsq.length)\n    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) +
string.substring(index)\n    return this\n }\n\n /**\n * Clears the content of this string builder making it
empty and returns this instance.\n */\n
@sample samples.text.Strings.clearStringBuilder\n
*/\n
@SinceKotlin("1.3")\n @Suppress("EXTENSION_SHADOWED_BY_MEMBER",

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

```



```

DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n
this.appendRange(value, startIndex, endIndex)\n\n/**\n * Appends a subsequence of the specified character
sequence [value] to this string builder and returns this instance.\n * \n * @param value the character sequence from
which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n
* @param endIndex the end (exclusive) of the subsequence to append.\n * \n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n
*\n * \n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n
this.appendRange(value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subarray of the specified character
array [value] into this string builder at the specified [index] and returns this instance.\n * \n * The inserted characters
go in same order as in the [value] array, starting at [index].\n * \n * @param index the position in this string builder
to insert at.\n * @param value the array from which characters are inserted.\n * @param startIndex the beginning
(inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n * \n *
@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
range of the [value] array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if
[index] is less than zero or greater than the length of this string builder.\n
*\n * \n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subsequence of the specified
character sequence [value] into this string builder at the specified [index] and returns this instance.\n * \n * The
inserted characters go in the same order as in the [value] character sequence, starting at [index].\n * \n * @param
index the position in this string builder to insert at.\n * @param value the character sequence from which a
subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the subsequence to insert.\n * @param
endIndex the end (exclusive) of the subsequence to insert.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence
indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or
greater than the length of this string builder.\n
*\n * \n * @SinceKotlin("1.4")\n * @WasExperimental(ExperimentalStdlibApi::class)\n * @Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n * \n * \n * package kotlin.text\n * \n * \n * Returns `true` if the content of this
string is equal to the word `true`, ignoring case, and `false` otherwise.\n * \n * @Deprecated("Use Kotlin compiler
1.4 to avoid deprecation warning.")\n * @DeprecatedSinceKotlin(hiddenSince =
"1.4")\n * @kotlin.internal.InlineOnly\n * \n * public actual inline fun String.toBoolean(): Boolean =
this.toBoolean()\n\n/**\n * Returns `true` if this string is not `null` and its content is equal to the word `true`,
ignoring case, and `false` otherwise.\n * \n * There are also strict versions of the function available on non-nullable
String, [toBooleanStrict] and [toBooleanStrictOrNull].\n * \n * @SinceKotlin("1.4")\n * \n * public actual fun
String?.toBoolean(): Boolean = this != null && this.lowercase() == `true`\n\n/**\n * Parses the string as a signed
[Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n * \n * \n * public actual fun String.toByte(): Byte = toByteOrNull() ?:
numberFormatError(this)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n * @throws

```

```

IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun
String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string as a
[Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n */\npublic actual fun String.toShort(): Short = toShortOrNull() :
numberFormatException(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun
String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string as
an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n */\npublic actual fun String.toInt(): Int = toIntOrNull() :
numberFormatException(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun
String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string as a [Long]
number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n */\npublic actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)\n\n/**\n *
Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not
a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for
string to number conversion.\n */\npublic actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) :
numberFormatException(this)\n\n/**\n * Parses the string as a [Double] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun
String.toDouble(): Double = (+this.asDynamic()).unsafeCast<Double>().also {\n    if (it.isNaN() && !this.isNaN())\n    || it == 0.0 && this.isBlank())\n        numberFormatException(this)\n}\n\n/**\n * Parses the string as a [Float] number
and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloat(): Float =
toDouble().unsafeCast<Float>()\n\n/**\n * Parses the string as a [Double] number and returns the result\n * or `null`
if the string is not a valid representation of a number.\n */\npublic actual fun String.toDoubleOrNull(): Double? =
(+this.asDynamic()).unsafeCast<Double>().takeIf {\n    !(it.isNaN() && !this.isNaN()) || it == 0.0 &&
this.isBlank()\n}\n\n/**\n * Parses the string as a [Float] number and returns the result\n * or `null` if the string is
not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun
String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()\n\n/**\n * Returns a string representation
of this [Byte] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid
radix for number to string conversion.\n */\n@SinceKotlin("1.2")\n@kotlin.internal.InlineOnly\npublic actual
inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of
this [Short] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid
radix for number to string conversion.\n */\n@SinceKotlin("1.2")\n@kotlin.internal.InlineOnly\npublic actual
inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of
this [Int] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix
for number to string conversion.\n */\n@SinceKotlin("1.2")\npublic actual fun Int.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))\n\nprivate fun String.isNaN(): Boolean = when (this.lowercase()) {\n
"nan", "+nan", "-nan" -> true\n    else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for
string to number and number to string conversion.\n */\n@PublishedApi\ninternal actual fun checkRadix(radix: Int):
Int {\n    if (radix !in 2..36) {\n        throw IllegalArgumentException("radix $radix was not in valid range 2..36")\n    }\n    return radix\n}\n\ninternal actual fun digitOf(char: Char, radix: Int): Int = when {\n    char >= '0' && char <=
'9' -> char - '0'\n    char >= 'A' && char <= 'Z' -> char - 'A' + 10\n    char >= 'a' && char <= 'z' -> char - 'a' + 10\n    char < "\u0080" -> -1\n    char >= "\uFF21" && char <= "\uFF3A" -> char - "\uFF21" + 10 // full-width latin capital
letter\n    char >= "\uFF41" && char <= "\uFF5A" -> char - "\uFF41" + 10 // full-width latin small letter\n    else ->
char.digitToIntImpl()\n}.let { if (it >= radix) -1 else it }\n\n", "\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin

```

Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Provides enumeration values to use to set regular expression options.\n *\npublic actual enum class RegexOptions(val value: String) {\n /** Enables case-insensitive matching. */\n IGNORE_CASE("i"),\n /** Enables multiline mode.\n *\n * In multiline mode the expressions `^` and `\$` match just after or just before, respectively, a line terminator or the end of the input sequence. */\n MULTILINE("m")\n}\n\nprivate fun Iterable<RegexOption>.toFlags(prepend: String): String = joinToString("\\", prefix = prepend) { it.value }\n\n/**\n * Represents the results from a single capturing group within a [MatchResult] of [Regex].\n *\n * @param value The value of captured group.\n *\npublic actual data class MatchGroup(actual val value: String)\n\n/**\n * Represents a compiled regular expression.\n *\n * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.\n *\n * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)\n *\n * and [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).\n *\n * Note that `RegExp` objects under the hood are constructed with [the `u` flag](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp/unicode)\n * that enables Unicode-related features in regular expressions. This also makes the pattern syntax more strict,\n * for example, prohibiting unnecessary escape sequences.\n *\n * @constructor Creates a regular expression from the specified [pattern] string and the specified set of [options].\n *\npublic actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {\n /** Creates a regular expression from the specified [pattern] string and the specified single [option]. */\n public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))\n /** Creates a regular expression from the specified [pattern] string and the default options. */\n public actual constructor(pattern: String) : this(pattern, emptySet())\n\n /** The pattern string of this regular expression. */\n public actual val pattern: String = pattern\n /** The set of options that were used to create this regular expression. */\n public actual val options: Set<RegexOption> = options.toSet()\n private val nativePattern: RegExp = RegExp(pattern, options.toFlags("gu"))\n private var nativeStickyPattern: RegExp? = null\n private fun initStickyPattern(): RegExp =\n nativeStickyPattern ?: RegExp(pattern, options.toFlags("yu")).also { nativeStickyPattern = it }\n private var nativeMatchesEntirePattern: RegExp? = null\n private fun initMatchesEntirePattern(): RegExp =\n nativeMatchesEntirePattern ?: run {\n if (pattern.startsWith('^') && pattern.endsWith('\$'))\n nativePattern\n else\n return RegExp("^\${pattern.trimStart('^').trimEnd('\$')}\$"),\n options.toFlags("gu"))\n }.also { nativeMatchesEntirePattern = it }\n\n /** Indicates whether the regular expression matches the entire [input]. */\n public actual infix fun matches(input: CharSequence): Boolean {\n nativePattern.reset()\n val match = nativePattern.exec(input.toString())\n return match != null && match.index == 0 && nativePattern.lastIndex == input.length\n }\n\n /** Indicates whether the regular expression can find at least one match in the specified [input]. */\n public actual fun containsMatchIn(input: CharSequence): Boolean {\n nativePattern.reset()\n return nativePattern.test(input.toString())\n }\n\n @SinceKotlin("1.5")\n @ExperimentalStdlibApi\n public actual fun matchesAt(input: CharSequence, index: Int): Boolean {\n if (index < 0 || index > input.length) {\n throw IndexOutOfBoundsException("index out of bounds: \$index, input length: \${input.length}")\n }\n val pattern = initStickyPattern()\n pattern.lastIndex = index\n return pattern.test(input.toString())\n }\n\n /**\n *\n * Returns the first match of a regular expression in the [input], beginning at the specified [startIndex].\n *\n * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`\n *\n * @return An instance of [MatchResult] if match was found or `null` otherwise.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.\n *\n * @sample samples.text.Regexps.find\n *\n *\n * @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n *\n public actual fun find(input:

```

CharSequence, startIndex: Int = 0): MatchResult? {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return nativePattern.findNext(input.toString(), startIndex, nativePattern)
}

/**
 * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.
 * @sample samples.text.Regexps.findAll
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return generateSequence({ find(input, startIndex) }, { match -> match.next() })
}

/**
 * Attempts to match the entire [input] CharSequence against the pattern.
 * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
 */
public actual fun matchEntire(input: CharSequence): MatchResult? =
    initMatchesEntirePattern().findNext(input.toString(), 0, nativePattern)

@SinceKotlin("1.5")
@ExperimentalStdlibApi
public actual fun matchAt(input: CharSequence, index: Int): MatchResult? {
    if (index < 0 || index > input.length) {
        throw IndexOutOfBoundsException("index out of bounds: $index, input length: ${input.length}")
    }
    return initStickyPattern().findNext(input.toString(), index, nativePattern)
}

/**
 * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
 * The replacement string may contain references to the captured groups during a match. Occurrences of `$index` in the replacement string will be substituted with the subsequences corresponding to the captured groups with the specified index.
 * The first digit after '$' is always treated as part of group reference. Subsequent digits are incorporated into `index` only if they would form a valid group reference. Only the digits '0'..'9' are considered as potential components of the group reference. Note that indexes of captured groups start from 1, and the group with index 0 is the whole match.
 * Backslash character '\' can be used to include the succeeding character as a literal in the replacement string, e.g. `\\$` or `\\|`.
 * [Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string.
 * Note that referring named capturing groups by name is currently not supported in Kotlin/JS.
 * However, you can still refer them by index.
 * @param input the char sequence to find matches of this regular expression in
 * @param replacement the expression to replace found matches with
 * @return the result of replacing each occurrence of this regular expression in [input] with the result of evaluating the [replacement] expression
 * @throws RuntimeException if [replacement] expression is malformed, or capturing group with specified `name` or `index` does not exist
 */
public actual fun replace(input: CharSequence, replacement: String): String {
    if (!replacement.contains("\\|") && !replacement.contains('$')) {
        return input.toString().nativeReplace(nativePattern, replacement)
    }
    return replace(input) { substituteGroupRefs(it, replacement) }
}

/**
 * Replaces all occurrences of this regular expression in the specified [input] string with the result of
 * the given function [transform] that takes [MatchResult] and returns a string to be used as a
 * replacement for that match.
 */
public actual fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
    var match = find(input)
    if (match == null) return input.toString()
    var lastStart = 0
    val length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length && match != null)
    if (lastStart < length) {
        sb.append(input, lastStart, length)
    }
    return sb.toString()
}

/**
 * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
 * The replacement string may contain references to the captured groups during a match. Occurrences of `$index` in the replacement string will be substituted with the subsequences corresponding to the captured groups with the specified index.
 * The first digit after '$' is always treated as part of group reference. Subsequent digits are incorporated into `index` only if they would form a valid group reference. Only the digits '0'..'9' are considered as potential components of the group reference.
 */

```

Note that indexes of captured groups start from 1, and the group with index 0 is the whole match.

Backslash character `\"` can be used to include the succeeding character as a literal in the replacement string, e.g. `\"` or `\"`. `[Regex.escapeReplacement]` can be used if `[replacement]` have to be treated as a literal string.

Note that referring named capturing groups by name is not supported currently in Kotlin/JS. However, you can still refer them by index.

`@param` input the char sequence to find a match of this regular expression in

`@param` replacement the expression to replace the found match with

`@return` the result of replacing the first occurrence of this regular expression in `[input]` with the result of evaluating the `[replacement]` expression

`@throws` RuntimeException if `[replacement]` expression is malformed, or capturing group with specified ``name`` or ``index`` does not exist

```

public actual fun replaceFirst(input: CharSequence, replacement: String): String {
    if (!replacement.contains("\\") && !replacement.contains('$')) {
        val nonGlobalOptions = options.toFlags("\\u")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
    }
    val match = find(input) ?: return input.toString()
    return buildString {
        append(input.substring(0, match.range.first))
        append(substituteGroupRefs(match, replacement))
        append(input.substring(match.range.last + 1, input.length))
    }
}

```

`/**` Splits the `[input]` CharSequence to a list of strings around matches of this regular expression.

`@param` limit Non-negative value specifying the maximum number of substrings the string can be split to.

Zero by default means no limit is set.

`@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")`

```

public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    requireNonNegativeLimit(limit)
    val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
    val result = mutableListOf<String>()
    var lastStart = 0
    for (match in matches) {
        result.add(input.subSequence(lastStart, match.range.start).toString())
        lastStart = match.range.endInclusive + 1
    }
    result.add(input.subSequence(lastStart, input.length).toString())
    return result
}

```

`/**` Splits the `[input]` CharSequence to a sequence of strings around matches of this regular expression.

`@param` limit Non-negative value specifying the maximum number of substrings the string can be split to.

Zero by default means no limit is set.

`@sample` samples.text.Regexps.splitToSequence

`@SinceKotlin("1.6")`

`@WasExperimental(ExperimentalStdlibApi::class)`

`@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")`

```

public actual fun splitToSequence(input: CharSequence, limit: Int = 0): Sequence<String> {
    requireNonNegativeLimit(limit)
    return sequence {
        var match = find(input)
        if (match == null || limit == 1) {
            yield(input.toString())
            return@sequence
        }
        var nextStart = 0
        var splitCount = 0
        do {
            val foundMatch = match!!
            yield(input.substring(nextStart, foundMatch.range.first))
            nextStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (++splitCount != limit - 1 && match != null)
        yield(input.substring(nextStart, input.length))
    }
}

```

`/**` Returns the string representation of this regular expression, namely the `[pattern]` of this regular expression.

Note that another regular expression constructed from the same pattern string may have different `[options]` and may match strings differently.

```

public override fun toString(): String = nativePattern.toString()

```

actual companion object

```

/**
 * Returns a regular expression that matches the specified [literal] string literally.
 * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
 */
public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

```

`/**` Returns a regular expression pattern string that matches the specified `[literal]` string literally.

No characters of that string will have special meaning when searching for an occurrence of the regular expression.

```

public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\\"$&'\")

```

`/**` Returns a literal replacement expression for the specified `[literal]` string.

No characters of that string will have special meaning when it is used as a replacement string in `[Regex.replace]` function.

```

public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "\\\"$&'\")

```

private val patternEscape = `Regex("\\\"[\\\\$^*+?.()\\[\\]{}\"'\\\\", \"g\")`

private val replacementEscape = `Regex("\\\"[\\\\$]\"'\\\\", \"g\")`

internal fun nativeEscapeReplacement(literal: String): String =

```

literal.nativeReplace(nativeReplacementEscape, \"$$$\")\n    private val nativeReplacementEscape =
RegExp("\\\\\"\\\\\$\"\\\\\"\\\\\", \"g\")\n    }\n}\n\n\nprivate fun RegExp.findNext(input: String, from: Int, nextPattern:
RegExp): MatchResult? {\n    this.lastIndex = from\n    val match = exec(input)\n    if (match == null) return null\n
val range = match.index..lastIndex - 1\n    return object : MatchResult {\n        override val range: IntRange =
range\n        override val value: String\n            get() = match[0]!\n        override val groups:
MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {\n            override
val size: Int get() = match.length\n            override fun iterator(): Iterator<MatchGroup?> =
indices.asSequence().map { this[it] }.iterator()\n            override fun get(index: Int): MatchGroup? =
match[index]?.let { MatchGroup(it) }\n        }\n\n        private var groupValues_: List<String?> = null\n
override val groupValues: List<String?>\n            get() {\n                if (groupValues_ == null) {\n
groupValues_ = object : AbstractList<String?>() {\n                    override val size: Int get() = match.length\n
                    override fun get(index: Int): String = match[index] ?: \"\"\n                }\n                }\n            return
groupValues_!\n        }\n        override fun next(): MatchResult? =\n            nextPattern.findNext(input, if
(range.isEmpty()) range.start + 1 else range.endInclusive + 1, nextPattern)\n    }\n}\n\n// The same code from K/N
Regex.kt\nprivate fun substituteGroupRefs(match: MatchResult, replacement: String): String {\n    var index = 0\n
val result = StringBuilder(replacement.length)\n    while (index < replacement.length) {\n        val char =
replacement[index++]\n        if (char == '\\\\') {\n            if (index == replacement.length)\n                throw
IllegalArgumentException(\"The Char to be escaped is missing\")\n            result.append(replacement[index++])\n
        } else if (char == '$') {\n            if (index == replacement.length)\n                throw
IllegalArgumentException(\"Capturing group index is missing\")\n            if (replacement[index] == '{')\n                throw
IllegalArgumentException(\"Named capturing group reference currently is not supported\")\n            if
(replacement[index] !in '0'..'9')\n                throw IllegalArgumentException(\"Invalid capturing group
reference\")\n            val endIndex = replacement.readGroupIndex(index, match.groupValues.size)\n            val
groupIndex = replacement.substring(index, endIndex).toInt()\n            if (groupIndex >=
match.groupValues.size)\n                throw IndexOutOfBoundsException(\"Group with index $groupIndex does not
exist\")\n            result.append(match.groupValues[groupIndex])\n            index = endIndex\n        } else {\n
result.append(char)\n        }\n    }\n    return result.toString()\n}\n\nprivate fun String.readGroupIndex(startIndex:
Int, groupCount: Int): Int {\n    // at least one digit after '$' is always captured\n    var index = startIndex + 1\n    var
groupIndex = this[startIndex] - '0'\n    // capture the largest valid group index\n    while (index < length &&
this[index] in '0'..'9') {\n        val newGroupIndex = (groupIndex * 10) + (this[index] - '0')\n        if (newGroupIndex
in 0 until groupCount) {\n            groupIndex = newGroupIndex\n            index++\n        } else {\n            break\n
        }\n    }\n    return index\n}\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n\n\n*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"EXTENSI
ON_SHADOWED_BY_MEMBER\")\n\npackage kotlin.text\n\nimport kotlin.contracts.*\n\n/**\n * A mutable
sequence of characters.\n *\n * String builder can be used to efficiently perform multiple string manipulation
operations.\n *\n * expect class StringBuilder : Appendable, CharSequence {\n    /** Constructs an empty string
builder. *\n    constructor()\n    /** Constructs an empty string builder with the specified initial [capacity]. *\n
constructor(capacity: Int)\n    /** Constructs a string builder that contains the same characters as the specified
[content] char sequence. *\n    constructor(content: CharSequence)\n    /** Constructs a string builder that
contains the same characters as the specified [content] string. *\n    @SinceKotlin(\"1.3\")\n\n    @ExperimentalStdlibApi\n    constructor(content: String)\n\n    override val length: Int\n\n    override operator fun
get(index: Int): Char\n\n    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence\n\n    override
fun append(value: Char): StringBuilder\n    override fun append(value: CharSequence?): StringBuilder\n    override
fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder\n\n    /**\n     * Reverses the
contents of this string builder and returns this instance.\n     *\n     * Surrogate pairs included in this string builder
are treated as single characters.\n     *\n     * Therefore, the order of the high-low surrogates is never reversed.\n     *\n     *

```

Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.

```

    * For example, reversing "\uDC00\uD800" produces "\uD800\uDC00"
    which is a valid surrogate pair.
    fun reverse(): StringBuilder {
        /** Appends the string representation of the specified object [value] to this string builder and returns this instance.
         * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
         * and then that string was appended to this string builder.
         */
        fun append(value: Any?): StringBuilder {
            /** Appends the string representation of the specified boolean [value] to this string builder and returns this instance.
             * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
             * and then that string was appended to this string builder.
             */
            @SinceKotlin("1.3") fun append(value: Boolean): StringBuilder {
                /** Appends characters in the specified character array [value] to this string builder and returns this instance.
                 * Characters are appended in order, starting at the index 0.
                 */
                @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun append(value: CharArray):
                StringBuilder {
                    /** Appends the specified string [value] to this string builder and returns this instance.
                     * If [value] is `null`, then the four characters `"\u0000\u0000\u0000\u0000"` are appended.
                     */
                    @SinceKotlin("1.3") fun append(value: String?): StringBuilder {
                        /** Returns the current capacity of this string builder.
                         * The capacity is the maximum length this string builder can have before an allocation occurs.
                         */
                        @SinceKotlin("1.3") @ExperimentalStdlibApi @Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR) fun capacity(): Int {
                            /** Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
                             * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
                             * Otherwise, this method takes no action and simply returns.
                             */
                            @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun ensureCapacity(minimumCapacity: Int) {
                                /** Returns the index within this string builder of the first occurrence of the specified [string].
                                 * Returns -1 if the specified [string] does not occur in this string builder.
                                 */
                                @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun indexOf(string: String): Int {
                                    /** Returns the index within this string builder of the first occurrence of the specified [string],
                                     * starting at the specified [startIndex].
                                     * Returns -1 if the specified [string] does not occur in this string builder starting at the
                                     * specified [startIndex].
                                     */
                                    @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun indexOf(string: String, startIndex: Int): Int {
                                        /** Returns the index within this string builder of the last occurrence of the specified [string].
                                         * The last occurrence of empty string `""` is considered to be at the index
                                         * equal to `this.length`.
                                         * Returns -1 if the specified [string] does not occur in this string builder.
                                         */
                                         @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun lastIndexOf(string: String):
                                        Int {
                                            /** Returns the index within this string builder of the last occurrence of the specified [string],
                                             * starting from the specified [startIndex] toward the beginning.
                                             * Returns -1 if the specified [string] does
                                             * not occur in this string builder starting at the specified [startIndex].
                                             */
                                            @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun lastIndexOf(string: String, startIndex: Int): Int {
                                                /** Inserts the string representation of the specified boolean [value] into this string builder at the specified
                                                 [index] and returns this instance.
                                                 * The overall effect is exactly as if the [value] were converted to a string
                                                 by the `value.toString()` method,
                                                 * and then that string was inserted into this string builder at the specified
                                                 [index].
                                                 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of
                                                 this string builder.
                                                 */
                                                 @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun insert(index: Int, value: Boolean):
                                                StringBuilder {
                                                    /** Inserts the specified character [value] into this
                                                     string builder at the specified [index] and returns this instance.
                                                     * @throws IndexOutOfBoundsException
                                                     if [index] is less than zero or greater than the length of this string builder.
                                                     */
                                                     @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) fun insert(index: Int, value: Char):
                                                    StringBuilder {
                                                        /** Inserts characters in the specified character array [value] into this string builder at the specified [index] and
                                                         returns this instance.
                                                         * The inserted characters go in same order as in the [value] character array, starting
                                                         at [index].
                                                         * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length

```

```

of this string builder.\n *^n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: CharArray): StringBuilder\n\n /**\n * Inserts characters in the specified character\n sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted\n characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index\n the position in this string builder to insert at.\n *\n * @param value the character sequence from which characters are\n inserted. If [value] is `null`, then the four characters `\\null` are inserted.\n *\n * @throws\n IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n *^n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value:\n CharSequence?): StringBuilder\n\n /**\n * Inserts the string representation of the specified object [value] into\n this string builder at the specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the\n [value] were converted to a string by the `value.toString()` method,\n * and then that string was inserted into this\n string builder at the specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than\n zero or greater than the length of this string builder.\n *^n\n @SinceKotlin("1.4")\n\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Any?): StringBuilder\n\n /**\n * Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n *\n * If\n [value] is `null`, then the four characters `\\null` are inserted.\n *\n * @throws IndexOutOfBoundsException\n if [index] is less than zero or greater than the length of this string builder.\n *^n\n @SinceKotlin("1.4")\n\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: String?): StringBuilder\n\n /**\n * Sets the length of this string builder to the specified [newLength].\n *\n * If the [newLength] is less\n than the current length, it is changed to the specified [newLength].\n * Otherwise, null characters `\\u0000` are\n appended to this string builder until its length is less than the [newLength].\n *\n * Note that in Kotlin/JS [set]\n operator function has non-constant execution time complexity.\n * Therefore, increasing length of this string\n builder and then updating each character by index may slow down your program.\n *\n * @throws\n IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n *^n\n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun setLength(newLength:\n Int)\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive)\n and up to the [length] (exclusive).\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than\n zero or greater than the length of this string builder.\n *^n\n @SinceKotlin("1.4")\n\n @WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int): String\n\n /**\n * Returns\n a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex]\n (exclusive).\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex]\n or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n *^n\n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int,\n endIndex: Int): String\n\n /**\n * Attempts to reduce storage used for this string builder.\n *\n * If the\n backing storage of this string builder is larger than necessary to hold its current contents,\n * then it may be\n resized to become more space efficient.\n * Calling this method may, but is not required to, affect the value of the\n [capacity] property.\n *^n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n\n fun trimToSize()\n\n /**\n * Clears the content of this string builder making it empty and returns this instance.\n *\n * @sample samples.text.Strings.clearStringBuilder\n *^n\n @SinceKotlin("1.3")\n\n public expect fun\n StringBuilder.clear(): StringBuilder\n\n /**\n * Sets the character at the specified [index] to the specified [value].\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n *^n\n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n\n public expect operator fun\n StringBuilder.set(index: Int, value: Char)\n\n /**\n * Replaces characters in the specified range of this string builder\n with characters in the specified string [value] and returns this instance.\n *\n * @param startIndex the beginning\n (inclusive) of the range to replace.\n * @param endIndex the end (exclusive) of the range to replace.\n * @param\n value the string to replace with.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] if\n [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n *^n\n\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n\n public expect fun

```


`StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder`
 Removes the character at the specified [index] from this string builder and returns this instance.
 If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 @param index the index of `Char` to remove.
 @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.deleteAt(index: Int): StringBuilder`
 Removes characters in the specified range from this string builder and returns this instance.
 @param startIndex the beginning (inclusive) of the range to remove.
 @param endIndex the end (exclusive) of the range to remove.
 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder`
 Copies characters from this string builder into the [destination] character array.
 @param destination the array to copy to.
 @param destinationOffset the position in the array to copy to, 0 by default.
 @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
 or when that index is out of the [destination] array indices range.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)`
 Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 Characters are appended in order, starting at specified [startIndex].
 @param value the array from which characters are appended.
 @param startIndex the beginning (inclusive) of the subarray to append.
 @param endIndex the end (exclusive) of the subarray to append.
 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder`
 Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 @param value the character sequence from which a subsequence is appended.
 @param startIndex the beginning (inclusive) of the subsequence to append.
 @param endIndex the end (exclusive) of the subsequence to append.
 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder`
 Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 The inserted characters go in same order as in the [value] array, starting at [index].
 @param index the position in this string builder to insert at.
 @param value the array from which characters are inserted.
 @param startIndex the beginning (inclusive) of the subarray to insert.
 @param endIndex the end (exclusive) of the subarray to insert.
 @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

`*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun`
`StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder`
 Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified

[index] and returns this instance.

* The inserted characters go in the same order as in the [value] character sequence, starting at [index].

@param index the position in this string builder to insert at.

@param value the character sequence from which a subsequence is inserted.

@param startIndex the beginning (inclusive) of the subsequence to insert.

@param endIndex the end (exclusive) of the subsequence to insert.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

```

*^@SinceKotlin("1.4")^@WasExperimental(ExperimentalStdlibApi::class)^npublic expect fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int):
StringBuilder^n^n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")^n@Deprecated("Use
append(value: Any?) instead", ReplaceWith("append(value = obj)"),
DeprecationLevel.WARNING)^n@kotlin.internal.InlineOnly^npublic inline fun StringBuilder.append(obj: Any?):
StringBuilder = this.append(obj)^n^n/**
 * Builds new string by populating newly created [StringBuilder] using
 provided [builderAction]
 * and then converting it to [String].
 */^n^@kotlin.internal.InlineOnly^npublic inline fun
buildString(builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction,
InvocationKind.EXACTLY_ONCE) }
    return StringBuilder().apply(builderAction).toString()
}^n^n/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]
 * using
 provided [builderAction] and then converting it to [String].
 */^n^@kotlin.internal.InlineOnly^npublic inline fun buildString(capacity: Int, builderAction:
StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
}
    return StringBuilder(capacity).apply(builderAction).toString()
}^n^n/**
 * Appends all arguments to the
 given StringBuilder.
 */^n^public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}^n^n/**
 * Appends all arguments to the given StringBuilder.
 */^n^public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}^n^n/**
 * Appends a line feed character (`\n`) to this StringBuilder.
 */^n^@kotlin.internal.InlineOnly^npublic inline fun StringBuilder.appendLine():
StringBuilder = append("\n")^n^n/**
 * Appends [value] to this [StringBuilder], followed by a line feed character
 (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun StringBuilder.appendLine(value:
CharSequence?): StringBuilder = append(value).appendLine()^n^n/**
 * Appends [value] to this [StringBuilder],
 followed by a line feed character (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun
StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()^n^n/**
 * Appends [value] to
 this [StringBuilder], followed by a line feed character (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun StringBuilder.appendLine(value: Any?):
StringBuilder = append(value).appendLine()^n^n/**
 * Appends [value] to this [StringBuilder], followed by a line feed
 character (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun
StringBuilder.appendLine(value: CharArray): StringBuilder = append(value).appendLine()^n^n/**
 * Appends [value]
 to this [StringBuilder], followed by a line feed character (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun StringBuilder.appendLine(value: Char):
StringBuilder = append(value).appendLine()^n^n/**
 * Appends [value] to this [StringBuilder], followed by a line feed
 character (`\n`).
 */^n^@kotlin.internal.InlineOnly^npublic inline fun
StringBuilder.appendLine(value: Boolean): StringBuilder = append(value).appendLine()
}^n^n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the
 Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */^n^npackage kotlin.text^nimport
kotlin.js.RegExp^n^n@kotlin.internal.InlineOnly^ninternal actual inline fun String.nativeIndexOf(ch: Char,
fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)^n^n@kotlin.internal.InlineOnly^ninternal actual
inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(),
fromIndex)^n^n/**
 * Returns `true` if this string starts with the specified prefix.
 */^n^@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")^npublic actual fun

```

```

String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase) return
    nativeStartsWith(prefix, 0)
    else return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.

*\/n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")npublic actual fun
String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase) return
    return nativeStartsWith(prefix, startIndex)
    else return regionMatches(startIndex, prefix, 0, prefix.length,
    ignoreCase)
}

Returns `true` if this string ends with the specified suffix.

*\/n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")npublic actual fun
String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase) return
    nativeEndsWith(suffix)
    else return regionMatches(length - suffix.length, suffix, 0, suffix.length,
    ignoreCase)
}

@Deprecated("Use Regex.matches() instead",
ReplaceWith("regex.toRegex().matches(this)"))n@DeprecatedSinceKotlin(warningSince = "1.6")npublic fun
String.matches(regex: String): Boolean {
    @Suppress("DEPRECATION") val result = this.match(regex)
    return result != null && result.size != 0
}

Returns `true` if this string is empty or consists solely of
whitespace characters.

*\/n * @sample samples.text.Strings.stringIsBlankn *\/npublic actual fun
CharSequence.isBlank(): Boolean = length == 0 || indices.all { this[it].isWhitespace() }

Returns `true` if
this string is equal to [other], optionally ignoring character case.

*\/n * Two strings are considered to be equal if
they have the same length and the same character at the same index.

*\/n * If [ignoreCase] is true, the result of
`Char.toUpperCaseChar().toLowerCaseChar()` on each character is compared.

*\/n * @param ignoreCase `true` to ignore
character case when comparing strings. By default `false`.

*\/n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")npublic actual fun
String?.equals(other: String?, ignoreCase: Boolean = false): Boolean {
    if (this == null) return other == null
    if (other == null) return false
    if (!ignoreCase) return this == other
    if (this.length != other.length) return
    false
    for (index in 0 until this.length) {
        val thisChar = this[index]
        val otherChar = other[index]
        if (!thisChar.equals(otherChar, ignoreCase)) {
            return false
        }
    }
    return
    true
}

CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase:
Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

Returns a copy of this string having its first letter titlecased using the rules of the default locale,
or the original
string if it's empty or already starts with a title case letter.

*\/n * The title case of a character is usually the same as
its upper case with several exceptions.

*\/n * The particular list of characters with the special title case form depends
on the underlying platform.

*\/n * @sample samples.text.Strings.capitalizen *\/n@Deprecated("Use
replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString()
}"))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic actual fun String.capitalize(): String {
    return if
    (isEmpty()) substring(0, 1).uppercase() + substring(1) else this
}

Returns a copy of this string having
its first letter lowercased using the rules of the default locale,
or the original string if it's empty or already starts
with a lower case letter.

*\/n * @sample samples.text.Strings.decapitalizen *\/n@Deprecated("Use
replaceFirstChar instead.", ReplaceWith("replaceFirstChar { it.lowercase()
}"))n@DeprecatedSinceKotlin(warningSince = "1.5")npublic actual fun String.decapitalize(): String {
    return
    if (isEmpty()) substring(0, 1).lowercase() + substring(1) else this
}

Returns a string containing this
char sequence repeated [n] times.

*\/n * @throws [IllegalArgumentException] when n < 0.

*\/n * @sample
samples.text.Strings.repeatn *\/npublic actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) {
        "Count 'n' must be non-negative, but was $n."
    }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count =
                n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                }
                s +=
                s
            }
            return result
        }
    }
}

Returns a new string obtained by
replacing all occurrences of the [oldValue] substring in this string
with the specified [newValue] string.

*\/n *

```

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@sample samples.text.Strings.replace\n
*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"gui\" else \"gu\"),
Regex.nativeEscapeReplacement(newValue))\n\n/**\n * Returns a new string with all occurrences of [oldChar]
replaced with [newChar].\n * \n * @sample samples.text.Strings.replace\n
*\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) \"gui\" else \"gu\"),
newChar.toString())\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual
fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"ui\" else \"u\"),
Regex.nativeEscapeReplacement(newValue))\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGU
MENTS")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false):
String =\n nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) \"ui\" else \"u\"),
newChar.toString())\n\n"/\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/** Returns the negative [size] if [throwOnMalformed] is
false, throws [CharacterCodingException] otherwise. */\nprivate fun malformed(size: Int, index: Int,
throwOnMalformed: Boolean): Int {\n if (throwOnMalformed) throw CharacterCodingException("Malformed
sequence starting at ${index - 1}")\n return -size}\n\n/** Returns code point corresponding to UTF-16
surrogate pair,\n * where the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns
zero if the pair is malformed and [throwOnMalformed] is false.\n * \n * @throws CharacterCodingException if the
pair is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFromSurrogate(string: String, high:
Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n if (high !in 0xD800..0xDBFF || index >=
endIndex) {\n return malformed(0, index, throwOnMalformed)\n }\n val low = string[index].code\n if
(low !in 0xDC00..0xDFFF) {\n return malformed(0, index, throwOnMalformed)\n }\n return 0x10000 +
((high and 0x3FF) shl 10) or (low and 0x3FF)\n}\n\n/** Returns code point corresponding to UTF-8 sequence of
two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
[index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n * \n * @throws
CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n */\nprivate
fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed:
Boolean): Int {\n if (byte1 and 0x1E == 0 || index >= endIndex) {\n return malformed(0, index,
throwOnMalformed)\n }\n val byte2 = bytes[index].toInt()\n if (byte2 and 0xC0 != 0x80) {\n return
malformed(0, index, throwOnMalformed)\n }\n return (byte1 shl 6) xor byte2 xor 0xF80}\n\n/** Returns
code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1]
and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number
of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is
false.\n * \n * @throws CharacterCodingException if the sequence of three bytes is malformed and
[throwOnMalformed] is true.\n */\nprivate fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex:
Int, throwOnMalformed: Boolean): Int {\n if (index >= endIndex) {\n return malformed(0, index,
throwOnMalformed)\n }\n val byte2 = bytes[index].toInt()\n if (byte1 and 0xF == 0) {\n if (byte2 and
0xE0 != 0xA0) {\n // Non-shortest form\n return malformed(0, index, throwOnMalformed)\n }\n }
else if (byte1 and 0xF == 0xD) {\n if (byte2 and 0xE0 != 0x80) {\n // Surrogate code point\n
return malformed(0, index, throwOnMalformed)\n }\n } else if (byte2 and 0xC0 != 0x80) {\n return
malformed(0, index, throwOnMalformed)\n }\n }\n if (index + 1 == endIndex) {\n return malformed(1, index,
throwOnMalformed)\n }\n val byte3 = bytes[index + 1].toInt()\n if (byte3 and 0xC0 != 0x80) {\n return
malformed(1, index, throwOnMalformed)\n }\n return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -

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0x1E080}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        malformed(0, index, throwOnMalformed)\n    }\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0x0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF == 0x4) {\n        if (byte2 and 0xF0 != 0x80) {\n            // Out of Unicode code points domain (larger than U+10FFFF)\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF > 0x4) {\n        return malformed(0, index, throwOnMalformed)\n    } else if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    val byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    val byte4 = bytes[index + 2].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80}\n\n/**\n * Maximum number of bytes needed to encode a single char.\n * Code points in `0..0x7F` are encoded in a single byte.\n * Code points in `0x80..0x7FF` are encoded in two bytes.\n * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.\n */\nprivate const val MAX_BYTES_PER_CHAR = 3\n\n/**\n * The byte sequence a malformed UTF-16 char sequence is replaced by.\n */\nprivate val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())\n\n/**\n * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].\n * @param string the string to encode.\n * @param startIndex the start offset (inclusive) of the substring to encode.\n * @param endIndex the end offset (exclusive) of the substring to encode.\n * @param throwOnMalformed whether to throw on malformed char sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].\n * @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.\n */\nprivate fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {\n    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)\n    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)\n    var byteIndex = 0\n    var charIndex = startIndex\n    while (charIndex < endIndex) {\n        val code = string[charIndex++].code\n        when {\n            code < 0x80 -> bytes[byteIndex++] = code.toByte()\n            code < 0x800 -> {\n                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()\n                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n            }\n            code < 0xD800 || code >= 0xE000 -> {\n                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()\n                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()\n                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n            }\n            else -> { // Surrogate char value\n                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)\n                if (codePoint <= 0) {\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]\n                } else {\n                    bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()\n                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()\n                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()\n                    bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()\n                }\n                charIndex++\n            }\n        }\n    }\n    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)\n}\n\n/**\n * The character a malformed UTF-8 byte sequence is replaced by.\n */\nprivate const val REPLACEMENT_CHAR = "\\uFFFF"\n\n/**\n *

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Decodes the UTF-8 [bytes] array and returns the resulting [String].\n * @param bytes the byte array to decode.\n
* @param startIndex the start offset (inclusive) of the array to be decoded.\n * @param endIndex the end offset
(exclusive) of the array to be encoded.\n * @param throwOnMalformed whether to throw on malformed byte
sequence or replace by the [REPLACEMENT_CHAR].\n * @throws CharacterCodingException if the array is
malformed UTF-8 byte sequence and [throwOnMalformed] is true.\n */\ninternal fun decodeUtf8(bytes: ByteArray,
startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {\n    require(startIndex >= 0 && endIndex <=
bytes.size && startIndex <= endIndex)\n    var byteIndex = startIndex\n    val stringBuilder = StringBuilder()\n
while (byteIndex < endIndex) {\n        val byte = bytes[byteIndex++].toInt()\n        when {\n            byte >= 0 ->\n
                stringBuilder.append(byte.toChar())\n            byte shr 5 == -2 -> {\n                val code =
codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n                if (code <= 0) {\n
stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -code\n                } else {\n
stringBuilder.append(code.toChar())\n                    byteIndex += 1\n                }\n            }\n            byte shr 4 == -2 -
> {\n                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n                if
(code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -code\n
                } else {\n                    stringBuilder.append(code.toChar())\n                    byteIndex += 2\n
                }\n            }\n            byte shr 3 == -2 -> {\n                val code = codePointFrom4(bytes, byte, byteIndex, endIndex,
throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n
                    byteIndex += -code\n                } else {\n                    val high = (code - 0x10000) shr 10 or 0xD800\n
                    val low = (code and 0x3FF) or 0xDC00\n                    stringBuilder.append(high.toChar())\n
stringBuilder.append(low.toChar())\n                    byteIndex += 3\n                }\n            }\n            else -> {\n
                malformed(0, byteIndex, throwOnMalformed)\n                stringBuilder.append(REPLACEMENT_CHAR)\n
            }\n        }\n    }\n    return stringBuilder.toString()\n}

/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\npackage kotlin\n\n/**\n * Returns the detailed description of this
throwable with its stack trace.\n * The detailed description includes:\n * - the short description (see
[Throwable.toString]) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions of the exceptions
that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed description of
each throwable in the [Throwable.cause] chain.\n */\n@SinceKotlin("1.4")\npublic actual fun
Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)\n\n/**\n * Prints the [detailed
description][Throwable.stackTraceToString] of this throwable to console error output.\n
*\n */\n@SinceKotlin("1.4")\npublic actual fun Throwable.printStackTrace() {\n    console.error(this.stackTraceToString())\n}\n\n/**\n * Adds the specified exception to the list of exceptions that
were\n * suppressed in order to deliver this exception.\n */\n@SinceKotlin("1.4")\npublic actual fun
Throwable.addSuppressed(exception: Throwable) {\n    if (this !== exception) {\n        val suppressed =
this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()\n        if (suppressed == null) {\n
            this.asDynamic()._suppressed = mutableListOf(exception)\n        } else {\n            suppressed.add(exception)\n
        }\n    }\n}\n\n/**\n * Returns a list of all exceptions that were suppressed in order to deliver this exception.\n
*\n */\n@SinceKotlin("1.4")\npublic actual val Throwable.suppressedExceptions: List<Throwable>\n    get() {\n    return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()\n}\n\nprivate class
ExceptionTraceBuilder {\n    private val target = StringBuilder()\n    private val visited = arrayOf<Throwable>()\n
private var topStack: String = ""\n    private var topStackStart: Int = 0\n    fun buildFor(exception: Throwable):
String {\n        exception.dumpFullTrace("", "")\n        return target.toString()\n    }\n    private fun
hasSeen(exception: Throwable): Boolean = visited.any { it === exception }\n    private fun
Throwable.dumpFullTrace(indent: String, qualifier: String) {\n        this.dumpSelfTrace(indent, qualifier) ||
return\n        var cause = this.cause\n        while (cause != null) {\n            cause.dumpSelfTrace(indent, "Caused
by: ") || return\n            cause = cause.cause\n        }\n    }\n    private fun Throwable.dumpSelfTrace(indent:
String, qualifier: String): Boolean {\n        target.append(indent).append(qualifier)\n        val shortInfo =
this.toString()\n        if (hasSeen(this)) {\n            target.append("[CIRCULAR REFERENCE, SEE ABOVE:

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\").append(shortInfo).append("\\n\\n")\n        return false\n    }\n    visited.asDynamic().push(this)\n\n    var
stack = this.asDynamic().stack as String?\n    if (stack != null) {\n        val stackStart =
stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n        if (stackStart == 0)
target.append(shortInfo).append("\\n\\n")\n        if (topStack.isEmpty()) {\n            topStack = stack\n
topStackStart = stackStart\n        } else {\n            stack = dropCommonFrames(stack, stackStart)\n        }\n
        if (indent.isNotEmpty()) {\n            // indent stack, but avoid indenting exception message lines\n            val
messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\\n' }\n
stack.lineSequence().forEachIndexed { index: Int, line: String -> }\n            if (index >= messageLines)
target.append(indent)\n                target.append(line).append("\\n\\n")\n            }\n        } else {\n
target.append(stack).append("\\n\\n")\n        }\n    } else {\n        target.append(shortInfo).append("\\n\\n")\n
}\n\n        val suppressed = suppressedExceptions\n        if (suppressed.isNotEmpty()) {\n            val
suppressedIndent = indent + "\\n" \n            for (s in suppressed) {\n                s.dumpFullTrace(suppressedIndent,
\\"Suppressed: \\")\n            }\n        }\n        return true\n    }\n\n    private fun dropCommonFrames(stack: String,
stackStart: Int): String {\n        var commonFrames: Int = 0\n        var lastBreak: Int = 0\n        var preLastBreak: Int
= 0\n        for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {\n            val c =
stack[stack.lastIndex - pos]\n            if (c != topStack[topStack.lastIndex - pos]) break\n            if (c == '\\n') {\n
                commonFrames += 1\n                preLastBreak = lastBreak\n                lastBreak = pos\n            }\n
}\n        if (commonFrames <= 1) return stack\n        while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)]
== '\\n')\n            preLastBreak -= 1\n            // leave 1 common frame to ease matching with the top exception stack\n
return stack.dropLast(preLastBreak) + "\\... and ${commonFrames - 1} more common stack frames skipped"\n
}\n    }", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.time\nimport kotlin.js.json\nimport kotlin.math.*\n\ninternal actual inline val
durationAssertionsEnabled: Boolean get() = true\n\ninternal actual fun formatToExactDecimals(value: Double,
decimals: Int): String {\n    val rounded = if (decimals == 0) {\n        value\n    } else {\n        val pow =
10.0.pow(decimals)\n        JsMath.round(abs(value) * pow) / pow * sign(value)\n    }\n    return if (abs(rounded) <
1e21) {\n        // toFixed switches to scientific format after 1e21\n
rounded.asDynamic().toFixed(decimals).unsafeCast<String>()\n    } else {\n        // toPrecision outputs the specified
number of digits, but only for positive numbers\n        val positive = abs(rounded)\n        val positiveString =
positive.asDynamic().toPrecision(ceil(log10(positive)) + decimals).unsafeCast<String>()\n        if (rounded < 0) \"-
$positiveString\"\n    } else positiveString\n    }\n}\n\ninternal actual fun formatUpToDecimals(value: Double, decimals:
Int): String {\n    return value.asDynamic().toLocaleString(\"en-us\", json(\"maximumFractionDigits\" to
decimals)).unsafeCast<String>()\n}\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage
kotlin.time\n\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic actual enum class
DurationUnit(internal val scale: Double) {\n    /**\n     * Time unit representing one nanosecond, which is 1/1000 of
a microsecond.\n     */\n    NANOSECONDS(1e0),\n    /**\n     * Time unit representing one microsecond, which is
1/1000 of a millisecond.\n     */\n    MICROSECONDS(1e3),\n    /**\n     * Time unit representing one millisecond,
which is 1/1000 of a second.\n     */\n    MILLISECONDS(1e6),\n    /**\n     * Time unit representing one second.\n
*/\n    SECONDS(1e9),\n    /**\n     * Time unit representing one minute.\n     */\n    MINUTES(60e9),\n    /**\n
     * Time unit representing one hour.\n     */\n    HOURS(3600e9),\n    /**\n     * Time unit representing one day,
which is always equal to 24 hours.\n     */\n    DAYS(86400e9);\n}\n\n@SinceKotlin(\"1.3\")\ninternal actual fun
convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {\n    val
sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)\n        sourceCompareTarget < 0 -> value /
(targetUnit.scale / sourceUnit.scale)\n        else -> value\n    }\n}\n\n@SinceKotlin(\"1.5\")\ninternal actual fun
convertDurationUnitOverflow(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long {\n    val

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sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale).toLong()\n    sourceCompareTarget < 0
-> value / (targetUnit.scale / sourceUnit.scale).toLong()\n    else -> value\n
}\n}\n\n@SinceKotlin("1.5")\ninternal actual fun convertDurationUnit(value: Long, sourceUnit: DurationUnit,
targetUnit: DurationUnit): Long {\n    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n
return when {\n    sourceCompareTarget > 0 -> {\n        val scale = (sourceUnit.scale /
targetUnit.scale).toLong()\n        val result = value * scale\n        when {\n            result / scale == value ->
result\n            value > 0 -> Long.MAX_VALUE\n            else -> Long.MIN_VALUE\n        }\n    }\n
sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale).toLong()\n    else -> value\n
}\n}\n\n\n", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.time\nimport org.w3c.performance.GlobalPerformance\nimport
org.w3c.performance.Performance\n\n@SinceKotlin("1.3")\n@ExperimentalTime\ninternal actual object
MonotonicTimeSource : TimeSource {\n    private val actualSource: TimeSource = run {\n        val isNode:
Boolean = js("typeof process !== 'undefined' && process.versions && !process.versions.node")\n        if
(isNode)\n            HrTimeSource(js("process").unsafeCast<Process>())\n        else\n
js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)\n        ?:
DateNowTimeSource\n    }\n    override fun markNow(): TimeMark = actualSource.markNow()\n}\n\ninternal
external interface Process {\n    fun hrtime(time: Array<Double> = definedExternally):
Array<Double>\n}\n\n@SinceKotlin("1.3")\n@ExperimentalTime\ninternal class HrTimeSource(val process:
Process) : TimeSource {\n    override fun markNow(): TimeMark = object : TimeMark() {\n        val startedAt =
process.hrtime()\n        override fun elapsedNow(): Duration =\n            process.hrtime(startedAt).let { (seconds,
nanos) -> seconds.toDuration(DurationUnit.SECONDS) + nanos.toDuration(DurationUnit.NANOSECONDS) }\n
}\n    override fun toString(): String =
\nTimeSource(process.hrtime())\n}\n\n@SinceKotlin("1.3")\n@ExperimentalTime\ninternal class
PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit =
DurationUnit.MILLISECONDS) {\n    override fun read(): Double = performance.now()\n    override fun toString():
String = \nTimeSource(self.performance.now())\n}\n\n@SinceKotlin("1.3")\n@ExperimentalTime\ninternal
object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {\n    override
fun read(): Double = kotlin.js.Date.now()\n    override fun toString(): String = \nTimeSource(Date.now())\n}\n\n", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlinx.dom\nimport org.w3c.dom.*\nimport kotlin.contracts.*\n\n/**\n * Creates a new element with the
specified [name].\n * The element is initialized with the specified [init] function.\n
*/\n@SinceKotlin("1.4")\npublic fun Document.createElement(name: String, init: Element.() -> Unit): Element {\n
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }\n    return
createElement(name).apply(init)\n}\n\n/**\n * Appends a newly created element with the specified [name] to this
element.\n * The element is initialized with the specified [init] function.\n */\n@SinceKotlin("1.4")\npublic fun
Element.appendChild(name: String, init: Element.() -> Unit): Element {\n    contract { callsInPlace(init,
InvocationKind.EXACTLY_ONCE) }\n    return ownerDocument!!.createElement(name, init).also {
appendChild(it) }\n}\n\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\nimport org.w3c.dom.*\n\n/**\n * Returns true if the element
has the given CSS class style in its 'class' attribute\n */\n@SinceKotlin("1.4")\nfun Element.hasClass(cssClass:
String): Boolean = className.matches("\\s*(\\s+)$cssClass(\\s+.*)"\\.toRegex())\n\n/**\n * Adds CSS class
to element. Has no effect if all specified classes are already in class attribute of the element\n */\n * @return true if at
least one class has been added\n */\n@SinceKotlin("1.4")\nfun Element.addClass(vararg cssClasses: String):
Boolean {\n    val missingClasses = cssClasses.filterNot { hasClass(it) }\n    if (missingClasses.isNotEmpty()) {\n

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val presentClasses = className.trim()\n    className = buildString {\n        append(presentClasses)\n        if
(!presentClasses.isEmpty()) {\n            append(" ")\n        }\n        missingClasses.joinTo(this, " ")
}\n    return true\n } \n\n return false\n} \n\n/**\n * Removes all [cssClasses] from element. Has no effect if all
specified classes are missing in class attribute of the element\n *\n * @return true if at least one class has been
removed\n *\n @SinceKotlin("1.4")\nfun Element.removeClass(vararg cssClasses: String): Boolean {\n    if
(cssClasses.any { hasClass(it) }) {\n        val toBeRemoved = cssClasses.toSet()\n        className =
className.trim().split("\\s+").toRegex().filter { it !in toBeRemoved }.joinToString(" ")
\n        return true\n    }\n\n    return false\n}\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n\n *\n @file:kotlin.jvm.JvmMultifileClass\n @file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\n\n/**\n * Converts the string into a regular expression [Regex] with the default options.\n\n *\n @kotlin.internal.InlineOnly\npublic inline fun String.toRegex(): Regex = Regex(this)\n\n/**\n * Converts the
string into a regular expression [Regex] with the specified single [option].\n\n *\n @kotlin.internal.InlineOnly\npublic
inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)\n\n/**\n * Converts the string into a
regular expression [Regex] with the specified set of [options].\n\n *\n @kotlin.internal.InlineOnly\npublic inline fun
String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)\n\n", "/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n *\n\npackage kotlinx.dom\n\nimport
org.w3c.dom.*\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a
CDATA_SECTION_NODE.\n\n *\n @SinceKotlin("1.4")\npublic val Node.isText: Boolean\n    get() = nodeType
== Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE\n\n/**\n * Gets a value indicating
whether this node is an [Element].\n\n *\n @SinceKotlin("1.4")\npublic val Node.isElement: Boolean\n    get() =
nodeType == Node.ELEMENT_NODE\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n\n *\n\npackage kotlinx.dom\n\nimport org.w3c.dom.*\n\n/**\n * Removes all the children
from this node.\n\n *\n @SinceKotlin("1.4")\npublic fun Node.clear() {\n    while (hasChildNodes()) {\n
removeChild(firstChild!)\n    }\n}\n\n/**\n * Creates text node and append it to the element.\n *\n @return this
element\n *\n @SinceKotlin("1.4")\nfun Element.appendText(text: String): Element {\n
appendChild(ownerDocument!!.createTextNode(text))\n    return this\n}\n\n", "/*\n * Copyright 2010-2019 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n\n *\n\npackage org.w3c.dom\n\n@Deprecated("Use
UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))\ntypealias
UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy\n\n@Deprecated("Use `as` instead.",
ReplaceWith("`as`"))\nvar HTMLLinkElement.as_ get() = `as`\n    set(value) {\n        `as` = value\n    }\n\n@Deprecated("Use `is` instead.", ReplaceWith("`is`"))\nvar ElementCreationOptions.is_ get() = `is`\n
set(value) {\n        `is` = value\n    }\n\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See
github.com/kotlin/dukat for details\n\npackage org.khronos.webgl\n\nimport kotlin.js.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface WebGLContextAttributes {\n    var
alpha: Boolean? /* = true *\n        get() = definedExternally\n        set(value) = definedExternally\n    var depth:
Boolean? /* = true *\n        get() = definedExternally\n        set(value) = definedExternally\n    var stencil: Boolean?
/* = false *\n        get() = definedExternally\n        set(value) = definedExternally\n    var antialias: Boolean? /* =
true *\n        get() = definedExternally\n        set(value) = definedExternally\n    var premultipliedAlpha: Boolean?
/* = true *\n        get() = definedExternally\n        set(value) = definedExternally\n    var preserveDrawingBuffer:
Boolean? /* = false *\n        get() = definedExternally\n        set(value) = definedExternally\n    var
preferLowPowerToHighPerformance: Boolean? /* = false *\n        get() = definedExternally\n        set(value) =

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definedExternally\n    var failIfMajorPerformanceCaveat: Boolean? /* = false */\n        get() = definedExternally\n
    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WebGLContextAttributes(alpha:
Boolean? = true, depth: Boolean? = true, stencil: Boolean? = false, antialias: Boolean? = true, premultipliedAlpha:
Boolean? = true, preserveDrawingBuffer: Boolean? = false, preferLowPowerToHighPerformance: Boolean? = false,
failIfMajorPerformanceCaveat: Boolean? = false): WebGLContextAttributes {\n    val o = js(\"({})\")\n
o[\"alpha\"] = alpha\n    o[\"depth\"] = depth\n    o[\"stencil\"] = stencil\n    o[\"antialias\"] = antialias\n
o[\"premultipliedAlpha\"] = premultipliedAlpha\n    o[\"preserveDrawingBuffer\"] = preserveDrawingBuffer\n
o[\"preferLowPowerToHighPerformance\"] = preferLowPowerToHighPerformance\n
o[\"failIfMajorPerformanceCaveat\"] = failIfMajorPerformanceCaveat\n    return o\n}\n\npublic external abstract
class WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin\n */\npublic external
abstract class WebGLBuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin\n */\npublic
external abstract class WebGLFramebuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin\n */\npublic external
abstract class WebGLProgram : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin\n */\npublic
external abstract class WebGLRenderbuffer : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin\n */\npublic external
abstract class WebGLShader : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin\n */\npublic external
abstract class WebGLTexture : WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin\n
*/\npublic external abstract class WebGLUniformLocation\n\n/**\n * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin\n */\npublic
external abstract class WebGLActiveInfo {\n    open val size: Int\n    open val type: Int\n    open val name:
String\n}\n\n/**\n * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to
Kotlin\n */\npublic external abstract class WebGLShaderPrecisionFormat {\n    open val rangeMin: Int\n    open val
rangeMax: Int\n    open val precision:
Int\n}\n\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface
WebGLRenderingContextBase {\n    val canvas: HTMLCanvasElement\n    val drawingBufferWidth: Int\n    val
drawingBufferHeight: Int\n    fun getContextAttributes(): WebGLContextAttributes?\n    fun isContextLost():
Boolean\n    fun getSupportedExtensions(): Array<String>?\n    fun getExtension(name: String): dynamic\n    fun
activeTexture(texture: Int)\n    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)\n    fun
bindAttribLocation(program: WebGLProgram?, index: Int, name: String)\n    fun bindBuffer(target: Int, buffer:
WebGLBuffer?)\n    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)\n    fun
bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)\n    fun bindTexture(target: Int, texture:
WebGLTexture?)\n    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)\n    fun
blendEquation(mode: Int)\n    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)\n    fun
blendFunc(sfactor: Int, dfactor: Int)\n    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha:
Int)\n    fun bufferData(target: Int, size: Int, usage: Int)\n    fun bufferData(target: Int, data: BufferDataSource?,
usage: Int)\n    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)\n    fun
checkFramebufferStatus(target: Int): Int\n    fun clear(mask: Int)\n    fun clearColor(red: Float, green: Float, blue:
Float, alpha: Float)\n    fun clearDepth(depth: Float)\n    fun clearStencil(s: Int)\n    fun colorMask(red: Boolean,
green: Boolean, blue: Boolean, alpha: Boolean)\n    fun compileShader(shader: WebGLShader?)\n    fun
compressedTexImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, data:

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ArrayBufferView)\n fun compressedTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, data: ArrayBufferView)\n fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int, width: Int, height: Int, border: Int)\n fun copyTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, x: Int, y: Int, width: Int, height: Int)\n fun createBuffer(): WebGLBuffer?\n fun createFramebuffer(): WebGLFramebuffer?\n fun createProgram(): WebGLProgram?\n fun createRenderbuffer(): WebGLRenderbuffer?\n fun createShader(type: Int): WebGLShader?\n fun createTexture(): WebGLTexture?\n fun cullFace(mode: Int)\n fun deleteBuffer(buffer: WebGLBuffer?)\n fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)\n fun deleteProgram(program: WebGLProgram?)\n fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)\n fun deleteShader(shader: WebGLShader?)\n fun deleteTexture(texture: WebGLTexture?)\n fun depthFunc(func: Int)\n fun depthMask(flag: Boolean)\n fun depthRange(zNear: Float, zFar: Float)\n fun detachShader(program: WebGLProgram?, shader: WebGLShader?)\n fun disable(cap: Int)\n fun disableVertexArray(index: Int)\n fun drawArrays(mode: Int, first: Int, count: Int)\n fun drawElements(mode: Int, count: Int, type: Int, offset: Int)\n fun enable(cap: Int)\n fun enableVertexArray(index: Int)\n fun finish()\n fun flush()\n fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?)\n fun framebufferTexture2D(target: Int, attachment: Int, textarget: Int, texture: WebGLTexture?, level: Int)\n fun frontFace(mode: Int)\n fun generateMipmap(target: Int)\n fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?\n fun getAttribLocation(program: WebGLProgram?, name: String): Int\n fun getBufferParameter(target: Int, pname: Int): Any?\n fun getParameter(pname: Int): Any?\n fun getError(): Int\n fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?\n fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?\n fun getProgramInfoLog(program: WebGLProgram?): String?\n fun getRenderbufferParameter(target: Int, pname: Int): Any?\n fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?\n fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?\n fun getShaderInfoLog(shader: WebGLShader?): String?\n fun getShaderSource(shader: WebGLShader?): String?\n fun getTexParameter(target: Int, pname: Int): Any?\n fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?\n fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?\n fun getVertexAttrib(index: Int, pname: Int): Any?\n fun getVertexAttribOffset(index: Int, pname: Int): Int\n fun hint(target: Int, mode: Int)\n fun isBuffer(buffer: WebGLBuffer?): Boolean\n fun isEnabled(cap: Int): Boolean\n fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean\n fun isProgram(program: WebGLProgram?): Boolean\n fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean\n fun isShader(shader: WebGLShader?): Boolean\n fun isTexture(texture: WebGLTexture?): Boolean\n fun lineWidth(width: Float)\n fun linkProgram(program: WebGLProgram?)\n fun pixelStorei(pname: Int, param: Int)\n fun polygonOffset(factor: Float, units: Float)\n fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)\n fun sampleCoverage(value: Float, invert: Boolean)\n fun scissor(x: Int, y: Int, width: Int, height: Int)\n fun shaderSource(shader: WebGLShader?, source: String)\n fun stencilFunc(func: Int, ref: Int, mask: Int)\n fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)\n fun stencilMask(mask: Int)\n fun stencilMaskSeparate(face: Int, mask: Int)\n fun stencilOp(fail: Int, zfail: Int, zpass: Int)\n fun stencilOpSeparate(face: Int, fail: Int, zfail: Int, zpass: Int)\n fun texImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)\n fun texParameterf(target: Int, pname: Int, param: Float)\n fun texParameteri(target: Int, pname: Int, param: Int)\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, format: Int, type: Int, source: TexImageSource?)\n fun uniform1f(location: WebGLUniformLocation?, x: Float)\n fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform1fv(location:

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WebGLUniformLocation?, v: Array<Float>)\n fun uniform1i(location: WebGLUniformLocation?, x: Int)\n fun
uniform1iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform1iv(location:
WebGLUniformLocation?, v: Array<Int>)\n fun uniform2f(location: WebGLUniformLocation?, x: Float, y:
Float)\n fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform2fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)\n
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform2iv(location:
WebGLUniformLocation?, v: Array<Int>)\n fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float,
z: Float)\n fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform3fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z:
Int)\n fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform3iv(location:
WebGLUniformLocation?, v: Array<Int>)\n fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float,
z: Float, w: Float)\n fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)\n fun
uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)\n fun uniform4i(location:
WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)\n fun uniform4iv(location: WebGLUniformLocation?, v:
Int32Array)\n fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)\n fun
uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun
uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun
uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun
uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun
uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun
uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun
useProgram(program: WebGLProgram?)\n fun validateProgram(program: WebGLProgram?)\n fun
vertexAttrib1f(index: Int, x: Float)\n fun vertexAttrib1fv(index: Int, values: dynamic)\n fun
vertexAttrib2f(index: Int, x: Float, y: Float)\n fun vertexAttrib2fv(index: Int, values: dynamic)\n fun
vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)\n fun vertexAttrib3fv(index: Int, values: dynamic)\n fun
vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)\n fun vertexAttrib4fv(index: Int, values: dynamic)\n
fun vertexAttribPointer(index: Int, size: Int, type: Int, normalized: Boolean, stride: Int, offset: Int)\n fun
viewport(x: Int, y: Int, width: Int, height: Int)\n\n companion object {\n val DEPTH_BUFFER_BIT: Int\n
val STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES:
Int\n val LINE_LOOP: Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val
TRIANGLE_STRIP: Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val
SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val
ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n
val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n
val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val
BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT:
Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n
val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val
ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val
ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n val ARRAY_BUFFER: Int\n
val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val
ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n
val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val
CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK:
Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n
val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val
SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n
val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val

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OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val
 ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE: Int\n val
 CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val
 DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val
 STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val
 STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF:
 Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val
 STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val
 STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val
 STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val
 STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val
 COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n
 val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val MAX_VIEWPORT_DIMS: Int\n
 val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n
 val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val
 POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n val
 TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val
 SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val
 COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val
 NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE:
 Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n
 val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val
 RGBA: Int\n val LUMINANCE: Int\n val LUMINANCE_ALPHA: Int\n val
 UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val
 UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n
 val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val
 MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS:
 Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n
 val ACTIVE_UNIFORMS: Int\n val ACTIVE_ATTRIBUTES: Int\n val
 SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val
 LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n
 val GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n
 val DECR: Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val
 VENDOR: Int\n val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR:
 Int\n val NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val
 NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val
 TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
 val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val
 TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val
 MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val
 TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val TEXTURE5: Int\n val
 TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val
 TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val

TEXTURE14: Int\n val TEXTURE15: Int\n val TEXTURE16: Int\n val TEXTURE17: Int\n val
 TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val
 TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val
 TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val
 TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n
 val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val
 FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val
 INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val
 BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n
 val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED:
 Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n
 val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n
 val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING:
 Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val
 IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val
 LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n
 val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER:
 Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16:
 Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val
 RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val
 RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val
 RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val
 RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val
 RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n
 val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0:
 Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val
 DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n
 val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n
 val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val
 MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val
 UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val
 CONTEXT_LOST_WEBGL: Int\n val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val
 BROWSER_DEFAULT_WEBGL: Int\n }\n}\n\n/**\n * Exposes the JavaScript
 [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin\n
 *\npublic external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {\n
 companion object {\n val DEPTH_BUFFER_BIT: Int\n val STENCIL_BUFFER_BIT: Int\n val
 COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n val LINE_LOOP: Int\n val
 LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP: Int\n val TRIANGLE_FAN:
 Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR:
 Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val
 ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n
 val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val
 BLEND_EQUATION_RGB: Int\n val BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT:
 Int\n val FUNC_REVERSE_SUBTRACT: Int\n val BLEND_DST_RGB: Int\n val

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

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


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[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin\n
*\npublic external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
definedExternally) : Event {\n  open val statusMessage: String\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface WebGLContextEventInit : EventInit {\n  var statusMessage: String? /* = "" */\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
WebGLContextEventInit(statusMessage: String? = "", bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): WebGLContextEventInit {\n  val o = js("{}")\n  o["statusMessage"] =
statusMessage\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n
return o\n}\n\n**\n * Exposes the JavaScript

[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin\n
*\npublic external open
class ArrayBuffer(length: Int) : BufferDataSource {\n  open val byteLength: Int\n  fun slice(begin: Int, end: Int =
definedExternally): ArrayBuffer\n\n  companion object {\n    fun isView(value: Any?): Boolean\n
  }\n}\n\n**\n * Exposes the JavaScript

[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin\n
*\npublic
external interface ArrayBufferView : BufferDataSource {\n  val buffer: ArrayBuffer\n  val byteOffset: Int\n  val
byteLength: Int\n}\n\n**\n * Exposes the JavaScript

[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin\n
*\npublic external open class
Int8Array : ArrayBufferView {\n  constructor(length: Int)\n  constructor(array: Int8Array)\n  constructor(array:
Array<Byte>)\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int =
definedExternally)\n  open val length: Int\n  override val buffer: ArrayBuffer\n  override val byteOffset: Int\n
override val byteLength: Int\n  fun set(array: Int8Array, offset: Int = definedExternally)\n  fun set(array:
Array<Byte>, offset: Int = definedExternally)\n  fun subarray(start: Int, end: Int): Int8Array\n\n  companion
object {\n    val BYTES_PER_ELEMENT: Int\n  }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.get(index: Int):
Byte = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.set(index: Int,
value: Byte) { asDynamic()[index] = value }\n\n**\n * Exposes the JavaScript

[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin\n
*\npublic external open class
Uint8Array : ArrayBufferView {\n  constructor(length: Int)\n  constructor(array: Uint8Array)\n
constructor(array: Array<Byte>)\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n  open val length: Int\n  override val buffer: ArrayBuffer\n  override val byteOffset:
Int\n  override val byteLength: Int\n  fun set(array: Uint8Array, offset: Int = definedExternally)\n  fun set(array:
Array<Byte>, offset: Int = definedExternally)\n  fun subarray(start: Int, end: Int): Uint8Array\n\n  companion
object {\n    val BYTES_PER_ELEMENT: Int\n  }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.get(index: Int):
Byte = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.set(index: Int,
value: Byte) { asDynamic()[index] = value }\n\n**\n * Exposes the JavaScript

[Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin\n
*\npublic
external open class Uint8ClampedArray : ArrayBufferView {\n  constructor(length: Int)\n  constructor(array:
Uint8ClampedArray)\n  constructor(array: Array<Byte>)\n  constructor(buffer: ArrayBuffer, byteOffset: Int =
definedExternally, length: Int = definedExternally)\n  open val length: Int\n  override val buffer: ArrayBuffer\n
override val byteOffset: Int\n  override val byteLength: Int\n  fun set(array: Uint8ClampedArray, offset: Int =
definedExternally)\n  fun set(array: Array<Byte>, offset: Int = definedExternally)\n  fun subarray(start: Int, end:
Int): Uint8ClampedArray\n\n  companion object {\n    val BYTES_PER_ELEMENT: Int\n  }\n}\n\n@Suppress("INVISIBLE_REFERENCE",

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\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun
UInt8ClampedArray.get(index: Int): Byte = asDynamic()[index] \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun
UInt8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value } \n \n /** \n * Exposes the JavaScript
[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin \n * \n \n public external open class
Int16Array : ArrayBufferView { \n    constructor(length: Int) \n    constructor(array: Int16Array) \n
constructor(array: Array<Short>) \n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally) \n    open val length: Int \n    override val buffer: ArrayBuffer \n    override val byteOffset:
Int \n    override val byteLength: Int \n    fun set(array: Int16Array, offset: Int = definedExternally) \n    fun set(array:
Array<Short>, offset: Int = definedExternally) \n    fun subarray(start: Int, end: Int): Int16Array \n \n    companion
object { \n        val BYTES_PER_ELEMENT: Int \n    } \n \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun Int16Array.get(index: Int):
Short = asDynamic()[index] \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun Int16Array.set(index: Int,
value: Short) { asDynamic()[index] = value } \n \n /** \n * Exposes the JavaScript
[UInt16Array](https://developer.mozilla.org/en/docs/Web/API/UInt16Array) to Kotlin \n * \n \n public external open
class UInt16Array : ArrayBufferView { \n    constructor(length: Int) \n    constructor(array: UInt16Array) \n
constructor(array: Array<Short>) \n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally) \n    open val length: Int \n    override val buffer: ArrayBuffer \n    override val byteOffset:
Int \n    override val byteLength: Int \n    fun set(array: UInt16Array, offset: Int = definedExternally) \n    fun set(array:
Array<Short>, offset: Int = definedExternally) \n    fun subarray(start: Int, end: Int): UInt16Array \n \n    companion
object { \n        val BYTES_PER_ELEMENT: Int \n    } \n \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun UInt16Array.get(index: Int):
Short = asDynamic()[index] \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun UInt16Array.set(index: Int,
value: Short) { asDynamic()[index] = value } \n \n /** \n * Exposes the JavaScript
[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin \n * \n \n public external open class
Int32Array : ArrayBufferView { \n    constructor(length: Int) \n    constructor(array: Int32Array) \n
constructor(array: Array<Int>) \n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally) \n    open val length: Int \n    override val buffer: ArrayBuffer \n    override val byteOffset: Int \n
override val byteLength: Int \n    fun set(array: Int32Array, offset: Int = definedExternally) \n    fun set(array:
Array<Int>, offset: Int = definedExternally) \n    fun subarray(start: Int, end: Int): Int32Array \n \n    companion object
{ \n        val BYTES_PER_ELEMENT: Int \n    } \n \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun Int32Array.get(index: Int): Int
= asDynamic()[index] \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun Int32Array.set(index: Int,
value: Int) { asDynamic()[index] = value } \n \n /** \n * Exposes the JavaScript
[UInt32Array](https://developer.mozilla.org/en/docs/Web/API/UInt32Array) to Kotlin \n * \n \n public external open
class UInt32Array : ArrayBufferView { \n    constructor(length: Int) \n    constructor(array: UInt32Array) \n
constructor(array: Array<Int>) \n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally) \n    open val length: Int \n    override val buffer: ArrayBuffer \n    override val byteOffset: Int \n
override val byteLength: Int \n    fun set(array: UInt32Array, offset: Int = definedExternally) \n    fun set(array:
Array<Int>, offset: Int = definedExternally) \n    fun subarray(start: Int, end: Int): UInt32Array \n \n    companion
object { \n        val BYTES_PER_ELEMENT: Int \n    } \n \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun UInt32Array.get(index: Int):
Int = asDynamic()[index] \n \n @Suppress( "INVISIBLE_REFERENCE" ,
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline operator fun UInt32Array.set(index: Int,
value: Int) { asDynamic()[index] = value } \n \n /** \n * Exposes the JavaScript

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[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin\n *\npublic external open
class Float32Array : ArrayBufferView {\n  constructor(length: Int)\n  constructor(array: Float32Array)\n
constructor(array: Array<Float>)\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n  open val length: Int\n  override val buffer: ArrayBuffer\n  override val byteOffset:
Int\n  override val byteLength: Int\n  fun set(array: Float32Array, offset: Int = definedExternally)\n  fun
set(array: Array<Float>, offset: Int = definedExternally)\n  fun subarray(start: Int, end: Int): Float32Array\n\n
companion object {\n    val BYTES_PER_ELEMENT: Int\n
}\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float32Array.get(index: Int):
Float = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float32Array.set(index: Int,
value: Float) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin\n *\npublic external open
class Float64Array : ArrayBufferView {\n  constructor(length: Int)\n  constructor(array: Float64Array)\n
constructor(array: Array<Double>)\n  constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n  open val length: Int\n  override val buffer: ArrayBuffer\n  override val byteOffset:
Int\n  override val byteLength: Int\n  fun set(array: Float64Array, offset: Int = definedExternally)\n  fun
set(array: Array<Double>, offset: Int = definedExternally)\n  fun subarray(start: Int, end: Int): Float64Array\n\n
companion object {\n    val BYTES_PER_ELEMENT: Int\n
}\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float64Array.get(index: Int):
Double = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float64Array.set(index: Int,
value: Double) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin\n *\npublic external open class
DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) :
ArrayBufferView {\n  override val buffer: ArrayBuffer\n  override val byteOffset: Int\n  override val
byteLength: Int\n  fun getInt8(byteOffset: Int): Byte\n  fun getUint8(byteOffset: Int): Byte\n  fun
getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short\n  fun getUint16(byteOffset: Int,
littleEndian: Boolean = definedExternally): Short\n  fun getInt32(byteOffset: Int, littleEndian: Boolean =
definedExternally): Int\n  fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int\n  fun
getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float\n  fun getFloat64(byteOffset: Int,
littleEndian: Boolean = definedExternally): Double\n  fun setInt8(byteOffset: Int, value: Byte)\n  fun
setUint8(byteOffset: Int, value: Byte)\n  fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean =
definedExternally)\n  fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)\n
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)\n  fun setUint32(byteOffset: Int,
value: Int, littleEndian: Boolean = definedExternally)\n  fun setFloat32(byteOffset: Int, value: Float, littleEndian:
Boolean = definedExternally)\n  fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean =
definedExternally)\n}\n\npublic external interface BufferDataSource\n\npublic external interface
TexImageSource", /*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for
details\n\npackage org.w3c.dom.clipboard\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface ClipboardEventInit : EventInit {\n  var
clipboardData: DataTransfer? /* = null */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ClipboardEventInit(clipboardData:
DataTransfer? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):

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

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NAMESPACE_RULE: Short\n } \n\n/**\n * Exposes the JavaScript
 [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin\n *\npublic external
 abstract class CSSStyleRule : CSSRule {\n open var selectorText: String\n open val style:
 CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE:
 Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n
 val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n
 }\n}\n\npublic external abstract class CSSImportRule : CSSRule {\n open val href: String\n open val media:
 MediaList\n open val styleSheet: CSSStyleSheet\n\n companion object {\n val STYLE_RULE: Short\n
 val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val
 FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val
 NAMESPACE_RULE: Short\n } \n}\n\n/**\n * Exposes the JavaScript
 [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin\n *\npublic
 external abstract class CSSGroupingRule : CSSRule {\n open val cssRules: CSSRuleList\n fun insertRule(rule:
 String, index: Int): Int\n fun deleteRule(index: Int)\n\n companion object {\n val STYLE_RULE: Short\n
 val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val
 FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val
 NAMESPACE_RULE: Short\n } \n}\n\n/**\n * Exposes the JavaScript
 [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin\n *\npublic external
 abstract class CSSMediaRule : CSSGroupingRule {\n open val media: MediaList\n\n companion object {\n
 val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val
 MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val
 MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n } \n}\n\n/**\n * Exposes the JavaScript
 [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin\n *\npublic external
 abstract class CSSPageRule : CSSGroupingRule {\n open var selectorText: String\n open val style:
 CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE:
 Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n
 val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n
 }\n}\n\npublic external abstract class CSSMarginRule : CSSRule {\n open val name: String\n open val style:
 CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE:
 Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n
 val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n
 }\n}\n\n/**\n * Exposes the JavaScript
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin\n *\npublic
 external abstract class CSSNamespaceRule : CSSRule {\n open val namespaceURI: String\n open val prefix:
 String\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val
 IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val
 PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n } \n}\n\n/**\n *
 Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin\n *\npublic
 external abstract class CSSStyleDeclaration : ItemArrayLike<String> {\n open var cssText: String\n open val
 parentRule: CSSRule?\n open var cssFloat: String\n open var alignContent: String\n open var alignItems:
 String\n open var alignSelf: String\n open var animation: String\n open var animationDelay: String\n open
 var animationDirection: String\n open var animationDuration: String\n open var animationFillMode: String\n
 open var animationIterationCount: String\n open var animationName: String\n open var animationPlayState:
 String\n open var animationTimingFunction: String\n open var backfaceVisibility: String\n open var
 background: String\n open var backgroundAttachment: String\n open var backgroundClip: String\n open var
 backgroundColor: String\n open var backgroundImage: String\n open var backgroundOrigin: String\n open var
 backgroundPosition: String\n open var backgroundRepeat: String\n open var backgroundSize: String\n open

var border: String\n open var borderBottom: String\n open var borderBottomColor: String\n open var
borderBottomLeftRadius: String\n open var borderBottomRightRadius: String\n open var borderBottomStyle:
String\n open var borderBottomWidth: String\n open var borderCollapse: String\n open var borderColor:
String\n open var borderImage: String\n open var borderImageOutset: String\n open var borderImageRepeat:
String\n open var borderImageSlice: String\n open var borderImageSource: String\n open var
borderImageWidth: String\n open var borderLeft: String\n open var borderLeftColor: String\n open var
borderLeftStyle: String\n open var borderLeftWidth: String\n open var borderRadius: String\n open var
borderRight: String\n open var borderRightColor: String\n open var borderRightStyle: String\n open var
borderRightWidth: String\n open var borderSpacing: String\n open var borderStyle: String\n open var
borderTop: String\n open var borderTopColor: String\n open var borderTopLeftRadius: String\n open var
borderTopRightRadius: String\n open var borderTopStyle: String\n open var borderTopWidth: String\n open
var borderWidth: String\n open var bottom: String\n open var boxDecorationBreak: String\n open var
boxShadow: String\n open var boxSizing: String\n open var breakAfter: String\n open var breakBefore:
String\n open var breakInside: String\n open var captionSide: String\n open var clear: String\n open var clip:
String\n open var color: String\n open var columnCount: String\n open var columnFill: String\n open var
columnGap: String\n open var columnRule: String\n open var columnRuleColor: String\n open var
columnRuleStyle: String\n open var columnRuleWidth: String\n open var columnSpan: String\n open var
columnWidth: String\n open var columns: String\n open var content: String\n open var counterIncrement:
String\n open var counterReset: String\n open var cursor: String\n open var direction: String\n open var
display: String\n open var emptyCells: String\n open var filter: String\n open var flex: String\n open var
flexBasis: String\n open var flexDirection: String\n open var flexFlow: String\n open var flexGrow: String\n
open var flexShrink: String\n open var flexWrap: String\n open var font: String\n open var fontFamily:
String\n open var fontFeatureSettings: String\n open var fontKerning: String\n open var
fontLanguageOverride: String\n open var fontSize: String\n open var fontSizeAdjust: String\n open var
fontStretch: String\n open var fontStyle: String\n open var fontSynthesis: String\n open var fontVariant:
String\n open var fontVariantAlternates: String\n open var fontVariantCaps: String\n open var
fontVariantEastAsian: String\n open var fontVariantLigatures: String\n open var fontVariantNumeric: String\n
open var fontVariantPosition: String\n open var fontWeight: String\n open var hangingPunctuation: String\n
open var height: String\n open var hyphens: String\n open var imageOrientation: String\n open var
imageRendering: String\n open var imageResolution: String\n open var imeMode: String\n open var
justifyContent: String\n open var left: String\n open var letterSpacing: String\n open var lineBreak: String\n
open var lineHeight: String\n open var listStyle: String\n open var listStyleImage: String\n open var
listStylePosition: String\n open var listStyleType: String\n open var margin: String\n open var marginBottom:
String\n open var marginLeft: String\n open var marginRight: String\n open var marginTop: String\n open
var mark: String\n open var markAfter: String\n open var markBefore: String\n open var marks: String\n
open var marqueeDirection: String\n open var marqueePlayCount: String\n open var marqueeSpeed: String\n
open var marqueeStyle: String\n open var mask: String\n open var maskType: String\n open var maxHeight:
String\n open var maxWidth: String\n open var minHeight: String\n open var minWidth: String\n open var
navDown: String\n open var navIndex: String\n open var navLeft: String\n open var navRight: String\n open
var navUp: String\n open var objectFit: String\n open var objectPosition: String\n open var opacity: String\n
open var order: String\n open var orphans: String\n open var outline: String\n open var outlineColor: String\n
open var outlineOffset: String\n open var outlineStyle: String\n open var outlineWidth: String\n open var
overflowWrap: String\n open var overflowX: String\n open var overflowY: String\n open var padding:
String\n open var paddingBottom: String\n open var paddingLeft: String\n open var paddingRight: String\n
open var paddingTop: String\n open var pageBreakAfter: String\n open var pageBreakBefore: String\n open
var pageBreakInside: String\n open var perspective: String\n open var perspectiveOrigin: String\n open var
phonemes: String\n open var position: String\n open var quotes: String\n open var resize: String\n open var
rest: String\n open var restAfter: String\n open var restBefore: String\n open var right: String\n open var

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

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

```



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cancelable: Boolean? = false, composed: Boolean? = false): MediaEncryptedEventInit {
    val o = js("{}")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external
interface MediaKeysRequirement {
    companion object
}
public inline val
MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() =
    "required".asDynamic().unsafeCast<MediaKeysRequirement>()
public inline val
MediaKeysRequirement.Companion.OPTIONAL: MediaKeysRequirement get() =
    "optional".asDynamic().unsafeCast<MediaKeysRequirement>()
public inline val
MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = "not-
allowed".asDynamic().unsafeCast<MediaKeysRequirement>()
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external
interface MediaKeySessionType {
    companion object
}
public inline val
MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() =
    "temporary".asDynamic().unsafeCast<MediaKeySessionType>()
public inline val
MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-
license".asDynamic().unsafeCast<MediaKeySessionType>()
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external
interface MediaKeyStatus {
    companion object
}
public inline val MediaKeyStatus.Companion.USABLE:
MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() =
    "expired".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() =
    "released".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = "output-
restricted".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-
downscaled".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-
pending".asDynamic().unsafeCast<MediaKeyStatus>()
public inline val
MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-
error".asDynamic().unsafeCast<MediaKeyStatus>()
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external
interface MediaKeyMessageType {
    companion object
}
public inline val
MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-
request".asDynamic().unsafeCast<MediaKeyMessageType>()
public inline val
MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-
renewal".asDynamic().unsafeCast<MediaKeyMessageType>()
public inline val
MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-
release".asDynamic().unsafeCast<MediaKeyMessageType>()
public inline val
MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() =
    "individualization-request".asDynamic().unsafeCast<MediaKeyMessageType>()
}
/*
* Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/
// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
}
package
org.w3c.dom.events
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
/**
* Exposes
the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
*/
public external
open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view:

```

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Window? \n open val detail: Int \n \n companion object { \n val NONE: Short \n val
CAPTURING_PHASE: Short \n val AT_TARGET: Short \n val BUBBLING_PHASE: Short \n
} \n \n \n public external interface UIEventInit : EventInit { \n var view: Window? /* = null */ \n get() =
definedExternally \n set(value) = definedExternally \n var detail: Int? /* = 0 */ \n get() =
definedExternally \n set(value) = definedExternally \n } \n \n @Suppress(\ "INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline fun UIEventInit( view: Window? = null,
detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false ): UIEventInit
{ \n val o = js(\ "{ }" ) \n o[ \ "view" ] = view \n o[ \ "detail" ] = detail \n o[ \ "bubbles" ] = bubbles \n
o[ \ "cancelable" ] = cancelable \n o[ \ "composed" ] = composed \n return o \n } \n \n /** \n * Exposes the JavaScript
[FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin \n */ \n public external open class
FocusEvent( type: String, eventInitDict: FocusEventInit = definedExternally ): UIEvent { \n open val relatedTarget:
EventTarget? \n \n companion object { \n val NONE: Short \n val CAPTURING_PHASE: Short \n val
AT_TARGET: Short \n val BUBBLING_PHASE: Short \n } \n \n \n public external interface FocusEventInit :
UIEventInit { \n var relatedTarget: EventTarget? /* = null */ \n get() = definedExternally \n set( value ) =
definedExternally \n } \n \n @Suppress(\ "INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline fun FocusEventInit( relatedTarget:
EventTarget? = null, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false ): FocusEventInit { \n val o = js(\ "{ }" ) \n o[ \ "relatedTarget" ] =
relatedTarget \n o[ \ "view" ] = view \n o[ \ "detail" ] = detail \n o[ \ "bubbles" ] = bubbles \n o[ \ "cancelable" ] =
cancelable \n o[ \ "composed" ] = composed \n return o \n } \n \n /** \n * Exposes the JavaScript
[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin \n */ \n public external open
class MouseEvent( type: String, eventInitDict: MouseEventInit = definedExternally ): UIEvent,
UnionElementOrMouseEvent { \n open val screenX: Int \n open val screenY: Int \n open val clientX: Int \n
open val clientY: Int \n open val ctrlKey: Boolean \n open val shiftKey: Boolean \n open val altKey: Boolean \n
open val metaKey: Boolean \n open val button: Short \n open val buttons: Short \n open val relatedTarget:
EventTarget? \n open val region: String? \n open val pageX: Double \n open val pageY: Double \n open val x:
Double \n open val y: Double \n open val offsetX: Double \n open val offsetY: Double \n fun
getModifierState( keyArg: String ): Boolean \n \n companion object { \n val NONE: Short \n val
CAPTURING_PHASE: Short \n val AT_TARGET: Short \n val BUBBLING_PHASE: Short \n
} \n \n \n public external interface MouseEventInit : EventModifierInit { \n var screenX: Int? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var screenY: Int? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var clientX: Int? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var clientY: Int? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var button: Short? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var buttons: Short? /* = 0 */ \n get() =
definedExternally \n set( value ) = definedExternally \n var relatedTarget: EventTarget? /* = null */ \n get()
= definedExternally \n set( value ) = definedExternally \n var region: String? /* = null */ \n get() =
definedExternally \n set( value ) = definedExternally \n } \n \n @Suppress(\ "INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER" ) \n @kotlin.internal.InlineOnly \n public inline fun MouseEventInit( screenX: Int? = 0,
screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget:
EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean?
= false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false ): MouseEventInit { \n val o =
js(\ "{ }" ) \n o[ \ "screenX" ] = screenX \n o[ \ "screenY" ] = screenY \n o[ \ "clientX" ] = clientX \n o[ \ "clientY" ]
= clientY \n o[ \ "button" ] = button \n o[ \ "buttons" ] = buttons \n o[ \ "relatedTarget" ] = relatedTarget \n

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o["region"] = region\n  o["ctrlKey"] = ctrlKey\n  o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n
o["metaKey"] = metaKey\n  o["modifierAltGraph"] = modifierAltGraph\n  o["modifierCapsLock"] =
modifierCapsLock\n  o["modifierFn"] = modifierFn\n  o["modifierFnLock"] = modifierFnLock\n
o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n
o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\npublic external interface EventModifierInit : UIEventInit {\n  var ctrlKey: Boolean?
/* = false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var shiftKey: Boolean? /* =
false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var altKey: Boolean? /* = false
*/\n  get() = definedExternally\n  set(value) = definedExternally\n  var metaKey: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierAltGraph: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierCapsLock: Boolean? /* = false
*/\n  get() = definedExternally\n  set(value) = definedExternally\n  var modifierFn: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierFnLock: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierHyper: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierNumLock: Boolean? /* = false */\n
  get() = definedExternally\n  set(value) = definedExternally\n  var modifierScrollLock: Boolean? /* = false
*/\n  get() = definedExternally\n  set(value) = definedExternally\n  var modifierSuper: Boolean? /* = false
*/\n  get() = definedExternally\n  set(value) = definedExternally\n  var modifierSymbol: Boolean? /* = false
*/\n  get() = definedExternally\n  set(value) = definedExternally\n  var modifierSymbolLock: Boolean? /* =
false */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun EventModifierInit(ctrlKey: Boolean? =
false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph:
Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? =
false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): EventModifierInit {\n  val o = js("{}")\n  o["ctrlKey"] = ctrlKey\n  o["shiftKey"] = shiftKey\n
o["altKey"] = altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"] = modifierAltGraph\n
o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n  o["modifierFnLock"] =
modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n
o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */\n\npublic external open
class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {\n  open val
deltaX: Double\n  open val deltaY: Double\n  open val deltaZ: Double\n  open val deltaMode: Int\n\n  companion
object {\n    val DOM_DELTA_PIXEL: Int\n    val DOM_DELTA_LINE: Int\n    val
DOM_DELTA_PAGE: Int\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface WheelEventInit :
MouseEventInit {\n  var deltaX: Double? /* = 0.0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var deltaY: Double? /* = 0.0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var deltaZ: Double? /* = 0.0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var deltaMode: Int? /* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",

```

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\INVISIBLE_MEMBER\)\n@kotlin.internal.InlineOnly\npublic inline fun WheelEventInit(deltaX: Double? = 0.0,
deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX:
Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region:
String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean?
= false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false,
modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false,
modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): WheelEventInit {\n    val o = js("{}")\n    o["deltaX"] = deltaX\n    o["deltaY"] = deltaY\n    o["deltaZ"] = deltaZ\n    o["deltaMode"] = deltaMode\n    o["screenX"] = screenX\n    o["screenY"] = screenY\n    o["clientX"] = clientX\n    o["clientY"] = clientY\n    o["button"] = button\n    o["buttons"] = buttons\n    o["relatedTarget"] = relatedTarget\n    o["region"] =
region\n    o["ctrlKey"] = ctrlKey\n    o["shiftKey"] = shiftKey\n    o["altKey"] = altKey\n    o["metaKey"] =
metaKey\n    o["modifierAltGraph"] = modifierAltGraph\n    o["modifierCapsLock"] = modifierCapsLock\n    o["modifierFn"] = modifierFn\n    o["modifierFnLock"] = modifierFnLock\n    o["modifierHyper"] =
modifierHyper\n    o["modifierNumLock"] = modifierNumLock\n    o["modifierScrollLock"] =
modifierScrollLock\n    o["modifierSuper"] = modifierSuper\n    o["modifierSymbol"] = modifierSymbol\n    o["modifierSymbolLock"] = modifierSymbolLock\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return
o\n}\n\n/**\n * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to
Kotlin\n *\npublic external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) :
UIEvent {\n    open val data: String\n    open val isComposing: Boolean\n\n    companion object {\n        val NONE:
Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE:
Short\n    }\n}\n\npublic external interface InputEventInit : UIEventInit {\n    var data: String? /* = "" */\n    get() = definedExternally\n    set(value) = definedExternally\n    var isComposing: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\INVISIBLE_MEMBER\)\n@kotlin.internal.InlineOnly\npublic inline fun InputEventInit(data: String? = "",
isComposing: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable:
Boolean? = false, composed: Boolean? = false): InputEventInit {\n    val o = js("{}")\n    o["data"] = data\n    o["isComposing"] = isComposing\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin\n *\npublic external
open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {\n    open val key: String\n    open val code: String\n    open val location: Int\n    open val ctrlKey: Boolean\n    open val
shiftKey: Boolean\n    open val altKey: Boolean\n    open val metaKey: Boolean\n    open val repeat: Boolean\n    open val isComposing: Boolean\n    open val charCode: Int\n    open val keyCode: Int\n    open val which: Int\n    fun
getModifierState(keyArg: String): Boolean\n\n    companion object {\n        val
DOM_KEY_LOCATION_STANDARD: Int\n        val DOM_KEY_LOCATION_LEFT: Int\n        val
DOM_KEY_LOCATION_RIGHT: Int\n        val DOM_KEY_LOCATION_NUMPAD: Int\n        val NONE:
Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE:
Short\n    }\n}\n\npublic external interface KeyboardEventInit : EventModifierInit {\n    var key: String? /* = "" */\n    get() = definedExternally\n    set(value) = definedExternally\n    var code: String? /* = "" */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var location: Int? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var repeat: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var isComposing: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
\INVISIBLE_MEMBER\)\n@kotlin.internal.InlineOnly\npublic inline fun KeyboardEventInit(key: String? = "",
code: String? = "", location: Int? = 0, repeat: Boolean? = false, isComposing: Boolean? = false, ctrlKey: Boolean?

```

```

= false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph:
Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? =
false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): KeyEventInit {\n val o = js("{}")\n o["key"] = key\n o["code"] = code\n o["location"] =
location\n o["repeat"] = repeat\n o["isComposing"] = isComposing\n o["ctrlKey"] = ctrlKey\n
o["shiftKey"] = shiftKey\n o["altKey"] = altKey\n o["metaKey"] = metaKey\n o["modifierAltGraph"] =
modifierAltGraph\n o["modifierCapsLock"] = modifierCapsLock\n o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n o["modifierHyper"] = modifierHyper\n o["modifierNumLock"] =
modifierNumLock\n o["modifierScrollLock"] = modifierScrollLock\n o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n o["modifierSymbolLock"] = modifierSymbolLock\n o["view"] =
view\n o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] =
composed\n return o}\n\n/**\n * Exposes the JavaScript

```

```

[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin\n *\npublic
external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent {\n open val data: String\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface CompositionEventInit : UIEventInit {\n var data: String? /* = "" */\n get() =
definedExternally\n set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun CompositionEventInit(data: String? =
"", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): CompositionEventInit {\n val o = js("{}")\n o["data"] = data\n o["view"] = view\n
o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] =
composed\n return o}\n\n/**\n * Exposes the JavaScript

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[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin\n *\npublic external open class
Event(type: String, eventInitDict: EventInit = definedExternally) {\n open val type: String\n open val target:
EventTarget?\n open val currentTarget: EventTarget?\n open val eventPhase: Short\n open val bubbles:
Boolean\n open val cancelable: Boolean\n open val defaultPrevented: Boolean\n open val composed:
Boolean\n open val isTrusted: Boolean\n open val timeStamp: Number\n fun composedPath():
Array<EventTarget>\n fun stopPropagation()\n fun stopImmediatePropagation()\n fun preventDefault()\n
fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)\n\n companion object {\n val NONE:
Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE:
Short\n }\n}\n\n/**\n * Exposes the JavaScript

```

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[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin\n *\npublic external abstract
class EventTarget {\n fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally)\n fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally)\n fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally)\n fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally)\n fun dispatchEvent(event: Event): Boolean\n}\n\n/**\n * Exposes the JavaScript

```

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[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin\n *\npublic external
interface EventListener {\n fun handleEvent(event: Event)\n}\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!\n\n See github.com/kotlin/dukat for details\n\npackage org.w3c.dom\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.clipboard.*\nimport org.w3c.dom.css.*\nimport
org.w3c.dom.encryptedmedia.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.mediacapture.*\nimport
org.w3c.dom.mediasource.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport

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org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport
org.w3c.xhr.*\n\npublic external abstract class HTMLAllCollection {\n  open val length: Int\n  fun
item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?\n  fun namedItem(name:
String): UnionElementOrHTMLCollection?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLAllCollection.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]\n\n/**\n *
Exposes the JavaScript
[HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection)
to Kotlin\n *
\npublic external abstract class HTMLFormControlsCollection : HTMLCollection\n\n/**\n * Exposes
the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin\n
*\npublic external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {\n  open var value:
String\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n
*\npublic external abstract class HTMLOptionsCollection : HTMLCollection {\n  override var length: Int\n  open
var selectedIndex: Int\n  fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before:
dynamic = definedExternally)\n  fun remove(index: Int)\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n *
Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to
Kotlin\n *
\npublic external abstract class HTMLInputElement : Element, GlobalEventHandlers,
DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {\n  open var title:
String\n  open var lang: String\n  open var translate: Boolean\n  open var dir: String\n  open val dataset:
DOMStringMap\n  open var hidden: Boolean\n  open var tabIndex: Int\n  open var accessKey: String\n  open
val accessKeyLabel: String\n  open var draggable: Boolean\n  open val dropzone: DOMTokenList\n  open var
contextMenu: HTMLMenuElement?\n  open var spellcheck: Boolean\n  open var innerText: String\n  open val
offsetParent: Element?\n  open val offsetTop: Int\n  open val offsetLeft: Int\n  open val offsetWidth: Int\n
open val offsetHeight: Int\n  fun click()\n  fun focus()\n  fun blur()\n  fun forceSpellCheck()\n\n  companion object
{\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n
*\npublic external abstract class HTMLUnknownElement : HTMLInputElement {\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n

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

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DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

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


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

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

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

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    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin\n *\npublic
external abstract class HTMLTimeElement : HTMLElement {\n    open var dateTime: String\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin\n *\npublic
external abstract class HTMLSpanElement : HTMLElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin\n *\npublic
external abstract class HTMLBRElement : HTMLElement {\n    open var clear: String\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to
Kotlin\n *\npublic external interface HTMLHyperlinkElementUtils {\n    var href: String\n    val origin: String\n
var protocol: String\n    var username: String\n    var password: String\n    var host: String\n    var hostname:
String\n    var port: String\n    var pathname: String\n    var search: String\n    var hash: String\n}\n\n/**\n * Exposes
the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to
Kotlin\n *\npublic external abstract class HTMLModElement : HTMLElement {\n    open var cite: String\n    open
var dateTime: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin\n
*\npublic external abstract class HTMLPictureElement : HTMLInputElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin\n
*\npublic external abstract class HTMLSourceElement : HTMLInputElement {\n    open var src: String\n    open var
type: String\n    open var srcset: String\n    open var sizes: String\n    open var media: String\n\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin\n
*\npublic external abstract class HTMLImageElement : HTMLInputElement, HTMLCanvasImageElement,
TexImageSource {\n    open var alt: String\n    open var src: String\n    open var srcset: String\n    open var sizes:
String\n    open var crossOrigin: String?\n    open var useMap: String\n    open var isMap: Boolean\n    open var
width: Int\n    open var height: Int\n    open val naturalWidth: Int\n    open val naturalHeight: Int\n    open val
complete: Boolean\n    open val currentSrc: String\n    open var referrerPolicy: String\n    open var name: String\n
    open var lowsrc: String\n    open var align: String\n    open var hspace: Int\n    open var vspace: Int\n    open var
longDesc: String\n    open var border: String\n    open val x: Int\n    open val y: Int\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin\n
*\npublic external abstract class HTMLIFrameElement : HTMLInputElement {\n    open var src: String\n    open var
srcdoc: String\n    open var name: String\n    open val sandbox: DOMTokenList\n    open var allowFullscreen:
Boolean\n    open var allowUserMedia: Boolean\n    open var width: String\n    open var height: String\n    open var

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

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CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin \n * \n public
external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource { \n
open var width: Int \n    open var height: Int \n    open val videoWidth: Int \n    open val videoHeight: Int \n    open var
poster: String \n    open var playsInline: Boolean \n \n    companion object { \n        val NETWORK_EMPTY: Short \n
        val NETWORK_IDLE: Short \n        val NETWORK_LOADING: Short \n        val NETWORK_NO_SOURCE:
Short \n        val HAVE_NOTHING: Short \n        val HAVE_METADATA: Short \n        val
HAVE_CURRENT_DATA: Short \n        val HAVE_FUTURE_DATA: Short \n        val HAVE_ENOUGH_DATA:
Short \n        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE: Short \n        val TEXT_NODE: Short \n
        val CDATA_SECTION_NODE: Short \n        val ENTITY_REFERENCE_NODE: Short \n        val
ENTITY_NODE: Short \n        val PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE:
Short \n        val DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin \n
* \n public external abstract class HTMLAudioElement : HTMLMediaElement { \n    companion object { \n        val
NETWORK_EMPTY: Short \n        val NETWORK_IDLE: Short \n        val NETWORK_LOADING: Short \n
        val NETWORK_NO_SOURCE: Short \n        val HAVE_NOTHING: Short \n        val HAVE_METADATA:
Short \n        val HAVE_CURRENT_DATA: Short \n        val HAVE_FUTURE_DATA: Short \n        val
HAVE_ENOUGH_DATA: Short \n        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE: Short \n
        val TEXT_NODE: Short \n        val CDATA_SECTION_NODE: Short \n        val ENTITY_REFERENCE_NODE:
Short \n        val ENTITY_NODE: Short \n        val PROCESSING_INSTRUCTION_NODE: Short \n        val
COMMENT_NODE: Short \n        val DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n
        val DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin \n * \n public
external abstract class HTMLTrackElement : HTMLMediaElement { \n    open var kind: String \n    open var src: String \n
open var srclang: String \n    open var label: String \n    open var default: Boolean \n    open val readyState: Short \n
open val track: TextTrack \n \n    companion object { \n        val NONE: Short \n        val LOADING: Short \n        val
LOADED: Short \n        val ERROR: Short \n        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE:
Short \n        val TEXT_NODE: Short \n        val CDATA_SECTION_NODE: Short \n        val
ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE: Short \n        val
PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin \n
*\npublic external abstract class HTMLMediaElement : HTMLElement { \n    open val error: MediaError? \n    open
var src: String \n    open var srcObject: MediaProvider? \n    open val currentSrc: String \n    open var crossOrigin:
String? \n    open val networkState: Short \n    open val preload: String \n    open val buffered: TimeRanges \n    open
val readyState: Short \n    open val seeking: Boolean \n    open val currentTime: Double \n    open val duration:
Double \n    open val paused: Boolean \n    open var defaultPlaybackRate: Double \n    open var playbackRate:
Double \n    open val played: TimeRanges \n    open val seekable: TimeRanges \n    open val ended: Boolean \n    open
var autoplay: Boolean \n    open var loop: Boolean \n    open var controls: Boolean \n    open var volume: Double \n
open var muted: Boolean \n    open var defaultMuted: Boolean \n    open val audioTracks: AudioTrackList \n    open
val videoTracks: VideoTrackList \n    open val textTracks: TextTrackList \n    open val mediaKeys: MediaKeys? \n
open var onencrypted: ((Event) -> dynamic)? \n    open var onwaitingforkey: ((Event) -> dynamic)? \n    fun load() \n
fun canPlayType(type: String): CanPlayTypeResult \n    fun fastSeek(time: Double) \n    fun getStartDate():
dynamic \n    fun play(): Promise<Unit> \n    fun pause() \n    fun addTextTrack(kind: TextTrackKind, label: String =
definedExternally, language: String = definedExternally): TextTrack \n    fun setMediaKeys(mediaKeys:
MediaKeys?): Promise<Unit> \n \n    companion object { \n        val NETWORK_EMPTY: Short \n        val
NETWORK_IDLE: Short \n        val NETWORK_LOADING: Short \n        val NETWORK_NO_SOURCE: Short \n
        val HAVE_NOTHING: Short \n        val HAVE_METADATA: Short \n        val HAVE_CURRENT_DATA:
Short \n        val HAVE_FUTURE_DATA: Short \n        val HAVE_ENOUGH_DATA: Short \n        val
ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE: Short \n        val TEXT_NODE: Short \n        val
CDATA_SECTION_NODE: Short \n        val ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE:
Short \n        val PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin \n
*\npublic external abstract
class MediaError { \n    open val code: Short \n \n    companion object { \n        val MEDIA_ERR_ABORTED: Short \n
        val MEDIA_ERR_NETWORK: Short \n        val MEDIA_ERR_DECODE: Short \n        val
MEDIA_ERR_SRC_NOT_SUPPORTED: Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin \n
*\npublic external
abstract class AudioTrackList : EventTarget { \n    open val length: Int \n    open var onchange: ((Event) ->
dynamic)? \n    open var onaddtrack: ((TrackEvent) -> dynamic)? \n    open var onremovetrack: ((TrackEvent) ->
dynamic)? \n    fun getTrackById(id: String): AudioTrack? \n} \n \n @Suppress("\nINVISIBLE_REFERENCE",
\nINVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \npublic inline operator fun AudioTrackList.get(index:
Int): AudioTrack? = asDynamic()[index] \n \n /** \n * Exposes the JavaScript
[AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin \n
*\npublic external abstract
class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack { \n    open val id: String \n    open val kind:
String \n    open val label: String \n    open val language: String \n    open var enabled: Boolean \n    open val
sourceBuffer: SourceBuffer? \n} \n \n /** \n * Exposes the JavaScript
[VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin \n
*\npublic external
abstract class VideoTrackList : EventTarget { \n    open val length: Int \n    open val selectedIndex: Int \n    open var
onchange: ((Event) -> dynamic)? \n    open var onaddtrack: ((TrackEvent) -> dynamic)? \n    open var

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onremovetrack: ((TrackEvent) -> dynamic)?\n fun getTrackById(id: String):
VideoTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun VideoTrackList.get(index:
Int): VideoTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin\n\n*/\n\npublic external abstract
class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n open val id: String\n open val kind:
String\n open val label: String\n open val language: String\n open var selected: Boolean\n open val
sourceBuffer: SourceBuffer?\n}\n\n\npublic external abstract class TextTrackList : EventTarget {\n open val length:
Int\n open var onchange: ((Event) -> dynamic)?\n open var onaddtrack: ((TrackEvent) -> dynamic)?\n open
var onremovetrack: ((TrackEvent) -> dynamic)?\n fun getTrackById(id: String):
TextTrack?\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun TextTrackList.get(index: Int):
TextTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin\n\n*/\n\npublic external abstract
class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {\n open val kind: TextTrackKind\n
open val label: String\n open val language: String\n open val id: String\n open val
inBandMetadataTrackDispatchType: String\n open var mode: TextTrackMode\n open val cues:
TextTrackCueList?\n open val activeCues: TextTrackCueList?\n open var oncuechange: ((Event) ->
dynamic)?\n open val sourceBuffer: SourceBuffer?\n fun addCue(cue: TextTrackCue)\n fun removeCue(cue:
TextTrackCue)\n}\n\n\npublic external abstract class TextTrackCueList {\n open val length: Int\n fun
getCueById(id: String): TextTrackCue?\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun TextTrackCueList.get(index:
Int): TextTrackCue? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin\n\n*/\n\npublic external
abstract class TextTrackCue : EventTarget {\n open val track: TextTrack?\n open var id: String\n open var
startTime: Double\n open var endTime: Double\n open var pauseOnExit: Boolean\n open var onenter: ((Event)
-> dynamic)?\n open var onexit: ((Event) -> dynamic)?\n}\n\n\n/**\n * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin\n\n*/\n\npublic external abstract
class TimeRanges {\n open val length: Int\n fun start(index: Int): Double\n fun end(index: Int):
Double\n}\n\n\n/**\n * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin\n\n*/\n\npublic external open class
TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {\n open val track:
UnionAudioTrackOrTextTrackOrVideoTrack?\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\n\npublic external interface TrackEventInit : EventInit {\n var track:
UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun TrackEventInit(track:
UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): TrackEventInit {\n val o = js("{}")\n o["track"] = track\n o["bubbles"] =
bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n}\n\n\n/**\n * Exposes the
JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n\n*/\n\npublic external abstract class HTMLElement : HTMLDivElement {\n open var name: String\n open val
areas: HTMLCollection\n\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

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DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin \n * \n public
external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils { \n    open var alt:
String \n    open var coords: String \n    open var shape: String \n    open var target: String \n    open var download:
String \n    open var ping: String \n    open var rel: String \n    open val relList: DOMTokenList \n    open var
referrerPolicy: String \n    open var noHref: Boolean \n \n    companion object { \n        val ELEMENT_NODE:
Short\n            val ATTRIBUTE_NODE: Short\n                val TEXT_NODE: Short\n                    val CDATA_SECTION_NODE:
Short\n                        val ENTITY_REFERENCE_NODE: Short\n                            val ENTITY_NODE: Short\n                                val
PROCESSING_INSTRUCTION_NODE: Short\n                                    val COMMENT_NODE: Short\n                                        val
DOCUMENT_NODE: Short\n                                            val DOCUMENT_TYPE_NODE: Short\n                                                val
DOCUMENT_FRAGMENT_NODE: Short\n                                                    val NOTATION_NODE: Short\n                                                        val
DOCUMENT_POSITION_DISCONNECTED: Short\n                                                            val DOCUMENT_POSITION_PRECEDING: Short\n                                                                val
DOCUMENT_POSITION_FOLLOWING: Short\n                                                                    val DOCUMENT_POSITION_CONTAINS: Short\n                                                                        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n                                                                            val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n                                                                                } \n} \n \n /** \n * Exposes the JavaScript
[HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin \n * \n public
external abstract class HTMLTableElement : HTMLElement { \n    open var caption:
HTMLTableCaptionElement? \n    open var tHead: HTMLTableSectionElement? \n    open var tFoot:
HTMLTableSectionElement? \n    open val tBodies: HTMLCollection \n    open val rows: HTMLCollection \n    open
var align: String \n    open var border: String \n    open var frame: String \n    open var rules: String \n    open var
summary: String \n    open var width: String \n    open var bgColor: String \n    open var cellPadding: String \n    open
var cellSpacing: String \n    fun createCaption(): HTMLTableCaptionElement \n    fun deleteCaption() \n    fun
createTHead(): HTMLTableSectionElement \n    fun deleteTHead() \n    fun createTFoot():
HTMLTableSectionElement \n    fun deleteTFoot() \n    fun createTBody(): HTMLTableSectionElement \n    fun
insertRow(index: Int = definedExternally): HTMLTableRowElement \n    fun deleteRow(index: Int) \n \n    companion object { \n        val ELEMENT_NODE: Short\n            val ATTRIBUTE_NODE: Short\n                val
TEXT_NODE: Short\n                    val CDATA_SECTION_NODE: Short\n                        val ENTITY_REFERENCE_NODE:
Short\n                            val ENTITY_NODE: Short\n                                val PROCESSING_INSTRUCTION_NODE: Short\n                                    val
COMMENT_NODE: Short\n                                        val DOCUMENT_NODE: Short\n                                            val DOCUMENT_TYPE_NODE: Short\n                                                val
DOCUMENT_FRAGMENT_NODE: Short\n                                                    val NOTATION_NODE: Short\n                                                        val
DOCUMENT_POSITION_DISCONNECTED: Short\n                                                            val DOCUMENT_POSITION_PRECEDING: Short\n                                                                val
DOCUMENT_POSITION_FOLLOWING: Short\n                                                                    val DOCUMENT_POSITION_CONTAINS: Short\n                                                                        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n                                                                            val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n                                                                                } \n} \n \n /** \n * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to
Kotlin \n * \n public external abstract class HTMLTableCaptionElement : HTMLElement { \n    open var align:
String \n \n    companion object { \n        val ELEMENT_NODE: Short\n            val ATTRIBUTE_NODE: Short\n                val
TEXT_NODE: Short\n                    val CDATA_SECTION_NODE: Short\n                        val ENTITY_REFERENCE_NODE:
Short\n                            val ENTITY_NODE: Short\n                                val PROCESSING_INSTRUCTION_NODE: Short\n                                    val
COMMENT_NODE: Short\n                                        val DOCUMENT_NODE: Short\n                                            val DOCUMENT_TYPE_NODE: Short\n                                                val
DOCUMENT_FRAGMENT_NODE: Short\n                                                    val NOTATION_NODE: Short\n                                                        val
DOCUMENT_POSITION_DISCONNECTED: Short\n                                                            val DOCUMENT_POSITION_PRECEDING: Short\n                                                                val
DOCUMENT_POSITION_FOLLOWING: Short\n                                                                    val DOCUMENT_POSITION_CONTAINS: Short\n                                                                        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n                                                                            val

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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin\n *\n\npublic external abstract class HTMLTableColElement : HTMLElement {\n open var span: Int\n open var align: String\n open var ch: String\n open var chOff: String\n open var vAlign: String\n open var width: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

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

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

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

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin\n *\n\npublic external abstract class HTMLTableCellElement : HTMLElement {\n open var colSpan: Int\n open var rowSpan: Int\n open var headers: String\n open val cellIndex: Int\n open var scope: String\n open var abbr: String\n open var align: String\n open var axis: String\n open var height: String\n open var width: String\n open var ch: String\n open var chOff: String\n open var noWrap: Boolean\n open var vAlign: String\n open var bgColor: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val

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PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin\n *\npublic
external abstract class HTMLFormElement : HTMLInputElement {\n    open var acceptCharset: String\n    open var
action: String\n    open var autocomplete: String\n    open var enctype: String\n    open var encoding: String\n    open
var method: String\n    open var name: String\n    open var noValidate: Boolean\n    open var target: String\n    open
val elements: HTMLFormControlsCollection\n    open val length: Int\n    fun submit()\n    fun reset()\n    fun
checkValidity(): Boolean\n    fun reportValidity(): Boolean\n\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
    }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]\n\n/**\n * Exposes
the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to
Kotlin\n *\npublic external abstract class HTMLLabelElement : HTMLInputElement {\n    open val form:
HTMLFormElement?\n    open var htmlFor: String\n    open val control: HTMLInputElement?\n\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin\n *\npublic
external abstract class HTMLInputElement : HTMLInputElement {\n    open var accept: String\n    open var alt: String\n
open var autocomplete: String\n    open var autofocus: Boolean\n    open var defaultChecked: Boolean\n    open var
checked: Boolean\n    open var dirName: String\n    open var disabled: Boolean\n    open val form:
HTMLFormElement?\n    open val files: FileList?\n    open var formAction: String\n    open var formEnctype:
String\n    open var formMethod: String\n    open var formNoValidate: Boolean\n    open var formTarget: String\n
open var height: Int\n    open var indeterminate: Boolean\n    open var inputMode: String\n    open val list:
HTMLInputElement?\n    open var max: String\n    open var maxLength: Int\n    open var min: String\n    open var

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

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setCustomValidity(error: String)\n  override fun item(index: Int): Element?\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
  }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLSelectElement.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n *
Exposes the JavaScript
[HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin\n
*\npublic external abstract class HTMLDataListElement : HTMLInputElement {\n  open val options:
HTMLCollection\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin\n
*\npublic external abstract class HTMLOptGroupElement : HTMLInputElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n  open var disabled: Boolean\n  open var label:
String\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin\n
*\npublic external abstract class HTMLOptionElement : HTMLInputElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n  open var disabled: Boolean\n  open val form:
HTMLFormElement?\n  open var label: String\n  open var defaultSelected: Boolean\n  open var selected:
Boolean\n  open var value: String\n  open var text: String\n  open val index: Int\n\n  companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:

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

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ValidityState\n open val validationMessage: String\n open val labels: NodeList\n fun checkValidity():
Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String)\n\n companion object {\n
val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin\n
*\n\npublic external abstract class HTMLProgressElement : HTMLElement {\n open var value: Double\n open
var max: Double\n open val position: Double\n open val labels: NodeList\n\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin\n
*\n\npublic external abstract class HTMLMeterElement : HTMLElement {\n open var value: Double\n open var min:
Double\n open var max: Double\n open var low: Double\n open var high: Double\n open var optimum:
Double\n open val labels: NodeList\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin\n
*\n\npublic external abstract class HTMLFieldSetElement : HTMLElement {\n open var disabled: Boolean\n
open val form: HTMLFormElement?\n open var name: String\n open val type: String\n open val elements:
HTMLCollection\n open val willValidate: Boolean\n open val validity: ValidityState\n open val
validationMessage: String\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun
setCustomValidity(error: String)\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n

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

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DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\npublic external open class
RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {\n    open val
relatedTarget: EventTarget?\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE:
Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }n}\n\npublic external interface
RelatedEventInit : EventInit {\n    var relatedTarget: EventTarget? /* = null */\n        get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\n\npublic inline fun RelatedEventInit(relatedTarget:
EventTarget? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
RelatedEventInit {\n    val o = js("{}")\n    o["relatedTarget"] = relatedTarget\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin\n
*/\n\npublic external abstract class HTMLDialogElement : HTMLElement {\n    open var open: Boolean\n    open var
returnValue: String\n    fun show(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun
showModal(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun close(returnValue: String =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin\n
*/\n\npublic external abstract class HTMLScriptElement : HTMLElement, HTMLORSVGScriptElement {\n    open var src:
String\n    open var type: String\n    open var charset: String\n    open var async: Boolean\n    open var defer:
Boolean\n    open var crossOrigin: String?\n    open var text: String\n    open var nonce: String\n    open var event:
String\n    open var htmlFor: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin\n
*/\n\npublic external abstract class HTMLTemplateElement : HTMLElement {\n    open val content:
DocumentFragment\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n}

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DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin\n */\npublic
external abstract class HTMLSlotElement : HTMLElement {\n    open var name: String\n    fun
assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>\n\n    companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
AssignedNodesOptions {\n    var flatten: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AssignedNodesOptions(flatten:
Boolean? = false): AssignedNodesOptions {\n    val o = js(\"({})\")\n    o[\"flatten\"] = flatten\n    return
o\n}\n\n/**\n * Exposes the JavaScript
[HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin\n */\npublic
external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource
{\n    open var width: Int\n    open var height: Int\n    fun getContext(contextId: String, vararg arguments: Any?):
RenderingContext?\n    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally):
String\n    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
CanvasRenderingContext2DSettings {\n    var alpha: Boolean? /* = true */\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {\n    val o =
js(\"({})\")\n    o[\"alpha\"] = alpha\n    return o\n}\n\n/**\n * Exposes the JavaScript
[CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to
Kotlin\n */\npublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {\n

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open val canvas: HTMLCanvasElement\n}\n\npublic external interface CanvasState {\n  fun save()\n  fun
restore()\n}\n\npublic external interface CanvasTransform {\n  fun scale(x: Double, y: Double)\n  fun
rotate(angle: Double)\n  fun translate(x: Double, y: Double)\n  fun transform(a: Double, b: Double, c: Double, d:
Double, e: Double, f: Double)\n  fun getTransform(): DOMMatrix\n  fun setTransform(a: Double, b: Double, c:
Double, d: Double, e: Double, f: Double)\n  fun setTransform(transform: dynamic = definedExternally)\n  fun
resetTransform()\n}\n\npublic external interface CanvasCompositing {\n  var globalAlpha: Double\n  var
globalCompositeOperation: String\n}\n\npublic external interface CanvasImageSmoothing {\n  var
imageSmoothingEnabled: Boolean\n  var imageSmoothingQuality: ImageSmoothingQuality\n}\n\npublic external
interface CanvasFillStrokeStyles {\n  var strokeStyle: dynamic\n  get() = definedExternally\n  set(value) =
definedExternally\n  var fillStyle: dynamic\n  get() = definedExternally\n  set(value) = definedExternally\n
fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient\n  fun
createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient\n
fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern?\n}\n\npublic external interface
CanvasShadowStyles {\n  var shadowOffsetX: Double\n  var shadowOffsetY: Double\n  var shadowBlur:
Double\n  var shadowColor: String\n}\n\npublic external interface CanvasFilters {\n  var filter:
String\n}\n\npublic external interface CanvasRect {\n  fun clearRect(x: Double, y: Double, w: Double, h:
Double)\n  fun fillRect(x: Double, y: Double, w: Double, h: Double)\n  fun strokeRect(x: Double, y: Double, w:
Double, h: Double)\n}\n\npublic external interface CanvasDrawPath {\n  fun beginPath()\n  fun fill(fillRule:
CanvasFillRule = definedExternally)\n  fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n
fun stroke()\n  fun stroke(path: Path2D)\n  fun clip(fillRule: CanvasFillRule = definedExternally)\n  fun
clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n  fun resetClip()\n  fun isPointInPath(x:
Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n  fun isPointInPath(path: Path2D, x:
Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n  fun isPointInStroke(x: Double, y:
Double): Boolean\n  fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean\n}\n\npublic external
interface CanvasUserInterface {\n  fun drawFocusIfNeeded(element: Element)\n  fun drawFocusIfNeeded(path:
Path2D, element: Element)\n  fun scrollPathIntoView()\n  fun scrollPathIntoView(path: Path2D)\n}\n\npublic
external interface CanvasText {\n  fun fillText(text: String, x: Double, y: Double, maxWidth: Double =
definedExternally)\n  fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n
fun measureText(text: String): TextMetrics\n}\n\npublic external interface CanvasDrawImage {\n  fun
drawImage(image: CanvasImageSource, dx: Double, dy: Double)\n  fun drawImage(image: CanvasImageSource,
dx: Double, dy: Double, dw: Double, dh: Double)\n  fun drawImage(image: CanvasImageSource, sx: Double, sy:
Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double)\n}\n\npublic external interface
CanvasHitRegion {\n  fun addHitRegion(options: HitRegionOptions = definedExternally)\n  fun
removeHitRegion(id: String)\n  fun clearHitRegions()\n}\n\npublic external interface CanvasImageData {\n  fun
createImageData(sw: Double, sh: Double): ImageData\n  fun createImageData(imagedata: ImageData):
ImageData\n  fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData\n  fun
putImageData(imagedata: ImageData, dx: Double, dy: Double)\n  fun putImageData(imagedata: ImageData, dx:
Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double)\n}\n\npublic
external interface CanvasPathDrawingStyles {\n  var lineWidth: Double\n  var lineCap: CanvasLineCap\n  var
lineJoin: CanvasLineJoin\n  var miterLimit: Double\n  var lineDashOffset: Double\n  fun setLineDash(segments:
Array<Double>)\n  fun getLineDash(): Array<Double>\n}\n\npublic external interface CanvasTextDrawingStyles
{\n  var font: String\n  var textAlign: CanvasTextAlign\n  var textBaseline: CanvasTextBaseline\n  var
direction: CanvasDirection\n}\n\npublic external interface CanvasPath {\n  fun closePath()\n  fun moveTo(x:
Double, y: Double)\n  fun lineTo(x: Double, y: Double)\n  fun quadraticCurveTo(cpx: Double, cpy: Double, x:
Double, y: Double)\n  fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y:
Double)\n  fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n  fun arcTo(x1: Double,
y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n  fun rect(x: Double, y:
Double, w: Double, h: Double)\n  fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle:

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

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\@kotlin.internal.InlineOnly\npublic inline fun
ImageBitmapRenderingContextSettings(alpha: Boolean? = true): ImageBitmapRenderingContextSettings {\n  val o
= js("{}")\n  o["alpha"] = alpha\n  return o\n}\n\n/**\n * Exposes the JavaScript
[CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin\n
*/\npublic external abstract class CustomElementRegistry {\n  fun define(name: String, constructor: () -> dynamic,
options: ElementDefinitionOptions = definedExternally)\n  fun get(name: String): Any?\n  fun
whenDefined(name: String): Promise<Unit>\n}\n\npublic external interface ElementDefinitionOptions {\n  var
extends: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ElementDefinitionOptions(extends:
String? = undefined): ElementDefinitionOptions {\n  val o = js("{}")\n  o["extends"] = extends\n  return
o\n}\n\npublic external interface ElementContentEditable {\n  var contentEditable: String\n  val
isContentEditable: Boolean\n}\n\n/**\n * Exposes the JavaScript
[DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin\n
*/\npublic external
abstract class DataTransfer {\n  open var dropEffect: String\n  open var effectAllowed: String\n  open val items:
DataTransferItemList\n  open val types: Array<out String>\n  open val files: FileList\n  fun
setDragImage(image: Element, x: Int, y: Int)\n  fun getData(format: String): String\n  fun setData(format: String,
data: String)\n  fun clearData(format: String = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n
*/\npublic
external abstract class DataTransferItemList {\n  open val length: Int\n  fun add(data: String, type: String):
DataTransferItem?\n  fun add(data: File): DataTransferItem\n  fun remove(index: Int)\n  fun
clear()\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n
*/\npublic
external abstract class DataTransferItem {\n  open val kind: String\n  open val type: String\n  fun
getAsString(_callback: ((String) -> Unit)?)\n  fun getAsFile(): File?\n}\n\n/**\n * Exposes the JavaScript
[DragEvent](https://developer.mozilla.org/en/docs/Web/API/TouchEvent) to Kotlin\n
*/\npublic external open class
TouchEvent(type: String, eventInitDict: TouchEventInit = definedExternally) : MouseEvent {\n  open val
dataTransfer: DataTransfer?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE:
Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface
TouchEventInit : MouseEventInit {\n  var dataTransfer: DataTransfer? /* = null */\n  get() = definedExternally\n
  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun TouchEventInit(dataTransfer:
DataTransfer? = null, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0,
buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey:
Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false,
modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): TouchEventInit {\n  val o = js("{}")\n  o["dataTransfer"] = dataTransfer\n  o["screenX"] = screenX\n
  o["screenY"] = screenY\n  o["clientX"] = clientX\n  o["clientY"] = clientY\n  o["button"] = button\n
  o["buttons"] = buttons\n  o["relatedTarget"] = relatedTarget\n  o["region"] = region\n  o["ctrlKey"] =
ctrlKey\n  o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n
  o["modifierAltGraph"] = modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n
  o["modifierFn"] = modifierFn\n  o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] =
modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n  o["modifierScrollLock"] =

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modifierScrollLock\n o["modifierSuper"] = modifierSuper\n o["modifierSymbol"] = modifierSymbol\n
o["modifierSymbolLock"] = modifierSymbolLock\n o["view"] = view\n o["detail"] = detail\n
o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return
o\n}\n\n/**\n * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to
Kotlin\n *\npublic external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers,
WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance,
UnionMessagePortOrWindowProxy {\n open val window: Window\n open val self: Window\n open val
document: Document\n open var name: String\n open val location: Location\n open val history: History\n
open val customElements: CustomElementRegistry\n open val locationbar: BarProp\n open val menubar:
BarProp\n open val personalbar: BarProp\n open val scrollbars: BarProp\n open val statusbar: BarProp\n
open val toolbar: BarProp\n open var status: String\n open val closed: Boolean\n open val frames: Window\n
open val length: Int\n open val top: Window\n open var opener: Any?\n open val parent: Window\n open val
frameElement: Element?\n open val navigator: Navigator\n open val applicationCache: ApplicationCache\n
open val external: External\n open val screen: Screen\n open val innerWidth: Int\n open val innerHeight: Int\n
open val scrollX: Double\n open val pageXOffset: Double\n open val scrollY: Double\n open val
pageYOffset: Double\n open val screenX: Int\n open val screenY: Int\n open val outerWidth: Int\n open val
outerHeight: Int\n open val devicePixelRatio: Double\n fun close()\n fun stop()\n fun focus()\n fun blur()\n
fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally):
Window?\n fun alert()\n fun alert(message: String)\n fun confirm(message: String = definedExternally):
Boolean\n fun prompt(message: String = definedExternally, default: String = definedExternally): String?\n fun
print()\n fun requestAnimationFrame(callback: (Double) -> Unit): Int\n fun cancelAnimationFrame(handle:
Int)\n fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)\n
fun captureEvents()\n fun releaseEvents()\n fun matchMedia(query: String): MediaQueryList\n fun moveTo(x:
Int, y: Int)\n fun moveBy(x: Int, y: Int)\n fun resizeTo(x: Int, y: Int)\n fun resizeBy(x: Int, y: Int)\n fun
scroll(options: ScrollToOptions = definedExternally)\n fun scroll(x: Double, y: Double)\n fun scrollTo(options:
ScrollToOptions = definedExternally)\n fun scrollTo(x: Double, y: Double)\n fun scrollBy(options:
ScrollToOptions = definedExternally)\n fun scrollBy(x: Double, y: Double)\n fun getComputedStyle(elt:
Element, pseudoElt: String? = definedExternally):
CSSStyleDeclaration\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Window.get(name: String):
dynamic = asDynamic()[name]\n\npublic external abstract class BarProp {\n open val visible: Boolean\n}\n\n/**\n
* Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin\n *\npublic
external abstract class History {\n open val length: Int\n open var scrollRestoration: ScrollRestoration\n open
val state: Any?\n fun go(delta: Int = definedExternally)\n fun back()\n fun forward()\n fun pushState(data:
Any?, title: String, url: String? = definedExternally)\n fun replaceState(data: Any?, title: String, url: String? =
definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin\n *\npublic external abstract class
Location {\n open var href: String\n open val origin: String\n open var protocol: String\n open var host:
String\n open var hostname: String\n open var port: String\n open var pathname: String\n open var search:
String\n open var hash: String\n open val ancestorOrigins: Array<out String>\n fun assign(url: String)\n fun
replace(url: String)\n fun reload()\n}\n\n/**\n * Exposes the JavaScript
[PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin\n *\npublic external
open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {\n open val
state: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val
AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PopStateEventInit
: EventInit {\n var state: Any? /* = null */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun PopStateEventInit(state: Any? = null,

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bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PopStateEventInit {\n  val o
= js(\("{}")\n  o["state"] = state\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n
o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin\n *\npublic
external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) :
Event {\n  open val oldURL: String\n  open val newURL: String\n\n  companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:
Short\n  }\n}\n\npublic external interface HashChangeEventInit : EventInit {\n  var oldURL: String? /* = "" */\n
get() = definedExternally\n  set(value) = definedExternally\n  var newURL: String? /* = "" */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun HashChangeEventInit(oldURL:
String? = "", newURL: String? = "", bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): HashChangeEventInit {\n  val o = js(\("{}")\n  o["oldURL"] = oldURL\n  o["newURL"]
= newURL\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript
[PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin\n *\npublic
external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) :
Event {\n  open val persisted: Boolean\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface PageTransitionEventInit : EventInit {\n  var persisted: Boolean? /* = false */\n
get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun PageTransitionEventInit(persisted:
Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
PageTransitionEventInit {\n  val o = js(\("{}")\n  o["persisted"] = persisted\n  o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin\n *\npublic
external open class BeforeUnloadEvent : Event {\n  var returnValue: String\n\n  companion object {\n    val
NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n}\n\npublic external abstract class ApplicationCache : EventTarget {\n  open
val status: Short\n  open var onchecking: ((Event) -> dynamic)?\n  open var onerror: ((Event) -> dynamic)?\n
open var onnoupdate: ((Event) -> dynamic)?\n  open var ondownloading: ((Event) -> dynamic)?\n  open var
onprogress: ((ProgressEvent) -> dynamic)?\n  open var onunupdateready: ((Event) -> dynamic)?\n  open var
oncached: ((Event) -> dynamic)?\n  open var onobsolete: ((Event) -> dynamic)?\n  fun update()\n  fun abort()\n
fun swapCache()\n\n  companion object {\n    val UNCACHED: Short\n    val IDLE: Short\n    val
CHECKING: Short\n    val DOWNLOADING: Short\n    val UPDATEREADY: Short\n    val OBSOLETE:
Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin\n *\npublic
external interface NavigatorOnLine {\n  val onLine: Boolean\n}\n\n/**\n * Exposes the JavaScript
[ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin\n *\npublic external open class
ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {\n  open val message: String\n
open val filename: String\n  open val lineno: Int\n  open val colno: Int\n  open val error: Any?\n\n  companion
object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface ErrorEventInit : EventInit {\n  var message:
String? /* = "" */\n  get() = definedExternally\n  set(value) = definedExternally\n  var filename: String? /*
= "" */\n  get() = definedExternally\n  set(value) = definedExternally\n  var lineno: Int? /* = 0 */\n
get() = definedExternally\n  set(value) = definedExternally\n  var colno: Int? /* = 0 */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var error: Any? /* = null */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",

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

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var onkeyup: ((KeyboardEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n var onload: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n var onloadeddata: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n var onloadedmetadata: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onloadend: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onloadstart: ((ProgressEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onmousedown: ((MouseEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n var onmouseenter: ((MouseEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n var onmouseleave: ((MouseEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n var onmousemove:
((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n var
onmouseout: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onmouseover: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n var onmouseup: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onwheel: ((WheelEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onpause: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onplay: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onplaying: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onprogress: ((ProgressEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onratechange: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onreset: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onresize: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onscroll: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onseeked: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onseeking: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onselect: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onshow: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onstalled: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onsubmit: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onsuspend: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var ontimeupdate: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var ontoggle: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onvolumechange: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onwaiting: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var ongotpointercapture: ((PointerEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n var onlostpointercapture: ((PointerEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n var onpointerdown: ((PointerEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n var onpointermove:
((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n var
onpointerup: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onpointercancel: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n var onpointerover: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onpointerout: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n var onpointerenter: ((PointerEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n var onpointerleave: ((PointerEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n\n\n**\n * Exposes the JavaScript
[WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n
*/\npublic external interface WindowEventHandlers {\n var onafterprint: ((Event) -> dynamic)?\n    get() =

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definedExternally\n    set(value) = definedExternally\n    var onbeforeprint: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onbeforeunload: ((BeforeUnloadEvent) ->
String?)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onhashchange:
((HashChangeEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onlanguagechange: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onmessage: ((MessageEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onoffline: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var ononline: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onpagehide: ((PageTransitionEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onpageshow: ((PageTransitionEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onpopstate: ((PopStateEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onrejectionhandled: ((Event) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onstorage: ((StorageEvent) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onunload: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\npublic external interface DocumentAndElementEventHandlers {\n    var oncopy:
((ClipboardEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var oncut:
((ClipboardEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onpaste: ((ClipboardEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n/**\n * Exposes the JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope)
to Kotlin\n */\n\npublic external interface WindowOrWorkerGlobalScope {\n    val origin: String\n    val caches:
CacheStorage\n    fun btoa(data: String): String\n    fun atob(data: String): String\n    fun setTimeout(handler:
dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n    fun clearTimeout(handle: Int =
definedExternally)\n    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?):
Int\n    fun clearInterval(handle: Int = definedExternally)\n    fun createImageBitmap(image: ImageBitmapSource,
options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n    fun createImageBitmap(image:
ImageBitmapSource, sx: Int, sy: Int, sw: Int, sh: Int, options: ImageBitmapOptions = definedExternally):
Promise<ImageBitmap>\n    fun fetch(input: dynamic, init: RequestInit = definedExternally):
Promise<Response>\n}\n\n/**\n * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin\n */\n\npublic external abstract class
Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies,
NavigatorPlugins, NavigatorConcurrentHardware {\n    open val clipboard: Clipboard\n    open val mediaDevices:
MediaDevices\n    open val maxTouchPoints: Int\n    open val serviceWorker: ServiceWorkerContainer\n    fun
requestMediaKeySystemAccess(keySystem: String, supportedConfigurations:
Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>\n    fun getUserMedia(constraints:
MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)\n    fun
vibrate(pattern: dynamic): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */\n\npublic external interface
NavigatorID {\n    val appCodeName: String\n    val appName: String\n    val appVersion: String\n    val platform:
String\n    val product: String\n    val productSub: String\n    val userAgent: String\n    val vendor: String\n    val
vendorSub: String\n    val oscpu: String\n    fun taintEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin\n */\n\npublic
external interface NavigatorLanguage {\n    val language: String\n    val languages: Array<out String>\n}\n\npublic
external interface NavigatorContentUtils {\n    fun registerProtocolHandler(scheme: String, url: String, title:
String)\n    fun registerContentHandler(mimeType: String, url: String, title: String)\n    fun
isProtocolHandlerRegistered(scheme: String, url: String): String\n    fun isContentHandlerRegistered(mimeType:

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String, url: String): String\n fun unregisterProtocolHandler(scheme: String, url: String)\n fun
unregisterContentHandler(mimeType: String, url: String)\n}\n\npublic external interface NavigatorCookies {\n val
cookieEnabled: Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin\n */\npublic
external interface NavigatorPlugins {\n val plugins: PluginArray\n val mimeTypes: MimeTypeError\n fun
javaEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin\n */\npublic external abstract
class PluginArray : ItemArrayLike<Plugin> {\n fun refresh(reload: Boolean = definedExternally)\n override fun
item(index: Int): Plugin?\n fun namedItem(name: String):
Plugin?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(index: Int):
Plugin? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(name:
String): Plugin? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n */\npublic external
abstract class MimeTypeArray : ItemArrayLike<MimeType> {\n override fun item(index: Int): MimeType?\n
fun namedItem(name: String): MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(index:
Int): MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(name:
String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin\n */\npublic external abstract class Plugin
: ItemArrayLike<MimeType> {\n open val name: String\n open val description: String\n open val filename:
String\n override fun item(index: Int): MimeType?\n fun namedItem(name: String):
MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(index: Int):
MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(name: String):
MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */\npublic external abstract
class MimeType {\n open val type: String\n open val description: String\n open val suffixes: String\n open
val enabledPlugin: Plugin\n}\n\n/**\n * Exposes the JavaScript
[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n */\npublic external
abstract class ImageBitmap : CanvasImageSource, TexImageSource {\n open val width: Int\n open val height:
Int\n fun close()\n}\n\npublic external interface ImageBitmapOptions {\n var imageOrientation:
ImageOrientation? /* = ImageOrientation.NONE */\n get() = definedExternally\n set(value) =
definedExternally\n var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */\n get() =
definedExternally\n set(value) = definedExternally\n var colorSpaceConversion: ColorSpaceConversion? /* =
ColorSpaceConversion.DEFAULT */\n get() = definedExternally\n set(value) = definedExternally\n var
resizeWidth: Int?\n get() = definedExternally\n set(value) = definedExternally\n var resizeHeight: Int?\n
get() = definedExternally\n set(value) = definedExternally\n var resizeQuality: ResizeQuality? /* =
ResizeQuality.LOW */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE, premultiplyAlpha:
PremultiplyAlpha? = PremultiplyAlpha.DEFAULT, colorSpaceConversion: ColorSpaceConversion? =
ColorSpaceConversion.DEFAULT, resizeWidth: Int? = undefined, resizeHeight: Int? = undefined, resizeQuality:
ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {\n val o = js(\"{\}\")\n o[\"imageOrientation\"]

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= imageOrientation\n  o["premultiplyAlpha"] = premultiplyAlpha\n  o["colorSpaceConversion"] =
colorSpaceConversion\n  o["resizeWidth"] = resizeWidth\n  o["resizeHeight"] = resizeHeight\n
o["resizeQuality"] = resizeQuality\n  return o\n}\n\n/**\n * Exposes the JavaScript
[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */\npublic external open
class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {\n  open val data:
Any?\n  open val origin: String\n  open val lastEventId: String\n  open val source:
UnionMessagePortOrWindowProxy?\n  open val ports: Array<out MessagePort>\n  fun initMessageEvent(type:
String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source:
UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)\n\n  companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:
Short\n  }\n}\n\npublic external interface MessageEventInit : EventInit {\n  var data: Any? /* = null */\n  get()
= definedExternally\n  set(value) = definedExternally\n  var origin: String? /* = \"\" */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var lastEventId: String? /* = \"\" */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var source: UnionMessagePortOrWindowProxy? /* =
null */\n  get() = definedExternally\n  set(value) = definedExternally\n  var ports: Array<MessagePort>? /*
= arrayOf() */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MessageEventInit(data: Any? = null,
origin: String? = \"\", lastEventId: String? = \"\", source: UnionMessagePortOrWindowProxy? = null, ports:
Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): MessageEventInit {\n  val o = js(\"({})\")\n  o[\"data\"] = data\n  o[\"origin\"] = origin\n
o[\"lastEventId\"] = lastEventId\n  o[\"source\"] = source\n  o[\"ports\"] = ports\n  o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin\n */\npublic external open
class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {\n  open
val url: String\n  open val withCredentials: Boolean\n  open val readyState: Short\n  var onopen: ((Event) ->
dynamic)?\n  var onmessage: ((MessageEvent) -> dynamic)?\n  var onerror: ((Event) -> dynamic)?\n  fun
close()\n\n  companion object {\n    val CONNECTING: Short\n    val OPEN: Short\n    val CLOSED:
Short\n  }\n}\n\npublic external interface EventSourceInit {\n  var withCredentials: Boolean? /* = false */\n
get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventSourceInit(withCredentials:
Boolean? = false): EventSourceInit {\n  val o = js(\"({})\")\n  o[\"withCredentials\"] = withCredentials\n  return
o\n}\n\n/**\n * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to
Kotlin\n */\npublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) :
EventTarget {\n  open val url: String\n  open val readyState: Short\n  open val bufferedAmount: Number\n  var
onopen: ((Event) -> dynamic)?\n  var onerror: ((Event) -> dynamic)?\n  var onclose: ((Event) ->
dynamic)?\n  open val extensions: String\n  open val protocol: String\n  var onmessage: ((MessageEvent) ->
dynamic)?\n  var
binaryType: BinaryType\n  fun close(code: Short = definedExternally, reason: String = definedExternally)\n  fun
send(data: String)\n  fun send(data: Blob)\n  fun send(data: ArrayBuffer)\n  fun send(data:
ArrayBufferView)\n\n  companion object {\n    val CONNECTING: Short\n    val OPEN: Short\n    val
CLOSING: Short\n    val CLOSED: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin\n */\npublic external open
class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {\n  open val wasClean:
Boolean\n  open val code: Short\n  open val reason: String\n\n  companion object {\n    val NONE: Short\n
    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface CloseEventInit : EventInit {\n  var wasClean: Boolean? /* = false */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var code: Short? /* = 0 */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var reason: String? /* = \"\" */\n  get() =

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definedExternally\n      set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CloseEventInit(wasClean: Boolean? =
false, code: Short? = 0, reason: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): CloseEventInit {\n  val o = js(\"({})\")\n  o[\"wasClean\"] = wasClean\n  o[\"code\"] = code\n  o[\"reason\"] = reason\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n */\npublic external
open class MessageChannel {\n  open val port1: MessagePort\n  open val port2: MessagePort\n}\n\n/**\n *
Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n
*/\npublic external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n  open var onmessage:
((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n  fun start()\n  fun close()\n}\n\n/**\n * Exposes the JavaScript
[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n */\npublic
external open class BroadcastChannel(name: String) : EventTarget {\n  open val name: String\n  var onmessage:
((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?)\n  fun close()\n}\n\n/**\n * Exposes the
JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n
*/\npublic external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
GlobalPerformance {\n  open val self: WorkerGlobalScope\n  open val location: WorkerLocation\n  open val
navigator: WorkerNavigator\n  open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n  open var
onlanguagechange: ((Event) -> dynamic)?\n  open var onoffline: ((Event) -> dynamic)?\n  open var ononline:
((Event) -> dynamic)?\n  open var onrejectionhandled: ((Event) -> dynamic)?\n  open var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?\n  fun importScripts(vararg urls: String)\n}\n\n/**\n * Exposes the
JavaScript
[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to
Kotlin\n */\npublic external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n  open var
onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n  fun close()\n}\n\n/**\n * Exposes the JavaScript
[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to
Kotlin\n */\npublic external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n  open val name:
String\n  open val applicationCache: ApplicationCache\n  open var onconnect: ((Event) -> dynamic)?\n  fun
close()\n}\n\n/**\n * Exposes the JavaScript
[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin\n */\npublic external
interface AbstractWorker {\n  var onerror: ((Event) -> dynamic)?\n  get() = definedExternally\n  set(value)
= definedExternally\n}\n\n/**\n * Exposes the JavaScript
[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin\n */\npublic external open class
Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n  var
onmessage: ((MessageEvent) -> dynamic)?\n  override var onerror: ((Event) -> dynamic)?\n  fun terminate()\n
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\npublic external interface
WorkerOptions {\n  var type: WorkerType? /* = WorkerType.CLASSIC */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var credentials: RequestCredentials? /* = RequestCredentials.OMIT */\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WorkerOptions(type: WorkerType? =
WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {\n  val o
= js(\"({})\")\n  o[\"type\"] = type\n  o[\"credentials\"] = credentials\n  return o\n}\n\n/**\n * Exposes the
JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin\n */\npublic
external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions =
definedExternally) : EventTarget, AbstractWorker {\n  open val port: MessagePort\n  override var onerror:

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((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin\n */\npublic external interface NavigatorConcurrentHardware {\n val hardwareConcurrency: Number\n}\n\n/**\n * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin\n */\npublic external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {\n open val serviceWorker: ServiceWorkerContainer\n}\n\n/**\n * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin\n */\npublic external abstract class WorkerLocation {\n open val href: String\n open val origin: String\n open val protocol: String\n open val host: String\n open val hostname: String\n open val port: String\n open val pathname: String\n open val search: String\n open val hash: String\n}\n\n/**\n * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin\n */\npublic external abstract class Storage {\n open val length: Int\n fun key(index: Int): String?\n fun removeItem(key: String)\n fun clear()\n fun getItem(key: String): String?\n fun setItem(key: String, value: String)\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.get(key: String): String? = asDynamic()[key]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }\n\n/**\n * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin\n */\npublic external interface WindowSessionStorage {\n val sessionStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin\n */\npublic external interface WindowLocalStorage {\n val localStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin\n */\npublic external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n open val key: String?\n open val oldValue: String?\n open val newValue: String?\n open val url: String\n open val storageArea: Storage?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface StorageEventInit : EventInit {\n var key: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var oldValue: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var newValue: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var url: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var storageArea: Storage? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun StorageEventInit(key: String? = null, oldValue: String? = null, newValue: String? = null, url: String? = \"\", storageArea: Storage? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): StorageEventInit {\n val o = js(\"({})\")\n o[\"key\"] = key\n o[\"oldValue\"] = oldValue\n o[\"newValue\"] = newValue\n o[\"url\"] = url\n o[\"storageArea\"] = storageArea\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external abstract class HTMLAppletElement : HTMLElement {\n open var align: String\n open var alt: String\n open var archive: String\n open var code: String\n open var codeBase: String\n open var height: String\n open var hspace: Int\n open var name: String\n open var _object: String\n open var vspace: Int\n open var width: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n }\n}\n

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

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

```

Exposes the JavaScript

[DocumentOrShadowRoot](<https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot>) to Kotlin\n\n*\n\npublic external interface DocumentOrShadowRoot {\n\n val fullscreenElement: Element?\n\n get() = definedExternally\n\n}\n\n\n**\n\n * Exposes the JavaScript

[ParentNode](<https://developer.mozilla.org/en/docs/Web/API/ParentNode>) to Kotlin\n\n*\n\npublic external interface ParentNode {\n\n val children: HTMLCollection\n\n val firstElementChild: Element?\n\n get() = definedExternally\n\n val lastElementChild: Element?\n\n get() = definedExternally\n\n val childElementCount: Int\n\n fun prepend(vararg nodes: dynamic)\n\n fun append(vararg nodes: dynamic)\n\n fun querySelector(selectors: String): Element?\n\n fun querySelectorAll(selectors: String): NodeList\n\n}\n\n\n**\n\n * Exposes the JavaScript

[NonDocumentTypeChildNode](<https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode>) to Kotlin\n\n*\n\npublic external interface NonDocumentTypeChildNode {\n\n val previousElementSibling: Element?\n\n get() = definedExternally\n\n val nextElementSibling: Element?\n\n get() = definedExternally\n\n}\n\n\n**\n\n *

Exposes the JavaScript [ChildNode](<https://developer.mozilla.org/en/docs/Web/API/ChildNode>) to Kotlin\n\n

*\n\npublic external interface ChildNode {\n\n fun before(vararg nodes: dynamic)\n\n fun after(vararg nodes: dynamic)\n\n fun replaceWith(vararg nodes: dynamic)\n\n fun remove()\n\n}\n\n\n**\n\n * Exposes the JavaScript

[Slotable](<https://developer.mozilla.org/en/docs/Web/API/Slotable>) to Kotlin\n\n*\n\npublic external interface Slotable {\n\n val assignedSlot: HTMLSlotElement?\n\n get() = definedExternally\n\n}\n\n\n**\n\n * Exposes the JavaScript

[NodeList](<https://developer.mozilla.org/en/docs/Web/API/NodeList>) to Kotlin\n\n*\n\npublic external abstract class NodeList : ItemArrayLike<Node> {\n\n override fun item(index: Int):

Node?\n\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",

"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun NodeList.get(index: Int):

Node? = asDynamic()[index]\n\n}\n\n\n**\n\n * Exposes the JavaScript

[HTMLCollection](<https://developer.mozilla.org/en/docs/Web/API/HTMLCollection>) to Kotlin\n\n*\n\npublic external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {\n\n override fun item(index: Int): Element?\n\n fun namedItem(name: String):

Element?\n\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",

"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun HTMLCollection.get(index:

Int): Element? = asDynamic()[index]\n\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",

"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun HTMLCollection.get(name:

String): Element? = asDynamic()[name]\n\n}\n\n\n**\n\n * Exposes the JavaScript

[MutationObserver](<https://developer.mozilla.org/en/docs/Web/API/MutationObserver>) to Kotlin\n\n*\n\npublic external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {\n\n fun observe(target: Node, options: MutationObserverInit = definedExternally)\n\n fun disconnect()\n\n fun takeRecords(): Array<MutationRecord>\n\n}\n\n\n**\n\n * Exposes the JavaScript

[MutationObserverInit](<https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit>) to Kotlin\n\n

\n\npublic external interface MutationObserverInit {\n\n var childList: Boolean? / = false */\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var attributes: Boolean?\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var characterData: Boolean?\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var subtree: Boolean? /* = false */\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var attributeOldValue: Boolean?\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var characterDataOldValue: Boolean?\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n var attributeFilter: Array<String>?\n\n get() =

definedExternally\n\n set(value) = definedExternally\n\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",

"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MutationObserverInit(childList:

Boolean? = false, attributes: Boolean? = undefined, characterData: Boolean? = undefined, subtree: Boolean? = false,

attributeOldValue: Boolean? = undefined, characterDataOldValue: Boolean? = undefined, attributeFilter:

Array<String>? = undefined): MutationObserverInit {\n\n val o = js("{})"\n\n o["childList"] = childList\n\n o["attributes"] = attributes\n\n o["characterData"] = characterData\n\n o["subtree"] = subtree\n\n}

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o["attributeOldValue"] = attributeOldValue\n  o["characterDataOldValue"] = characterDataOldValue\n
o["attributeFilter"] = attributeFilter\n  return o\n}\n\n/**\n * Exposes the JavaScript
[MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n */\npublic external
abstract class MutationRecord {\n  open val type: String\n  open val target: Node\n  open val addedNodes:
NodeList\n  open val removedNodes: NodeList\n  open val previousSibling: Node?\n  open val nextSibling:
Node?\n  open val attributeName: String?\n  open val attributeNamespace: String?\n  open val oldValue:
String?\n}\n\n/**\n * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to
Kotlin\n */\npublic external abstract class Node : EventTarget {\n  open val nodeType: Short\n  open val
nodeName: String\n  open val baseURI: String\n  open val isConnected: Boolean\n  open val ownerDocument:
Document?\n  open val parentNode: Node?\n  open val parentElement: Element?\n  open val childNodes:
NodeList\n  open val firstChild: Node?\n  open val lastChild: Node?\n  open val previousSibling: Node?\n
open val nextSibling: Node?\n  open var nodeValue: String?\n  open var textContent: String?\n  fun
getRootNode(options: GetRootNodeOptions = definedExternally): Node\n  fun hasChildNodes(): Boolean\n  fun
normalize()\n  fun cloneNode(deep: Boolean = definedExternally): Node\n  fun isEqualNode(otherNode: Node?):
Boolean\n  fun isSameNode(otherNode: Node?): Boolean\n  fun compareDocumentPosition(other: Node): Short\n
  fun contains(other: Node?): Boolean\n  fun lookupPrefix(namespace: String?): String?\n  fun
lookupNamespaceURI(prefix: String?): String?\n  fun isDefaultNamespace(namespace: String?): Boolean\n  fun
insertBefore(node: Node, child: Node?): Node\n  fun appendChild(node: Node): Node\n  fun replaceChild(node:
Node, child: Node): Node\n  fun removeChild(child: Node): Node\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external interface
GetRootNodeOptions {\n  var composed: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("\nINVISIBLE_REFERENCE",
\nINVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed:
Boolean? = false): GetRootNodeOptions {\n  val o = js("{}")\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to
Kotlin\n */\npublic external open class Document : Node, GlobalEventHandlers,
DocumentAndElementEventHandlers, NonElementParentNode, DocumentOrShadowRoot, ParentNode,
GeometryUtils {\n  open val implementation: DOMImplementation\n  open val URL: String\n  open val
documentURI: String\n  open val origin: String\n  open val compatMode: String\n  open val characterSet:
String\n  open val charset: String\n  open val inputEncoding: String\n  open val contentType: String\n  open val
doctype: DocumentType?\n  open val documentElement: Element?\n  open val location: Location?\n  var
domain: String\n  open val referrer: String\n  var cookie: String\n  open val lastModified: String\n  open val
readyState: DocumentReadyState\n  var title: String\n  var dir: String\n  var body: HTMLCollection\n  open val
head: HTMLHeadElement\n  open val images: HTMLCollection\n  open val embeds: HTMLCollection\n  open
val plugins: HTMLCollection\n  open val links: HTMLCollection\n  open val forms: HTMLCollection\n  open
val scripts: HTMLCollection\n  open val currentScript: HTMLScriptElement?\n  open val defaultView:
Window?\n  open val activeElement: Element?\n  var designMode: String\n  var onreadystatechange: ((Event) ->
dynamic)?\n  var fgColor: String\n  var linkColor: String\n  var vlinkColor: String\n  var alinkColor: String\n
var bgColor: String\n  open val anchors: HTMLCollection\n  open val applets: HTMLCollection\n  open val all:
HTMLCollection\n  open val scrollingElement: Element?\n  open val styleSheets: StyleSheetList\n  open val

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rootElement: SVGSVGElement?
  open val fullscreenEnabled: Boolean
  open val fullscreen: Boolean
  var onfullscreenchange: ((Event) -> dynamic)?
  var onfullscreenerror: ((Event) -> dynamic)?
  override var onabort: ((Event) -> dynamic)?
  override var onblur: ((FocusEvent) -> dynamic)?
  override var onCancel: ((Event) -> dynamic)?
  override var oncanplay: ((Event) -> dynamic)?
  override var oncanplaythrough: ((Event) -> dynamic)?
  override var onChange: ((Event) -> dynamic)?
  override var onclick: ((MouseEvent) -> dynamic)?
  override var onClose: ((Event) -> dynamic)?
  override var oncontextmenu: ((MouseEvent) -> dynamic)?
  override var oncuechange: ((Event) -> dynamic)?
  override var ondblclick: ((MouseEvent) -> dynamic)?
  override var ondrag: ((DragEvent) -> dynamic)?
  override var ondragend: ((DragEvent) -> dynamic)?
  override var ondragenter: ((DragEvent) -> dynamic)?
  override var ondragexit: ((DragEvent) -> dynamic)?
  override var ondragleave: ((DragEvent) -> dynamic)?
  override var ondragover: ((DragEvent) -> dynamic)?
  override var ondragstart: ((DragEvent) -> dynamic)?
  override var ondrop: ((DragEvent) -> dynamic)?
  override var ondurationchange: ((Event) -> dynamic)?
  override var onemptied: ((Event) -> dynamic)?
  override var onended: ((Event) -> dynamic)?
  override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
  override var onfocus: ((FocusEvent) -> dynamic)?
  override var oninput: ((InputEvent) -> dynamic)?
  override var oninvalid: ((Event) -> dynamic)?
  override var onkeydown: ((KeyboardEvent) -> dynamic)?
  override var onkeypress: ((KeyboardEvent) -> dynamic)?
  override var onkeyup: ((KeyboardEvent) -> dynamic)?
  override var onload: ((Event) -> dynamic)?
  override var onloadeddata: ((Event) -> dynamic)?
  override var onloadedmetadata: ((Event) -> dynamic)?
  override var onloadend: ((Event) -> dynamic)?
  override var onloadstart: ((ProgressEvent) -> dynamic)?
  override var onmousedown: ((MouseEvent) -> dynamic)?
  override var onmouseenter: ((MouseEvent) -> dynamic)?
  override var onmouseleave: ((MouseEvent) -> dynamic)?
  override var onmousemove: ((MouseEvent) -> dynamic)?
  override var onmouseout: ((MouseEvent) -> dynamic)?
  override var onmouseover: ((MouseEvent) -> dynamic)?
  override var onmouseup: ((MouseEvent) -> dynamic)?
  override var onwheel: ((WheelEvent) -> dynamic)?
  override var onpause: ((Event) -> dynamic)?
  override var onplay: ((Event) -> dynamic)?
  override var onplaying: ((Event) -> dynamic)?
  override var onprogress: ((ProgressEvent) -> dynamic)?
  override var onratechange: ((Event) -> dynamic)?
  override var onreset: ((Event) -> dynamic)?
  override var onresize: ((Event) -> dynamic)?
  override var onscroll: ((Event) -> dynamic)?
  override var onseeked: ((Event) -> dynamic)?
  override var onseeking: ((Event) -> dynamic)?
  override var onselect: ((Event) -> dynamic)?
  override var onshow: ((Event) -> dynamic)?
  override var onstalled: ((Event) -> dynamic)?
  override var onsubmit: ((Event) -> dynamic)?
  override var onsuspend: ((Event) -> dynamic)?
  override var ontimeupdate: ((Event) -> dynamic)?
  override var ontoggle: ((Event) -> dynamic)?
  override var onvolumechange: ((Event) -> dynamic)?
  override var onwaiting: ((Event) -> dynamic)?
  override var ongotpointercapture: ((PointerEvent) -> dynamic)?
  override var onlostpointercapture: ((PointerEvent) -> dynamic)?
  override var onpointerdown: ((PointerEvent) -> dynamic)?
  override var onpointermove: ((PointerEvent) -> dynamic)?
  override var onpointerup: ((PointerEvent) -> dynamic)?
  override var onpointercancel: ((PointerEvent) -> dynamic)?
  override var onpointerover: ((PointerEvent) -> dynamic)?
  override var onpointerout: ((PointerEvent) -> dynamic)?
  override var onpointerenter: ((PointerEvent) -> dynamic)?
  override var onpointerleave: ((PointerEvent) -> dynamic)?
  override var oncopy: ((ClipboardEvent) -> dynamic)?
  override var oncut: ((ClipboardEvent) -> dynamic)?
  override var onpaste: ((ClipboardEvent) -> dynamic)?
  override val fullscreenElement: Element?
  override val children: HTMLCollection
  override val firstElementChild: Element?
  override val lastElementChild: Element?
  override val childElementCount: Int
  fun getElementsByTagName(qualifiedName: String): HTMLCollection
  fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
  fun getElementsByClassName(classNames: String): HTMLCollection
  fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
  fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
  fun createDocumentFragment(): DocumentFragment
  fun createTextNode(data: String): Text
  fun createCDATASection(data: String): CDATASection
  fun createComment(data: String): Comment
  fun

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createProcessingInstruction(target: String, data: String): ProcessingInstruction\n fun importNode(node: Node,
deep: Boolean = definedExternally): Node\n fun adoptNode(node: Node): Node\n fun
createAttribute(localName: String): Attr\n fun createAttributeNS(namespace: String?, qualifiedName: String):
Attr\n fun createEvent(`interface`: String): Event\n fun createRange(): Range\n fun createNodeIterator(root:
Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): NodeIterator\n fun
createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? =
definedExternally): NodeIterator\n fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter:
NodeFilter? = definedExternally): TreeWalker\n fun createTreeWalker(root: Node, whatToShow: Int =
definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker\n fun
getElementsByName(elementName: String): NodeList\n fun open(type: String = definedExternally, replace:
String = definedExternally): Document\n fun open(url: String, name: String, features: String): Window\n fun
close()\n fun write(vararg text: String)\n fun writeln(vararg text: String)\n fun hasFocus(): Boolean\n fun
execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally):
Boolean\n fun queryCommandEnabled(commandId: String): Boolean\n fun
queryCommandIndeterm(commandId: String): Boolean\n fun queryCommandState(commandId: String):
Boolean\n fun queryCommandSupported(commandId: String): Boolean\n fun
queryCommandValue(commandId: String): String\n fun clear()\n fun captureEvents()\n fun releaseEvents()\n
fun elementFromPoint(x: Double, y: Double): Element?\n fun elementsFromPoint(x: Double, y: Double):
Array<Element>\n fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?\n fun createTouch(view:
Window, target: EventTarget, identifier: Int, pageX: Int, pageY: Int, screenX: Int, screenY: Int): Touch\n fun
createTouchList(vararg touches: Touch): TouchList\n fun exitFullscreen(): Promise<Unit>\n override fun
getElementById(elementId: String): Element?\n override fun prepend(vararg nodes: dynamic)\n override fun
append(vararg nodes: dynamic)\n override fun querySelector(selectors: String): Element?\n override fun
querySelectorAll(selectors: String): NodeList\n override fun getBoxQuads(options: BoxQuadOptions /* =
definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun
convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Document.get(name: String):
dynamic = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin\n */\npublic external
open class XMLDocument : Document {\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\npublic external interface
ElementCreationOptions {\n    var `is`: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ElementCreationOptions(`is`: String?
= undefined): ElementCreationOptions {\n    val o = js("{}")\n    o["is"] = `is`\n    return o\n}\n\n/**\n *
Exposes the JavaScript
[DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin\n
*\n\npublic external abstract class DOMImplementation {\n    fun createDocumentType(qualifiedName: String,
publicId: String, systemId: String): DocumentType\n    fun createDocument(namespace: String?, qualifiedName:
String, doctype: DocumentType? = definedExternally): XMLDocument\n    fun createHTMLDocument(title: String
= definedExternally): Document\n    fun hasFeature(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin\n
*\n\npublic external
abstract class DocumentType : Node, ChildNode {\n    open val name: String\n    open val publicId: String\n    open
val systemId: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin\n
*\n\npublic
external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n    override val children:
HTMLCollection\n    override val firstElementChild: Element?\n    override val lastElementChild: Element?\n
    override val childElementCount: Int\n    override fun getElementById(elementId: String): Element?\n    override fun
prepend(vararg nodes: dynamic)\n    override fun append(vararg nodes: dynamic)\n    override fun
querySelector(selectors: String): Element?\n    override fun querySelectorAll(selectors: String): NodeList\n\n
companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin\n
*\n\npublic external open
class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n    open val mode: ShadowRootMode\n\n    open val host: Element\n    override val fullscreenElement: Element?\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val

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DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin \n * \n \n public external abstract class
Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction { \n    open val namespaceURI: String? \n    open val prefix: String? \n    open
val localName: String \n    open val tagName: String \n    open var id: String \n    open var className: String \n    open
val classList: DOMTokenList \n    open var slot: String \n    open val attributes: NamedNodeMap \n    open val
shadowRoot: ShadowRoot? \n    open var scrollTop: Double \n    open var scrollLeft: Double \n    open val
scrollWidth: Int \n    open val scrollHeight: Int \n    open val clientTop: Int \n    open val clientLeft: Int \n    open val
clientWidth: Int \n    open val clientHeight: Int \n    open var innerHTML: String \n    open var outerHTML: String \n
fun hasAttributes(): Boolean \n    fun getAttributeNames(): Array<String> \n    fun getAttribute(qualifiedName:
String): String? \n    fun getAttributeNS(namespace: String?, localName: String): String? \n    fun
setAttribute(qualifiedName: String, value: String) \n    fun setAttributeNS(namespace: String?, qualifiedName:
String, value: String) \n    fun removeAttribute(qualifiedName: String) \n    fun removeAttributeNS(namespace:
String?, localName: String) \n    fun hasAttribute(qualifiedName: String): Boolean \n    fun
hasAttributeNS(namespace: String?, localName: String): Boolean \n    fun getAttributeNode(qualifiedName: String):
Attr? \n    fun getAttributeNodeNS(namespace: String?, localName: String): Attr? \n    fun setAttributeNode(attr:
Attr): Attr? \n    fun setAttributeNodeNS(attr: Attr): Attr? \n    fun removeAttributeNode(attr: Attr): Attr \n    fun
attachShadow(init: ShadowRootInit): ShadowRoot \n    fun closest(selectors: String): Element? \n    fun
matches(selectors: String): Boolean \n    fun webkitMatchesSelector(selectors: String): Boolean \n    fun
getElementsByTagName(qualifiedName: String): HTMLCollection \n    fun
getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection \n    fun
getElementsByClassName(classNames: String): HTMLCollection \n    fun insertAdjacentElement(where: String,
element: Element): Element? \n    fun insertAdjacentText(where: String, data: String) \n    fun getClientRects():
Array<DOMRect> \n    fun getBoundingClientRect(): DOMRect \n    fun scrollIntoView() \n    fun
scrollIntoView(arg: dynamic) \n    fun scroll(options: ScrollToOptions = definedExternally) \n    fun scroll(x: Double,
y: Double) \n    fun scrollTo(options: ScrollToOptions = definedExternally) \n    fun scrollTo(x: Double, y: Double) \n
    fun scrollBy(options: ScrollToOptions = definedExternally) \n    fun scrollBy(x: Double, y: Double) \n    fun
insertAdjacentHTML(position: String, text: String) \n    fun setPointerCapture(pointerId: Int) \n    fun
releasePointerCapture(pointerId: Int) \n    fun hasPointerCapture(pointerId: Int): Boolean \n    fun requestFullscreen():
Promise<Unit> \n \n    companion object { \n        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE:
Short \n        val TEXT_NODE: Short \n        val CDATA_SECTION_NODE: Short \n        val
ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE: Short \n        val
PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n    } \n} \n \n \n public external interface
ShadowRootInit { \n    var mode: ShadowRootMode? \n} \n \n @Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline fun ShadowRootInit(mode:
ShadowRootMode?): ShadowRootInit { \n    val o = js(\\"({})") \n    o[\"mode\"] = mode \n    return o \n} \n \n /** \n *
Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to

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Kotlin\n */\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {\n fun
getNamedItemNS(namespace: String?, localName: String): Attr?\n fun setNamedItem(attr: Attr): Attr?\n fun
setNamedItemNS(attr: Attr): Attr?\n fun removeNamedItem(qualifiedName: String): Attr?\n fun
removeNamedItemNS(namespace: String?, localName: String): Attr?\n override fun item(index: Int): Attr?\n fun
getNamedItem(qualifiedName: String): Attr?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NamedNodeMap.get(index:
Int): Attr? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]\n\n/**\n * Exposes the
JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin\n */\npublic external abstract class
Attr : Node {\n open val namespaceURI: String?\n open val prefix: String?\n open val localName: String?\n
open val name: String?\n open var value: String?\n open val ownerElement: Element?\n open val specified:
Boolean\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE:
Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin\n */\npublic external
abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {\n open var data: String?\n open
val length: Int\n fun substringData(offset: Int, count: Int): String?\n fun appendData(data: String)\n fun
insertData(offset: Int, data: String)\n fun deleteData(offset: Int, count: Int)\n fun replaceData(offset: Int, count:
Int, data: String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE:
Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin\n */\npublic external open class Text(data:
String = definedExternally) : CharacterData, Slotable, GeometryUtils {\n open val wholeText: String?\n override
val assignedSlot: HTMLSlotElement?\n override val previousElementSibling: Element?\n override val
nextElementSibling: Element?\n fun splitText(offset: Int): Text?\n override fun getBoxQuads(options:
BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad:
dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n override fun before(vararg nodes:
dynamic)\n override fun after(vararg nodes: dynamic)\n override fun replaceWith(vararg nodes: dynamic)\n
override fun remove()\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val

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PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin\n */\npublic external
open class CDATASection : Text {\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin\n
*/\npublic external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {\n    open val target: String\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin\n */\npublic external open class
Comment(data: String = definedExternally) : CharacterData {\n    override val previousElementSibling: Element?\n
    override val nextElementSibling: Element?\n    override fun before(vararg nodes: dynamic)\n    override fun
after(vararg nodes: dynamic)\n    override fun replaceWith(vararg nodes: dynamic)\n    override fun remove()\n
    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin\n */\npublic external open class Range {\n
    open val startContainer: Node\n    open val startOffset: Int\n    open val endContainer: Node\n    open val
endOffset: Int\n    open val collapsed: Boolean\n    open val commonAncestorContainer: Node\n    fun setStart(node:
Node, offset: Int)\n    fun setEnd(node: Node, offset: Int)\n    fun setStartBefore(node: Node)\n    fun
setStartAfter(node: Node)\n    fun setEndBefore(node: Node)\n    fun setEndAfter(node: Node)\n    fun

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collapse(toStart: Boolean = definedExternally)\n fun selectNode(node: Node)\n fun selectNodeContents(node:
Node)\n fun compareBoundaryPoints(how: Short, sourceRange: Range): Short\n fun deleteContents()\n fun
extractContents(): DocumentFragment\n fun cloneContents(): DocumentFragment\n fun insertNode(node:
Node)\n fun surroundContents(newParent: Node)\n fun cloneRange(): Range\n fun detach()\n fun
isPointInRange(node: Node, offset: Int): Boolean\n fun comparePoint(node: Node, offset: Int): Short\n fun
intersectsNode(node: Node): Boolean\n fun getClientRects(): Array<DOMRect>\n fun
getBoundingClientRect(): DOMRect\n fun createContextualFragment(fragment: String): DocumentFragment\n\n
companion object {\n    val START_TO_START: Short\n    val START_TO_END: Short\n    val
END_TO_END: Short\n    val END_TO_START: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin\n */\n\npublic external abstract
class NodeIterator {\n    open val root: Node\n    open val referenceNode: Node\n    open val
pointerBeforeReferenceNode: Boolean\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    fun
nextNode(): Node?\n    fun previousNode(): Node?\n    fun detach()\n}\n\n/**\n * Exposes the JavaScript
[TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin\n */\n\npublic external abstract
class TreeWalker {\n    open val root: Node\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    open
var currentNode: Node\n    fun parentNode(): Node?\n    fun firstChild(): Node?\n    fun lastChild(): Node?\n    fun
previousSibling(): Node?\n    fun nextSibling(): Node?\n    fun previousNode(): Node?\n    fun nextNode():
Node?\n}\n\n/**\n * Exposes the JavaScript
[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin\n */\n\npublic external interface NodeFilter {\n
fun acceptNode(node: Node): Short\n\n    companion object {\n        val FILTER_ACCEPT: Short\n        val
FILTER_REJECT: Short\n        val FILTER_SKIP: Short\n        val SHOW_ALL: Int\n        val
SHOW_ELEMENT: Int\n        val SHOW_ATTRIBUTE: Int\n        val SHOW_TEXT: Int\n        val
SHOW_CDATA_SECTION: Int\n        val SHOW_ENTITY_REFERENCE: Int\n        val SHOW_ENTITY: Int\n
        val SHOW_PROCESSING_INSTRUCTION: Int\n        val SHOW_COMMENT: Int\n        val
SHOW_DOCUMENT: Int\n        val SHOW_DOCUMENT_TYPE: Int\n        val
SHOW_DOCUMENT_FRAGMENT: Int\n        val SHOW_NOTATION: Int\n    }\n}\n\n/**\n * Exposes the
JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin\n */\n\npublic
external abstract class DOMTokenList : ItemArrayLike<String> {\n    open var value: String\n    fun contains(token:
String): Boolean\n    fun add(vararg tokens: String)\n    fun remove(vararg tokens: String)\n    fun toggle(token:
String, force: Boolean = definedExternally): Boolean\n    fun replace(token: String, newToken: String)\n    fun
supports(token: String): Boolean\n    override fun item(index: Int):
String?\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun DOMTokenList.get(index:
Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin\n */\n\npublic
external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {\n    open val x: Double\n
open val y: Double\n    open val z: Double\n    open val w: Double\n    fun matrixTransform(matrix:
DOMMatrixReadOnly): DOMPoint\n}\n\n/**\n * Exposes the JavaScript
[DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin\n */\n\npublic external open class
DOMPoint : DOMPointReadOnly {\n    constructor(point: DOMPointInit)\n    constructor(x: Double =
definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)\n
    override var x: Double\n    override var y: Double\n    override var z: Double\n    override var w:
Double\n}\n\n/**\n * Exposes the JavaScript
[DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin\n */\n\npublic external
interface DOMPointInit {\n    var x: Double? /* = 0.0 */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var y: Double? /* = 0.0 */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var z: Double? /* = 0.0 */\n    get() = definedExternally\n    set(value) =
definedExternally\n}

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definedExternally\n    var w: Double? /* = 1.0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DOMPointInit(x: Double? = 0.0, y:
Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {\n    val o = js(\"({})\")\n    o[\"x\"] = x\n    o[\"y\"] = y\n    o[\"z\"] = z\n    o[\"w\"] = w\n    return o\n}\n\n/**\n * Exposes the JavaScript
[DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin\n */\npublic external open class
DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally,
height: Double = definedExternally) : DOMRectReadOnly {\n    override var x: Double\n    override var y: Double\n
    override var width: Double\n    override var height: Double\n}\n\n/**\n * Exposes the JavaScript
[DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin\n */\npublic
external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {\n    open val x:
Double\n    open val y: Double\n    open val width: Double\n    open val height: Double\n    open val top: Double\n
    open val right: Double\n    open val bottom: Double\n    open val left: Double\n}\n\npublic external interface
DOMRectInit {\n    var x: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var y: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var width: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    var height: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DOMRectInit(x: Double? = 0.0, y:
Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {\n    val o = js(\"({})\")\n    o[\"x\"] =
x\n    o[\"y\"] = y\n    o[\"width\"] = width\n    o[\"height\"] = height\n    return o\n}\n\npublic external interface
DOMRectList : ItemArrayLike<DOMRect> {\n    override fun item(index: Int):
DOMRect?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMRectList.get(index: Int):
DOMRect? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin\n */\npublic external open class
DOMQuad {\n    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3:
DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)\n    constructor(rect: DOMRectInit)\n
    open val p1: DOMPoint\n    open val p2: DOMPoint\n    open val p3: DOMPoint\n    open val p4: DOMPoint\n
    open val bounds: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript
[DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin\n */\n
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {\n    open val a: Double\n
    open val b: Double\n    open val c: Double\n    open val d: Double\n    open val e: Double\n    open val f: Double\n
    open val m11: Double\n    open val m12: Double\n    open val m13: Double\n    open val m14: Double\n    open val
m21: Double\n    open val m22: Double\n    open val m23: Double\n    open val m24: Double\n    open val m31:
Double\n    open val m32: Double\n    open val m33: Double\n    open val m34: Double\n    open val m41: Double\n
    open val m42: Double\n    open val m43: Double\n    open val m44: Double\n    open val is2D: Boolean\n    open
val isIdentity: Boolean\n    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ:
Double = definedExternally): DOMMatrix\n    fun scaleNonUniform(scaleX: Double, scaleY: Double =
definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double =
definedExternally, originZ: Double = definedExternally): DOMMatrix\n    fun rotate(angle: Double, originX:
Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n    fun rotateFromVector(x:
Double, y: Double): DOMMatrix\n    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double):
DOMMatrix\n    fun skewX(sx: Double): DOMMatrix\n    fun skewY(sy: Double): DOMMatrix\n    fun
multiply(other: DOMMatrix): DOMMatrix\n    fun flipX(): DOMMatrix\n    fun flipY(): DOMMatrix\n    fun
inverse(): DOMMatrix\n    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint\n    fun

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toFloat32Array(): Float32Array\n fun toFloat64Array(): Float64Array\n}\n\n/**\n * Exposes the JavaScript
[DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin\n */\n\npublic external open
class DOMMatrix() : DOMMatrixReadOnly {\n constructor(transformList: String)\n constructor(other:
DOMMatrixReadOnly)\n constructor(array32: Float32Array)\n constructor(array64: Float64Array)\n
constructor(numberSequence: Array<Double>)\n override var a: Double\n override var b: Double\n override
var c: Double\n override var d: Double\n override var e: Double\n override var f: Double\n override var m11:
Double\n override var m12: Double\n override var m13: Double\n override var m14: Double\n override var
m21: Double\n override var m22: Double\n override var m23: Double\n override var m24: Double\n override
var m31: Double\n override var m32: Double\n override var m33: Double\n override var m34: Double\n
override var m41: Double\n override var m42: Double\n override var m43: Double\n override var m44:
Double\n fun multiplySelf(other: DOMMatrix): DOMMatrix\n fun preMultiplySelf(other: DOMMatrix):
DOMMatrix\n fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n fun
scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n
fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally,
originZ: Double = definedExternally): DOMMatrix\n fun scaleNonUniformSelf(scaleX: Double, scaleY: Double =
definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double =
definedExternally, originZ: Double = definedExternally): DOMMatrix\n fun rotateSelf(angle: Double, originX:
Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n fun rotateFromVectorSelf(x:
Double, y: Double): DOMMatrix\n fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double):
DOMMatrix\n fun skewXSelf(sx: Double): DOMMatrix\n fun skewYSelf(sy: Double): DOMMatrix\n fun
invertSelf(): DOMMatrix\n fun setMatrixValue(transformList: String): DOMMatrix\n}\n\n\npublic external
interface ScrollOptions {\n var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */\n get() =
definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollOptions(behavior:
ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {\n val o = js(\"({})\")\n o[\"behavior\"] = behavior\n
return o}\n}\n\n\n/**\n * Exposes the JavaScript
[ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin\n */\n\npublic external
interface ScrollToOptions : ScrollOptions {\n var left: Double?\n get() = definedExternally\n set(value) =
definedExternally\n var top: Double?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollToOptions(left: Double? =
undefined, top: Double? = undefined, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions {\n
val o = js(\"({})\")\n o[\"left\"] = left\n o[\"top\"] = top\n o[\"behavior\"] = behavior\n return o}\n}\n\n\n/**\n *
Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to
Kotlin\n */\n\npublic external abstract class MediaQueryList : EventTarget {\n open val media: String\n open val
matches: Boolean\n open var onchange: ((Event) -> dynamic)?\n fun addListener(listener: EventListener?)\n
fun addListener(listener: ((Event) -> Unit)?)\n fun removeListener(listener: EventListener?)\n fun
removeListener(listener: ((Event) -> Unit)?)\n}\n\n\n\n/**\n * Exposes the JavaScript
[MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin\n */\n\npublic external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit =
definedExternally) : Event {\n open val media: String\n open val matches: Boolean\n\n companion object {\n
val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n }\n}\n\n\npublic external interface MediaQueryListEventInit : EventInit {\n var
media: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var matches:
Boolean? /* = false */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaQueryListEventInit(media:
String? = \"\", matches: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:

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

```

```

Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLElement {
  override var onabort: ((Event) -> dynamic)?
  override var onblur: ((FocusEvent) -> dynamic)?
  override var onCancel: ((Event) -> dynamic)?
  override var oncanplay: ((Event) -> dynamic)?
  override var oncanplaythrough: ((Event) -> dynamic)?
  override var onChange: ((Event) -> dynamic)?
  override var onclick: ((MouseEvent) -> dynamic)?
  override var onclose: ((Event) -> dynamic)?
  override var oncontextmenu: ((MouseEvent) -> dynamic)?
  override var oncuechange: ((Event) -> dynamic)?
  override var ondblclick: ((MouseEvent) -> dynamic)?
  override var ondrag: ((DragEvent) -> dynamic)?
  override var ondragend: ((DragEvent) -> dynamic)?
  override var ondragenter: ((DragEvent) -> dynamic)?
  override var ondragexit: ((DragEvent) -> dynamic)?
  override var ondragleave: ((DragEvent) -> dynamic)?
  override var ondragover: ((DragEvent) -> dynamic)?
  override var ondragstart: ((DragEvent) -> dynamic)?
  override var ondrop: ((DragEvent) -> dynamic)?
  override var ondurationchange: ((Event) -> dynamic)?
  override var onemptied: ((Event) -> dynamic)?
  override var onended: ((Event) -> dynamic)?
  override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
  override var onfocus: ((FocusEvent) -> dynamic)?
  override var oninput: ((InputEvent) -> dynamic)?
  override var oninvalid: ((Event) -> dynamic)?
  override var onkeydown: ((KeyboardEvent) -> dynamic)?
  override var onkeypress: ((KeyboardEvent) -> dynamic)?
  override var onkeyup: ((KeyboardEvent) -> dynamic)?
  override var onload: ((Event) -> dynamic)?
  override var onloadeddata: ((Event) -> dynamic)?
  override var onloadedmetadata: ((Event) -> dynamic)?
  override var onloadend: ((Event) -> dynamic)?
  override var onloadstart: ((ProgressEvent) -> dynamic)?
  override var onmousedown: ((MouseEvent) -> dynamic)?
  override var onmouseenter: ((MouseEvent) -> dynamic)?
  override var onmouseleave: ((MouseEvent) -> dynamic)?
  override var onmousemove: ((MouseEvent) -> dynamic)?
  override var onmouseout: ((MouseEvent) -> dynamic)?
  override var onmouseover: ((MouseEvent) -> dynamic)?
  override var onmouseup: ((MouseEvent) -> dynamic)?
  override var onwheel: ((WheelEvent) -> dynamic)?
  override var onpause: ((Event) -> dynamic)?
  override var onplay: ((Event) -> dynamic)?
  override var onplaying: ((Event) -> dynamic)?
  override var onprogress: ((ProgressEvent) -> dynamic)?
  override var onratechange: ((Event) -> dynamic)?
  override var onreset: ((Event) -> dynamic)?
  override var onresize: ((Event) -> dynamic)?
  override var onscroll: ((Event) -> dynamic)?
  override var onseeked: ((Event) -> dynamic)?
  override var onseeking: ((Event) -> dynamic)?
  override var onselect: ((Event) -> dynamic)?
  override var onshow: ((Event) -> dynamic)?
  override var onstalled: ((Event) -> dynamic)?
  override var onsubmit: ((Event) -> dynamic)?
  override var onsuspend: ((Event) -> dynamic)?
  override var ontimeupdate: ((Event) -> dynamic)?
  override var ontoggle: ((Event) -> dynamic)?
  override var onvolumechange: ((Event) -> dynamic)?
  override var onwaiting: ((Event) -> dynamic)?
  override var ongotpointercapture: ((PointerEvent) -> dynamic)?
  override var onlostpointercapture: ((PointerEvent) -> dynamic)?
  override var onpointerdown: ((PointerEvent) -> dynamic)?
  override var onpointermove: ((PointerEvent) -> dynamic)?
  override var onpointerup: ((PointerEvent) -> dynamic)?
  override var onpointercancel: ((PointerEvent) -> dynamic)?
  override var onpointerover: ((PointerEvent) -> dynamic)?
  override var onpointerout: ((PointerEvent) -> dynamic)?
  override var onpointerenter: ((PointerEvent) -> dynamic)?
  override var onpointerleave: ((PointerEvent) -> dynamic)?
  override var oncopy: ((ClipboardEvent) -> dynamic)?
  override var oncut: ((ClipboardEvent) -> dynamic)?
  override var onpaste: ((ClipboardEvent) -> dynamic)?
  override var contentEditable: String
  override val isContentEditable: Boolean
  override val style: CSSStyleDeclaration
  override val children: HTMLCollection
  override val firstElementChild: Element?
  override val lastElementChild: Element?
  override val childElementCount: Int
  override val previousElementSibling: Element?
  override val nextElementSibling: Element?
  override val assignedSlot: HTMLSlotElement?
  override fun prepend(vararg nodes: dynamic)
  override fun append(vararg nodes: dynamic)
  override fun querySelector(selectors: String): Element?
  override fun querySelectorAll(selectors: String): NodeList
  override fun before(vararg nodes: dynamic)
  override fun after(vararg nodes: dynamic)
  override fun replaceWith(vararg nodes: dynamic)
  override fun remove()
  override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
  override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =

```

```

definedExternally */): DOMQuad\n  override fun convertRectFromNode(rect: DOMRectReadOnly, from:
dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMPoint\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  public external open class
Audio(src: String = definedExternally) : HTMLAudioElement {\n    override var onabort: ((Event) -> dynamic)?\n
    override var onblur: ((FocusEvent) -> dynamic)?\n    override var oncancel: ((Event) -> dynamic)?\n
    override var oncanplay: ((Event) -> dynamic)?\n    override var oncanplaythrough: ((Event) -> dynamic)?\n
    override var onchange: ((Event) -> dynamic)?\n    override var onclick: ((MouseEvent) -> dynamic)?\n
    override var onclose: ((Event) -> dynamic)?\n    override var oncontextmenu: ((MouseEvent) -> dynamic)?\n
    override var oncuechange: ((Event) -> dynamic)?\n    override var ondblclick: ((MouseEvent) -> dynamic)?\n
    override var ondrag: ((DragEvent) -> dynamic)?\n    override var ondragend: ((DragEvent) -> dynamic)?\n
    override var ondragenter: ((DragEvent) -> dynamic)?\n    override var ondragexit: ((DragEvent) -> dynamic)?\n
    override var ondragleave: ((DragEvent) -> dynamic)?\n    override var ondragover: ((DragEvent) -> dynamic)?\n
    override var ondragstart: ((DragEvent) -> dynamic)?\n    override var ondrop: ((DragEvent) -> dynamic)?\n
    override var ondurationchange: ((Event) -> dynamic)?\n    override var onemptied: ((Event) -> dynamic)?\n
    override var onended: ((Event) -> dynamic)?\n    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n
    override var onfocus: ((FocusEvent) -> dynamic)?\n    override var oninput: ((InputEvent) -> dynamic)?\n
    override var oninvalid: ((Event) -> dynamic)?\n    override var onkeydown: ((KeyboardEvent) -> dynamic)?\n
    override var onkeypress: ((KeyboardEvent) -> dynamic)?\n    override var onkeyup: ((KeyboardEvent) -> dynamic)?\n
    override var onload: ((Event) -> dynamic)?\n    override var onloadeddata: ((Event) -> dynamic)?\n
    override var onloadedmetadata: ((Event) -> dynamic)?\n    override var onloadend: ((Event) -> dynamic)?\n
    override var onloadstart: ((ProgressEvent) -> dynamic)?\n    override var onmousedown: ((MouseEvent) -> dynamic)?\n
    override var onmouseenter: ((MouseEvent) -> dynamic)?\n    override var onmouseleave: ((MouseEvent) -> dynamic)?\n
    override var onmousemove: ((MouseEvent) -> dynamic)?\n    override var onmouseout: ((MouseEvent) ->
dynamic)?\n    override var onmouseover: ((MouseEvent) -> dynamic)?\n    override var onmouseup: ((MouseEvent) ->
dynamic)?\n    override var onwheel: ((WheelEvent) -> dynamic)?\n    override var onpause: ((Event) ->
dynamic)?\n    override var onplay: ((Event) -> dynamic)?\n    override var onplaying: ((Event) -> dynamic)?\n
    override var onprogress: ((ProgressEvent) -> dynamic)?\n    override var onratechange: ((Event) -> dynamic)?\n
    override var onreset: ((Event) -> dynamic)?\n    override var onresize: ((Event) -> dynamic)?\n
    override var onscroll: ((Event) -> dynamic)?\n    override var onseeked: ((Event) -> dynamic)?\n
    override var onseeking: ((Event) -> dynamic)?\n    override var onselect: ((Event) -> dynamic)?\n
    override var onshow: ((Event) -> dynamic)?\n    override var onstalled: ((Event) -> dynamic)?\n
    override var onsubmit: ((Event) -> dynamic)?\n    override var onsuspend: ((Event) -> dynamic)?\n
    override var ontimeupdate: ((Event) -> dynamic)?\n    override var ontoggle: ((Event) -> dynamic)?\n
    override var onvolumechange: ((Event) -> dynamic)?\n    override var onwaiting: ((Event) -> dynamic)?\n
    override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n    override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n    override var onpointerdown: ((PointerEvent) -> dynamic)?\n    override var onpointermove: ((PointerEvent) ->
dynamic)?\n    override var onpointerup: ((PointerEvent) -> dynamic)?\n    override var onpointercancel: ((PointerEvent) ->
dynamic)?\n    override var onpointerover: ((PointerEvent) -> dynamic)?\n    override var onpointerout: ((PointerEvent) ->
dynamic)?\n

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override var onpointerenter: ((PointerEvent) -> dynamic)?\n  override var onpointerleave: ((PointerEvent) ->
dynamic)?\n  override var oncopy: ((ClipboardEvent) -> dynamic)?\n  override var oncut: ((ClipboardEvent) ->
dynamic)?\n  override var onpaste: ((ClipboardEvent) -> dynamic)?\n  override var contentEditable: String\n
override val isContentEditable: Boolean\n  override val style: CSSStyleDeclaration\n  override val children:
HTMLCollection\n  override val firstElementChild: Element?\n  override val lastElementChild: Element?\n
override val childElementCount: Int\n  override val previousElementSibling: Element?\n  override val
nextElementSibling: Element?\n  override val assignedSlot: HTMLSlotElement?\n  override fun prepend(vararg
nodes: dynamic)\n  override fun append(vararg nodes: dynamic)\n  override fun querySelector(selectors: String):
Element?\n  override fun querySelectorAll(selectors: String): NodeList\n  override fun before(vararg nodes:
dynamic)\n  override fun after(vararg nodes: dynamic)\n  override fun replaceWith(vararg nodes: dynamic)\n
override fun remove()\n  override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */):
Array<DOMQuad>\n  override fun convertQuadFromNode(quad: dynamic, from: dynamic, options:
ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun convertRectFromNode(rect:
DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMPoint\n\n  companion object {\n      val NETWORK_EMPTY: Short\n      val
NETWORK_IDLE: Short\n      val NETWORK_LOADING: Short\n      val NETWORK_NO_SOURCE: Short\n
      val HAVE_NOTHING: Short\n      val HAVE_METADATA: Short\n      val HAVE_CURRENT_DATA:
Short\n      val HAVE_FUTURE_DATA: Short\n      val HAVE_ENOUGH_DATA: Short\n      val
ELEMENT_NODE: Short\n      val ATTRIBUTE_NODE: Short\n      val TEXT_NODE: Short\n      val
CDATA_SECTION_NODE: Short\n      val ENTITY_REFERENCE_NODE: Short\n      val ENTITY_NODE:
Short\n      val PROCESSING_INSTRUCTION_NODE: Short\n      val COMMENT_NODE: Short\n      val
DOCUMENT_NODE: Short\n      val DOCUMENT_TYPE_NODE: Short\n      val
DOCUMENT_FRAGMENT_NODE: Short\n      val NOTATION_NODE: Short\n      val
DOCUMENT_POSITION_DISCONNECTED: Short\n      val DOCUMENT_POSITION_PRECEDING: Short\n
      val DOCUMENT_POSITION_FOLLOWING: Short\n      val DOCUMENT_POSITION_CONTAINS: Short\n
      val DOCUMENT_POSITION_CONTAINED_BY: Short\n      val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin\n */\n\npublic external open class
Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean =
definedExternally, selected: Boolean = definedExternally) : HTMLInputElement {\n  override var onabort:
((Event) -> dynamic)?\n  override var onblur: ((FocusEvent) -> dynamic)?\n  override var oncancel: ((Event) ->
dynamic)?\n  override var oncanplay: ((Event) -> dynamic)?\n  override var oncanplaythrough: ((Event) ->
dynamic)?\n  override var onchange: ((Event) -> dynamic)?\n  override var onclick: ((MouseEvent) ->
dynamic)?\n  override var onclose: ((Event) -> dynamic)?\n  override var oncontextmenu: ((MouseEvent) ->
dynamic)?\n  override var oncuechange: ((Event) -> dynamic)?\n  override var ondblclick: ((MouseEvent) ->
dynamic)?\n  override var ondrag: ((DragEvent) -> dynamic)?\n  override var ondragend: ((DragEvent) ->
dynamic)?\n  override var ondragenter: ((DragEvent) -> dynamic)?\n  override var ondragexit: ((DragEvent) ->
dynamic)?\n  override var ondragleave: ((DragEvent) -> dynamic)?\n  override var ondragover: ((DragEvent) ->
dynamic)?\n  override var ondragstart: ((DragEvent) -> dynamic)?\n  override var ondrop: ((DragEvent) ->
dynamic)?\n  override var ondurationchange: ((Event) -> dynamic)?\n  override var onemptied: ((Event) ->
dynamic)?\n  override var onended: ((Event) -> dynamic)?\n  override var onerror: ((dynamic, String, Int, Int,
Any?) -> dynamic)?\n  override var onfocus: ((FocusEvent) -> dynamic)?\n  override var oninput: ((InputEvent) -
> dynamic)?\n  override var oninvalid: ((Event) -> dynamic)?\n  override var onkeydown: ((KeyboardEvent) ->
dynamic)?\n  override var onkeypress: ((KeyboardEvent) -> dynamic)?\n  override var onkeyup:
((KeyboardEvent) -> dynamic)?\n  override var onload: ((Event) -> dynamic)?\n  override var onloadeddata:
((Event) -> dynamic)?\n  override var onloadedmetadata: ((Event) -> dynamic)?\n  override var onloadend:
((Event) -> dynamic)?\n  override var onloadstart: ((ProgressEvent) -> dynamic)?\n  override var onmousedown:

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((MouseEvent) -> dynamic)?\n  override var onmouseenter: ((MouseEvent) -> dynamic)?\n  override var
onmouseleave: ((MouseEvent) -> dynamic)?\n  override var onmousemove: ((MouseEvent) -> dynamic)?\n
override var onmouseout: ((MouseEvent) -> dynamic)?\n  override var onmouseover: ((MouseEvent) ->
dynamic)?\n  override var onmouseup: ((MouseEvent) -> dynamic)?\n  override var onwheel: ((WheelEvent) ->
dynamic)?\n  override var onpause: ((Event) -> dynamic)?\n  override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n  override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange: ((Event) -> dynamic)?\n  override var onreset: ((Event) -> dynamic)?\n  override var
onresize: ((Event) -> dynamic)?\n  override var onscroll: ((Event) -> dynamic)?\n  override var onseeked:
((Event) -> dynamic)?\n  override var onseeking: ((Event) -> dynamic)?\n  override var onselect: ((Event) ->
dynamic)?\n  override var onshow: ((Event) -> dynamic)?\n  override var onstalled: ((Event) -> dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n  override var onsuspend: ((Event) -> dynamic)?\n  override var
ontimeupdate: ((Event) -> dynamic)?\n  override var ontoggle: ((Event) -> dynamic)?\n  override var
onvolumechange: ((Event) -> dynamic)?\n  override var onwaiting: ((Event) -> dynamic)?\n  override var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n  override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n  override var onpointerdown: ((PointerEvent) -> dynamic)?\n  override var onpointermove:
((PointerEvent) -> dynamic)?\n  override var onpointerup: ((PointerEvent) -> dynamic)?\n  override var
onpointercancel: ((PointerEvent) -> dynamic)?\n  override var onpointerover: ((PointerEvent) -> dynamic)?\n
override var onpointerout: ((PointerEvent) -> dynamic)?\n  override var onpointerenter: ((PointerEvent) ->
dynamic)?\n  override var onpointerleave: ((PointerEvent) -> dynamic)?\n  override var oncopy:
((ClipboardEvent) -> dynamic)?\n  override var oncut: ((ClipboardEvent) -> dynamic)?\n  override var onpaste:
((ClipboardEvent) -> dynamic)?\n  override var contentEditable: String\n  override val isContentEditable:
Boolean\n  override val style: CSSStyleDeclaration\n  override val children: HTMLCollection\n  override val
firstElementChild: Element?\n  override val lastElementChild: Element?\n  override val childElementCount: Int\n
  override val previousElementSibling: Element?\n  override val nextElementSibling: Element?\n  override val
assignedSlot: HTMLSlotElement?\n  override fun prepend(vararg nodes: dynamic)\n  override fun append(vararg
nodes: dynamic)\n  override fun querySelector(selectors: String): Element?\n  override fun
querySelectorAll(selectors: String): NodeList\n  override fun before(vararg nodes: dynamic)\n  override fun
after(vararg nodes: dynamic)\n  override fun replaceWith(vararg nodes: dynamic)\n  override fun remove()\n
  override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n  override
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n  override fun convertRectFromNode(rect: DOMRectReadOnly, from:
dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override fun
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMPoint\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  public external interface
UnionElementOrHTMLCollection\n\n  public external interface UnionElementOrRadioNodeList\n\n  public external
interface UnionHTMLOptGroupElementOrHTMLOptionElement\n\n  public external interface
UnionAudioTrackOrTextTrackOrVideoTrack\n\n  public external interface UnionElementOrMouseEvent\n\n  public
external interface UnionMessagePortOrWindowProxy\n\n  public external interface MediaProvider\n\n  public
external interface RenderingContext\n\n  public external interface HTMLOrSVGImageElement :

```

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CanvasImageSource\n\npublic external interface CanvasImageSource : ImageBitmapSource\n\npublic external
interface ImageBitmapSource\n\npublic external interface HTMLOrSVGScriptElement\n\n/* please, don't
implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface DocumentReadyState {\n  companion object\n}\n\npublic inline val
DocumentReadyState.Companion.LOADING: DocumentReadyState get() =
"loading".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.INTERACTIVE: DocumentReadyState get() =
"interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.COMPLETE: DocumentReadyState get() =
"complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanPlayTypeResult {\n  companion object\n}\n\npublic inline val
CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() =
"".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val CanPlayTypeResult.Companion.MAYBE:
CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val
CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
"probably".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface TextTrackMode {\n  companion object\n}\n\npublic inline val TextTrackMode.Companion.DISABLED:
TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.HIDDEN: TextTrackMode get() =
"hidden".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.SHOWING: TextTrackMode get() =
"showing".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface TextTrackKind {\n  companion object\n}\n\npublic inline val TextTrackKind.Companion.SUBTITLES:
TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
"captions".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.DESCRPTIONS: TextTrackKind get() =
"descriptions".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
"chapters".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.METADATA: TextTrackKind get() =
"metadata".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface SelectionMode {\n  companion object\n}\n\npublic inline val SelectionMode.Companion.SELECT:
SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val
SelectionMode.Companion.START: SelectionMode get() =
"start".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.END:
SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val
SelectionMode.Companion.PRESERVE: SelectionMode get() =
"preserve".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface CanvasFillRule {\n  companion object\n}\n\npublic inline val CanvasFillRule.Companion.NONZERO:
CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n\npublic inline val
CanvasFillRule.Companion.EVENODD: CanvasFillRule get() =

```

```

\"evenodd\".asDynamic().unsafeCast<CanvasFillRule>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface ImageSmoothingQuality {\n  companion object\n}\n\npublic inline val
ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() =
\"low\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val
ImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() =
\"medium\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val
ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() =
\"high\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CanvasLineCap {\n  companion object\n}\n\npublic inline val CanvasLineCap.Companion.BUTT:
CanvasLineCap get() = \"butt\".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val
CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
\"round\".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.SQUARE:
CanvasLineCap get() = \"square\".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this
interface! *\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic
external interface CanvasLineJoin {\n  companion object\n}\n\npublic inline val
CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
\"round\".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val CanvasLineJoin.Companion.BEVEL:
CanvasLineJoin get() = \"bevel\".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val
CanvasLineJoin.Companion.MITER: CanvasLineJoin get() =
\"miter\".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CanvasTextAlign {\n  companion object\n}\n\npublic inline val CanvasTextAlign.Companion.START:
CanvasTextAlign get() = \"start\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.END: CanvasTextAlign get() =
\"end\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.LEFT:
CanvasTextAlign get() = \"left\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() =
\"right\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() =
\"center\".asDynamic().unsafeCast<CanvasTextAlign>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CanvasTextBaseline {\n  companion object\n}\n\npublic inline val CanvasTextBaseline.Companion.TOP:
CanvasTextBaseline get() = \"top\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() =
\"hanging\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() =
\"middle\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() =
\"alphabetic\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() =
\"ideographic\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() =
\"bottom\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\n/* please, don't implement this interface!
*\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CanvasDirection {\n  companion object\n}\n\npublic inline val CanvasDirection.Companion.LTR:
CanvasDirection get() = \"ltr\".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val

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CanvasDirection.Companion.RTL: CanvasDirection get() =
`rtl`.asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val CanvasDirection.Companion.INHERIT:
CanvasDirection get() = `inherit`.asDynamic().unsafeCast<CanvasDirection>()\n\n/* please, don't implement this
interface! */\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic
external interface ScrollRestoration {\n  companion object\n}\n\npublic inline val
ScrollRestoration.Companion.AUTO: ScrollRestoration get() =
`auto`.asDynamic().unsafeCast<ScrollRestoration>()\n\npublic inline val
ScrollRestoration.Companion.MANUAL: ScrollRestoration get() =
`manual`.asDynamic().unsafeCast<ScrollRestoration>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface ImageOrientation {\n  companion object\n}\n\npublic inline val ImageOrientation.Companion.NONE:
ImageOrientation get() = `none`.asDynamic().unsafeCast<ImageOrientation>()\n\npublic inline val
ImageOrientation.Companion.FLIPY: ImageOrientation get() =
`flipY`.asDynamic().unsafeCast<ImageOrientation>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface PremultiplyAlpha {\n  companion object\n}\n\npublic inline val PremultiplyAlpha.Companion.NONE:
PremultiplyAlpha get() = `none`.asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
`premultiply`.asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
`default`.asDynamic().unsafeCast<PremultiplyAlpha>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface ColorSpaceConversion {\n  companion object\n}\n\npublic inline val
ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
`none`.asDynamic().unsafeCast<ColorSpaceConversion>()\n\npublic inline val
ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() =
`default`.asDynamic().unsafeCast<ColorSpaceConversion>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface ResizeQuality {\n  companion object\n}\n\npublic inline val ResizeQuality.Companion.PIXELATED:
ResizeQuality get() = `pixelated`.asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val
ResizeQuality.Companion.LOW: ResizeQuality get() =
`low`.asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.MEDIUM:
ResizeQuality get() = `medium`.asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val
ResizeQuality.Companion.HIGH: ResizeQuality get() = `high`.asDynamic().unsafeCast<ResizeQuality>()\n\n/*
please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface BinaryType {\n  companion object\n}\n\npublic inline val BinaryType.Companion.BLOB: BinaryType
get() = `blob`.asDynamic().unsafeCast<BinaryType>()\n\npublic inline val
BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
`arraybuffer`.asDynamic().unsafeCast<BinaryType>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface WorkerType {\n  companion object\n}\n\npublic inline val WorkerType.Companion.CLASSIC:
WorkerType get() = `classic`.asDynamic().unsafeCast<WorkerType>()\n\npublic inline val
WorkerType.Companion.MODULE: WorkerType get() =
`module`.asDynamic().unsafeCast<WorkerType>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(`null`)\n\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic external
interface ShadowRootMode {\n  companion object\n}\n\npublic inline val ShadowRootMode.Companion.OPEN:
ShadowRootMode get() = `open`.asDynamic().unsafeCast<ShadowRootMode>()\n\npublic inline val

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

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

```

```

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

```

```

interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

n/* please, don't implement this interface!
*/

n@JsName("null")
n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
npublic external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

n/* please, don't implement this interface!
*/

n@JsName("null")
n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
npublic external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

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n */

n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

n// See github.com/kotlin/dukat for details

npackage org.w3c.dom.mediacapture

nimport kotlin.js.*
nimport org.khronos.webgl.*
nimport org.w3c.dom.*
nimport org.w3c.dom.events.*

n/* Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
n */

npublic external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

n/* Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
n */

npublic external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open val enabled: Boolean
    open val muted: Boolean
    open val onmute: ((Event) -> dynamic)?
    open val onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open val onended: ((Event) -> dynamic)?
    open val onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}

n/* Exposes the JavaScript

```



```

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

```

```

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

```

channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined):

```
MediaTrackConstraintSet {
    val o = js("{}")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```

[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin

```
external interface MediaTrackSettings {
    var width: Int
    get() = definedExternally
    set(value) = definedExternally
    var height: Int
    get() = definedExternally
    set(value) = definedExternally
    var aspectRatio: Double
    get() = definedExternally
    set(value) = definedExternally
    var frameRate: Double
    get() = definedExternally
    set(value) = definedExternally
    var facingMode: String
    get() = definedExternally
    set(value) = definedExternally
    var resizeMode: String
    get() = definedExternally
    set(value) = definedExternally
    var volume: Double
    get() = definedExternally
    set(value) = definedExternally
    var sampleRate: Int
    get() = definedExternally
    set(value) = definedExternally
    var sampleSize: Int
    get() = definedExternally
    set(value) = definedExternally
    var echoCancellation: Boolean
    get() = definedExternally
    set(value) = definedExternally
    var autoGainControl: Boolean
    get() = definedExternally
    set(value) = definedExternally
    var noiseSuppression: Boolean
    get() = definedExternally
    set(value) = definedExternally
    var latency: Double
    get() = definedExternally
    set(value) = definedExternally
    var channelCount: Int
    get() = definedExternally
    set(value) = definedExternally
    var deviceId: String
    get() = definedExternally
    set(value) = definedExternally
    var groupId: String
    get() = definedExternally
    set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
public inline fun MediaTrackSettings(width: Int? = undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined, facingMode: String? = undefined, resizeMode: String? = undefined, volume: Double? = undefined, sampleRate: Int? = undefined, sampleSize: Int? = undefined, echoCancellation: Boolean? = undefined, autoGainControl: Boolean? = undefined, noiseSuppression: Boolean? = undefined, latency: Double? = undefined, channelCount: Int? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackSettings {
```

```
    val o = js("{}")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```

[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin

```
external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```
external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack
}
@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun MediaStreamTrackEventInit(track: MediaStreamTrack?, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaStreamTrackEventInit {
```

```
    val o = js("{}")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
    open val error: dynamic
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val
```

```

AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface
OverconstrainedErrorEventInit : EventInit {\n    var error: dynamic /* = null */\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun OverconstrainedErrorEventInit(error:
dynamic = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
OverconstrainedErrorEventInit {\n    val o = js("{}")\n    o["error"] = error\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin\n */\npublic external
abstract class MediaDevices : EventTarget {\n    open var ondevicechange: ((Event) -> dynamic)?\n    fun
enumerateDevices(): Promise<Array<MediaDeviceInfo>>\n    fun getSupportedConstraints():
MediaTrackSupportedConstraints\n    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally):
Promise<MediaStream>\n}\n\n/**\n * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin\n */\npublic
external abstract class MediaDeviceInfo {\n    open val deviceId: String\n    open val kind: MediaDeviceKind\n
open val label: String\n    open val groupId: String\n    fun toJSON(): dynamic\n}\n\npublic external abstract class
InputDeviceInfo : MediaDeviceInfo {\n    fun getCapabilities(): MediaTrackCapabilities\n}\n\n/**\n * Exposes the
JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to
Kotlin\n */\npublic external interface MediaStreamConstraints {\n    var video: dynamic /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var audio: dynamic /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamConstraints(video:
dynamic = false, audio: dynamic = false): MediaStreamConstraints {\n    val o = js("{}")\n    o["video"] =
video\n    o["audio"] = audio\n    return o\n}\n\npublic external interface ConstrainablePattern {\n    var
onoverconstrained: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
fun getCapabilities(): Capabilities\n    fun getConstraints(): Constraints\n    fun getSettings(): Settings\n    fun
applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>\n}\n\n/**\n * Exposes the
JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n */\npublic
external interface DoubleRange {\n    var max: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var min: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleRange(max: Double? =
undefined, min: Double? = undefined): DoubleRange {\n    val o = js("{}")\n    o["max"] = max\n    o["min"] =
min\n    return o\n}\n\npublic external interface ConstrainDoubleRange : DoubleRange {\n    var exact: Double?\n
get() = definedExternally\n    set(value) = definedExternally\n    var ideal: Double?\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainDoubleRange(exact: Double?
= undefined, ideal: Double? = undefined, max: Double? = undefined, min: Double? = undefined):
ConstrainDoubleRange {\n    val o = js("{}")\n    o["exact"] = exact\n    o["ideal"] = ideal\n    o["max"] =
max\n    o["min"] = min\n    return o\n}\n\npublic external interface ULongRange {\n    var max: Int?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var min: Int?\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange(max: Int? = undefined,
min: Int? = undefined): ULongRange {\n    val o = js("{}")\n    o["max"] = max\n    o["min"] = min\n    return
o\n}\n\npublic external interface ConstrainULongRange : ULongRange {\n    var exact: Int?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var ideal: Int?\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainULongRange(exact: Int? =
undefined, ideal: Int? = undefined, max: Int? = undefined, min: Int? = undefined): ConstrainULongRange {\n    val o

```

```

= js("{}")\n o["exact"] = exact\n o["ideal"] = ideal\n o["max"] = max\n o["min"] = min\n return
o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to
Kotlin\n *\npublic external interface ConstrainBooleanParameters {\n var exact: Boolean?\n get() =
definedExternally\n set(value) = definedExternally\n var ideal: Boolean?\n get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainBooleanParameters(exact:
Boolean? = undefined, ideal: Boolean? = undefined): ConstrainBooleanParameters {\n val o = js("{}")\n
o["exact"] = exact\n o["ideal"] = ideal\n return o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin\n *\npublic external interface ConstrainDOMStringParameters {\n var exact: dynamic\n get() =
definedExternally\n set(value) = definedExternally\n var ideal: dynamic\n get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined):
ConstrainDOMStringParameters {\n val o = js("{}")\n o["exact"] = exact\n o["ideal"] = ideal\n return
o\n}\n\npublic external interface Capabilities\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Capabilities(): Capabilities {\n val o
= js("{}")\n return o\n}\n\npublic external interface Settings\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Settings(): Settings {\n val o =
js("{}")\n return o\n}\n\npublic external interface ConstraintSet\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstraintSet(): ConstraintSet {\n
val o = js("{}")\n return o\n}\n\npublic external interface Constraints : ConstraintSet {\n var advanced:
Array<ConstraintSet>?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Constraints(advanced:
Array<ConstraintSet>? = undefined): Constraints {\n val o = js("{}")\n o["advanced"] = advanced\n
return o\n}\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface MediaStreamTrackState {\n companion object\n}\n\npublic inline val
MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() =
"live".asDynamic().unsafeCast<MediaStreamTrackState>()\n\npublic inline val
MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() =
"ended".asDynamic().unsafeCast<MediaStreamTrackState>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface VideoFacingModeEnum {\n companion object\n}\n\npublic inline val
VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() =
"user".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.ENVIRONMENT: VideoFacingModeEnum get() =
"environment".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() =
"left".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() =
"right".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface VideoResizeModeEnum {\n companion object\n}\n\npublic inline val
VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() =
"none".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\npublic inline val

```

```

VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = \"crop-and-scale\".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaDeviceKind {\n    companion object\n}\n\npublic inline val
MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() =
\"audioinput\".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() =
\"audiooutput\".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() =
\"videoinput\".asDynamic().unsafeCast<MediaDeviceKind>()\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n *\/\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!\n\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediasource\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes
the JavaScript [MediaSource](https://developer.mozilla.org/en/docs/Web/API/MediaSource) to Kotlin\n *\/\npublic
external open class MediaSource : EventTarget, MediaProvider {\n    open val sourceBuffers: SourceBufferList\n
open val activeSourceBuffers: SourceBufferList\n    open val readyState: ReadyState\n    var duration: Double\n
var onsourceopen: ((Event) -> dynamic)?\n    var onsourceended: ((Event) -> dynamic)?\n    var onsourceclose:
((Event) -> dynamic)?\n    fun addSourceBuffer(type: String): SourceBuffer\n    fun
removeSourceBuffer(sourceBuffer: SourceBuffer)\n    fun endOfStream(error: EndOfStreamError =
definedExternally)\n    fun setLiveSeekableRange(start: Double, end: Double)\n    fun clearLiveSeekableRange()\n\n
companion object {\n    fun isTypeSupported(type: String): Boolean\n    }\n}\n\n/**\n * Exposes the JavaScript
[SourceBuffer](https://developer.mozilla.org/en/docs/Web/API/SourceBuffer) to Kotlin\n *\/\npublic external
abstract class SourceBuffer : EventTarget {\n    open var mode: AppendMode\n    open val updating: Boolean\n
open val buffered: TimeRanges\n    open var timestampOffset: Double\n    open val audioTracks: AudioTrackList\n
open val videoTracks: VideoTrackList\n    open val textTracks: TextTrackList\n    open var appendWindowStart:
Double\n    open var appendWindowEnd: Double\n    open var onupdatestart: ((Event) -> dynamic)?\n    open var
onupdate: ((Event) -> dynamic)?\n    open var onupdateend: ((Event) -> dynamic)?\n    open var onerror: ((Event) ->
dynamic)?\n    open var onabort: ((Event) -> dynamic)?\n    fun appendBuffer(data: dynamic)\n    fun abort()\n
fun remove(start: Double, end: Double)\n}\n\n/**\n * Exposes the JavaScript
[SourceBufferList](https://developer.mozilla.org/en/docs/Web/API/SourceBufferList) to Kotlin\n *\/\npublic
external abstract class SourceBufferList : EventTarget {\n    open val length: Int\n    open var onaddsourcebuffer:
((Event) -> dynamic)?\n    open var onremovesourcebuffer: ((Event) ->
dynamic)?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SourceBufferList.get(index:
Int): SourceBuffer? = asDynamic()[index]\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface ReadyState {\n    companion object\n}\n\npublic inline val ReadyState.Companion.CLOSED: ReadyState
get() = \"closed\".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val ReadyState.Companion.OPEN:
ReadyState get() = \"open\".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val
ReadyState.Companion.ENDED: ReadyState get() = \"ended\".asDynamic().unsafeCast<ReadyState>()\n\n/*
please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface EndOfStreamError {\n    companion object\n}\n\npublic inline val
EndOfStreamError.Companion.NETWORK: EndOfStreamError get() =
\"network\".asDynamic().unsafeCast<EndOfStreamError>()\n\npublic inline val
EndOfStreamError.Companion.DECODE: EndOfStreamError get() =
\"decode\".asDynamic().unsafeCast<EndOfStreamError>()\n\n/* please, don't implement this interface!

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*\n@jsName("\null")\n@Suppress("\NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface AppendMode {\n  companion object\n}\n\npublic inline val AppendMode.Companion.SEGMENTS:
AppendMode get() = "\segments"\.asDynamic().unsafeCast<AppendMode>()\n\npublic inline val
AppendMode.Companion.SEQUENCE: AppendMode get() =
"\sequence"\.asDynamic().unsafeCast<AppendMode>()"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *^\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.pointerevents\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface
PointerEventInit : MouseEventInit {\n  var pointerId: Int? /* = 0 */^\n    get() = definedExternally\n
set(value) = definedExternally\n  var width: Double? /* = 1.0 */^\n    get() = definedExternally\n    set(value) =
definedExternally\n  var height: Double? /* = 1.0 */^\n    get() = definedExternally\n    set(value) =
definedExternally\n  var pressure: Float? /* = 0f */^\n    get() = definedExternally\n    set(value) =
definedExternally\n  var tangentialPressure: Float? /* = 0f */^\n    get() = definedExternally\n    set(value) =
definedExternally\n  var tiltX: Int? /* = 0 */^\n    get() = definedExternally\n    set(value) = definedExternally\n
  var tiltY: Int? /* = 0 */^\n    get() = definedExternally\n    set(value) = definedExternally\n  var twist: Int? /* =
0 */^\n    get() = definedExternally\n    set(value) = definedExternally\n  var pointerType: String? /* = "" */^\n
    get() = definedExternally\n    set(value) = definedExternally\n  var isPrimary: Boolean? /* = false */^\n
    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("\INVISIBLE_REFERENCE",
"\INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun PointerEventInit(pointerId: Int? = 0,
width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0,
tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = "", isPrimary: Boolean? = false, screenX: Int? = 0, screenY:
Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? =
null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn:
Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol:
Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PointerEventInit {\n  val o =
js("\({})")\n  o["pointerId"] = pointerId\n  o["width"] = width\n  o["height"] = height\n  o["pressure"] =
pressure\n  o["tangentialPressure"] = tangentialPressure\n  o["tiltX"] = tiltX\n  o["tiltY"] = tiltY\n
o["twist"] = twist\n  o["pointerType"] = pointerType\n  o["isPrimary"] = isPrimary\n  o["screenX"] =
screenX\n  o["screenY"] = screenY\n  o["clientX"] = clientX\n  o["clientY"] = clientY\n  o["button"] =
button\n  o["buttons"] = buttons\n  o["relatedTarget"] = relatedTarget\n  o["region"] = region\n
o["ctrlKey"] = ctrlKey\n  o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n
o["modifierAltGraph"] = modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n
o["modifierFn"] = modifierFn\n  o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] =
modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n  o["modifierScrollLock"] =
modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n  o["modifierSymbol"] = modifierSymbol\n
o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] = view\n  o["detail"] = detail\n
o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript
[PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin\n */^\npublic external open
class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {\n  open val
pointerId: Int\n  open val width: Double\n  open val height: Double\n  open val pressure: Float\n  open val
tangentialPressure: Float\n  open val tiltX: Int\n  open val tiltY: Int\n  open val twist: Int\n  open val
pointerType: String\n  open val isPrimary: Boolean\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n}"/*\n

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* Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\/\n\/\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\/\n See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.svg\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\n\n * Exposes the JavaScript [SVGELEMENT](https://developer.mozilla.org/en/docs/Web/API/SVGELEMENT) to Kotlin\n\n *\/\n\npublic external abstract class SVGELEMENT : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGELEMENTInstance {\n    open val dataset: DOMStringMap\n    open val ownerSVGELEMENT: SVGSVGELEMENT?\n    open val viewportElement: SVGELEMENT?\n    open var tabIndex: Int\n    fun focus()\n    fun blur()\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n\n    public external interface SVGBoundingBoxOptions {\n        var fill: Boolean? /* = true */\n        get() = definedExternally\n        set(value) = definedExternally\n        var stroke: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n        var markers: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n        var clipped: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    }\n\n    @Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline fun SVGBoundingBoxOptions(fill: Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false): SVGBoundingBoxOptions {\n        val o = js(\"({})\")\n        o[\"fill\"] = fill\n        o[\"stroke\"] = stroke\n        o[\"markers\"] = markers\n        o[\"clipped\"] = clipped\n        return o\n    }\n\n    * Exposes the JavaScript [SVGGRAPHICSELEMENT](https://developer.mozilla.org/en/docs/Web/API/SVGGRAPHICSELEMENT) to Kotlin\n\n    *\/\n\n    public external abstract class SVGGRAPHICSELEMENT : SVGELEMENT, SVGTESTS {\n        open val transform: SVGAnimatedTransformList\n        fun getBBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect\n        fun getCTM(): DOMMatrix?\n        fun getScreenCTM(): DOMMatrix?\n\n        companion object {\n            val ELEMENT_NODE: Short\n            val ATTRIBUTE_NODE: Short\n            val TEXT_NODE: Short\n            val CDATA_SECTION_NODE: Short\n            val ENTITY_REFERENCE_NODE: Short\n            val ENTITY_NODE: Short\n            val PROCESSING_INSTRUCTION_NODE: Short\n            val COMMENT_NODE: Short\n            val DOCUMENT_NODE: Short\n            val DOCUMENT_TYPE_NODE: Short\n            val DOCUMENT_FRAGMENT_NODE: Short\n            val NOTATION_NODE: Short\n            val DOCUMENT_POSITION_DISCONNECTED: Short\n            val DOCUMENT_POSITION_PRECEDING: Short\n            val DOCUMENT_POSITION_FOLLOWING: Short\n            val DOCUMENT_POSITION_CONTAINS: Short\n            val DOCUMENT_POSITION_CONTAINED_BY: Short\n            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }\n\n        * Exposes the JavaScript [SVGGEOMETRYELEMENT](https://developer.mozilla.org/en/docs/Web/API/SVGGEOMETRYELEMENT) to Kotlin\n\n        *\/\n\n        public external abstract class SVGGEOMETRYELEMENT : SVGGRAPHICSELEMENT {\n            open val pathLength: SVGAnimatedNumber\n            fun isPointInFill(point: DOMPoint): Boolean\n            fun isPointInStroke(point: DOMPoint): Boolean\n            fun getTotalLength(): Float\n            fun getPointAtLength(distance: Float): DOMPoint\n\n            companion object {\n                val ELEMENT_NODE: Short\n                val ATTRIBUTE_NODE: Short\n                val TEXT_NODE: Short\n                val CDATA_SECTION_NODE: Short\n                val ENTITY_REFERENCE_NODE: Short\n                val ENTITY_NODE: Short\n                val PROCESSING_INSTRUCTION_NODE: Short\n                val COMMENT_NODE: Short\n                val DOCUMENT_NODE: Short\n                val DOCUMENT_TYPE_NODE: Short\n                val DOCUMENT_FRAGMENT_NODE: Short\n                val NOTATION_NODE: Short\n            }\n        }\n    }\n}
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DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin\n\n*\npublic external
abstract class SVGNumber {\n    open var value: Float\n}\n\n/**\n * Exposes the JavaScript
[SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin\n\n*\npublic external abstract
class SVGLength {\n    open val unitType: Short\n    open var value: Float\n    open var valueInSpecifiedUnits:
Float\n    open var valueAsString: String\n    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits:
Float)\n    fun convertToSpecifiedUnits(unitType: Short)\n\n    companion object {\n        val
SVG_LENGTHTYPE_UNKNOWN: Short\n        val SVG_LENGTHTYPE_NUMBER: Short\n        val
SVG_LENGTHTYPE_PERCENTAGE: Short\n        val SVG_LENGTHTYPE_EMS: Short\n        val
SVG_LENGTHTYPE_EXS: Short\n        val SVG_LENGTHTYPE_PX: Short\n        val
SVG_LENGTHTYPE_CM: Short\n        val SVG_LENGTHTYPE_MM: Short\n        val
SVG_LENGTHTYPE_IN: Short\n        val SVG_LENGTHTYPE_PT: Short\n        val SVG_LENGTHTYPE_PC:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin\n\n*\npublic external abstract
class SVGAngle {\n    open val unitType: Short\n    open var value: Float\n    open var valueInSpecifiedUnits:
Float\n    open var valueAsString: String\n    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits:
Float)\n    fun convertToSpecifiedUnits(unitType: Short)\n\n    companion object {\n        val
SVG_ANGLETYPE_UNKNOWN: Short\n        val SVG_ANGLETYPE_UNSPECIFIED: Short\n        val
SVG_ANGLETYPE_DEG: Short\n        val SVG_ANGLETYPE_RAD: Short\n        val
SVG_ANGLETYPE_GRAD: Short\n    }\n}\n\npublic external abstract class SVGNameList {\n    open val length:
Int\n    open val numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: dynamic): dynamic\n    fun
insertItemBefore(newItem: dynamic, index: Int): dynamic\n    fun replaceItem(newItem: dynamic, index: Int):
dynamic\n    fun removeItem(index: Int): dynamic\n    fun appendItem(newItem: dynamic): dynamic\n    fun
getItem(index: Int): dynamic\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.get(index: Int):
dynamic = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.set(index: Int,
newItem: dynamic) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin\n\n*\npublic external
abstract class SVGNumberList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun
initialize(newItem: SVGNumber): SVGNumber\n    fun insertItemBefore(newItem: SVGNumber, index: Int):
SVGNumber\n    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n    fun removeItem(index: Int):
SVGNumber\n    fun appendItem(newItem: SVGNumber): SVGNumber\n    fun getItem(index: Int):
SVGNumber\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.get(index:
Int): SVGNumber? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.set(index:
Int, newItem: SVGNumber) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin\n\n*\npublic external
abstract class SVGLengthList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun
initialize(newItem: SVGLength): SVGLength\n    fun insertItemBefore(newItem: SVGLength, index: Int):
SVGLength\n    fun replaceItem(newItem: SVGLength, index: Int): SVGLength\n    fun removeItem(index: Int):
SVGLength\n    fun appendItem(newItem: SVGLength): SVGLength\n    fun getItem(index: Int):
SVGLength\n}\n\n@Suppress("INVISIBLE_REFERENCE",

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

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[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin\n * public external interface SVGTests {\n val requiredExtensions: SVGStringList\n val systemLanguage: SVGStringList\n}\n\n public external interface SVGFitToViewBox {\n val viewBox: SVGAnimatedRect\n val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n}\n\n\n * Exposes the JavaScript

[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin\n * public external interface SVGZoomAndPan {\n var zoomAndPan: Short\n\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n }\n}\n\n\n * Exposes the JavaScript

[SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin\n * public external interface SVGURIReference {\n val href: SVGAnimatedString\n}\n\n\n * Exposes the JavaScript

[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin\n * public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open var currentScale: Float\n open val currentTranslate: DOMPointReadOnly\n fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun deselectAll()\n fun createSVGNumber(): SVGNumber\n fun createSVGLength(): SVGLength\n fun createSVGAngle(): SVGAngle\n fun createSVGPoint(): DOMPoint\n fun createSVGMatrix(): DOMMatrix\n fun createSVGRect(): DOMRect\n fun createSVGTransform(): SVGTransform\n fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n fun getElementById(elementId: String): Element\n fun suspendRedraw(maxWaitMilliseconds: Int): Int\n fun unsuspendRedraw(suspendHandleID: Int)\n fun unsuspendRedrawAll()\n fun forceRedraw()\n\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n\n * Exposes the JavaScript

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

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

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

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

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

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external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/** Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVPolylineElement) to Kotlin */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short

```



```

TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin\n
*\npublic external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin\n
*\npublic external abstract class SVGTextContentElement : SVGGraphicsElement {\n    open val textLength:
SVGAnimatedLength\n    open val lengthAdjust: SVGAnimatedEnumeration\n    fun getNumberOfChars(): Int\n
fun getComputedTextLength(): Float\n    fun getSubStringLength(charnum: Int, nchars: Int): Float\n    fun
getStartPositionOfChar(charnum: Int): DOMPoint\n    fun getEndPositionOfChar(charnum: Int): DOMPoint\n    fun
getExtentOfChar(charnum: Int): DOMRect\n    fun getRotationOfChar(charnum: Int): Float\n    fun
getCharNumAtPosition(point: DOMPoint): Int\n    fun selectSubString(charnum: Int, nchars: Int)\n\n    companion
object {\n    val LENGTHADJUST_UNKNOWN: Short\n    val LENGTHADJUST_SPACING: Short\n
    val LENGTHADJUST_SPACINGANDGLYPHS: Short\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to
Kotlin\n *\npublic external abstract class SVGTextPositioningElement : SVGTextContentElement {\n    open val x:
SVGAnimatedLengthList\n    open val y: SVGAnimatedLengthList\n    open val dx: SVGAnimatedLengthList\n
open val dy: SVGAnimatedLengthList\n    open val rotate: SVGAnimatedNumberList\n\n    companion object {\n
    val LENGTHADJUST_UNKNOWN: Short\n    val LENGTHADJUST_SPACING: Short\n    val
LENGTHADJUST_SPACINGANDGLYPHS: Short\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val

```

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

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

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

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

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n/n/**\n * Exposes the JavaScript

[SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin\n */\npublic external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,

HTML or SVGImageElement {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open var crossOrigin: String?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript

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

[SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin\n */\npublic external abstract class SVGSolidcolorElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:

```

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

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

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

```

```

DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin\n *\npublic
external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {\n
open var type: String\n    open var crossOrigin: String?\n\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin\n *\npublic external
abstract class SVGElement : SVGGraphicsElement, SVGURIReference {\n    open val target:
SVGAnimatedString\n    open val download: SVGAnimatedString\n    open val rel: SVGAnimatedString\n    open
val relList: SVGAnimatedString\n    open val hreflang: SVGAnimatedString\n    open val type:
SVGAnimatedString\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin\n *\npublic
external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {\n    companion
object {\n        val SVG_ZOOMANDPAN_UNKNOWN: Short\n        val SVG_ZOOMANDPAN_DISABLE:
Short\n        val SVG_ZOOMANDPAN_MAGNIFY: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.files\n\nimport

```

```

kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport
org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to
Kotlin\n */\npublic external open class Blob(blobParts: Array<dynamic> = definedExternally, options:
BlobPropertyBag = definedExternally) : MediaPlayer, ImageBitmapSource {\n  open val size: Number\n  open
val type: String\n  open val isClosed: Boolean\n  fun slice(start: Int = definedExternally, end: Int =
definedExternally, contentType: String = definedExternally): Blob\n  fun close()\n}\n\npublic external interface
BlobPropertyBag {\n  var type: String? /* = \"\" */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun BlobPropertyBag(type: String? = \"\"):
BlobPropertyBag {\n  val o = js(\"({})\")\n  o[\"type\"] = type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin\n */\npublic external open class File(fileBits:
Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {\n  open val name:
String\n  open val lastModified: Int\n}\n\npublic external interface FilePropertyBag : BlobPropertyBag {\n  var
lastModified: Int?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FilePropertyBag(lastModified: Int? =
undefined, type: String? = \"\"): FilePropertyBag {\n  val o = js(\"({})\")\n  o[\"lastModified\"] = lastModified\n
o[\"type\"] = type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin\n */\npublic external abstract class
FileList : ItemArrayLike<File> {\n  override fun item(index: Int):
File?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun FileList.get(index: Int): File?
= asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin\n */\npublic external open class
FileReader : EventTarget {\n  open val readyState: Short\n  open val result: dynamic\n  open val error:
dynamic\n  var onloadstart: ((ProgressEvent) -> dynamic)?\n  var onprogress: ((ProgressEvent) -> dynamic)?\n
var onload: ((Event) -> dynamic)?\n  var onabort: ((Event) -> dynamic)?\n  var onerror: ((Event) ->
dynamic)?\n  var onloadend: ((Event) -> dynamic)?\n  fun readAsArrayBuffer(blob: Blob)\n  fun readAsBinaryString(blob:
Blob)\n  fun readAsText(blob: Blob, label: String = definedExternally)\n  fun readAsDataURL(blob: Blob)\n
fun abort()\n\n  companion object {\n    val EMPTY: Short\n    val LOADING: Short\n    val DONE:
Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin\n */\npublic external
open class FileReaderSync {\n  fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n  fun readAsBinaryString(blob:
Blob): String\n  fun readAsText(blob: Blob, label: String = definedExternally): String\n  fun
readAsDataURL(blob: Blob): String\n}\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See
github.com/kotlin/dukat for details\n\npackage org.w3c.notifications\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.events.*\nimport org.w3c.workers.*\n\n/**\n * Exposes the JavaScript
[Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin\n */\npublic external open
class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {\n  var onclick:
((MouseEvent) -> dynamic)?\n  var onerror: ((Event) -> dynamic)?\n  open val title: String\n  open val dir:
NotificationDirection\n  open val lang: String\n  open val body: String\n  open val tag: String\n  open val
image: String\n  open val icon: String\n  open val badge: String\n  open val sound: String\n  open val vibrate:
Array<out Int>\n  open val timestamp: Number\n  open val renotify: Boolean\n  open val silent: Boolean\n
open val noscreen: Boolean\n  open val requireInteraction: Boolean\n  open val sticky: Boolean\n  open val data:
Any?\n  open val actions: Array<out NotificationAction>\n  fun close()\n\n  companion object {\n    val
permission: NotificationPermission\n    val maxActions: Int\n    fun requestPermission(deprecatedCallback:

```



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(NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>\n    }\n}\n\npublic
external interface NotificationOptions {\n    var dir: NotificationDirection? /* = NotificationDirection.AUTO */\n
    get() = definedExternally\n    set(value) = definedExternally\n    var lang: String? /* = \"\" */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var body: String? /* = \"\" */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var tag: String? /* = \"\" */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var image: String?\n    get() = definedExternally\n
set(value) = definedExternally\n    var icon: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var badge: String?\n    get() = definedExternally\n    set(value) = definedExternally\n
var sound: String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var vibrate: dynamic\n
    get() = definedExternally\n    set(value) = definedExternally\n    var timestamp: Number?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var renotify: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var silent: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var noscreen: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var requireInteraction: Boolean? /* = false */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var sticky: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var data: Any? /* = null */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var actions: Array<NotificationAction>? /* = arrayOf()
*/\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationOptions(dir:
NotificationDirection? = NotificationDirection.AUTO, lang: String? = \"\", body: String? = \"\", tag: String? = \"\",
image: String? = undefined, icon: String? = undefined, badge: String? = undefined, sound: String? = undefined,
vibrate: dynamic = undefined, timestamp: Number? = undefined, renotify: Boolean? = false, silent: Boolean? =
false, noscreen: Boolean? = false, requireInteraction: Boolean? = false, sticky: Boolean? = false, data: Any? = null,
actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {\n    val o = js(\"({})\")\n    o[\"dir\"] = dir\n
    o[\"lang\"] = lang\n    o[\"body\"] = body\n    o[\"tag\"] = tag\n    o[\"image\"] = image\n    o[\"icon\"] = icon\n
    o[\"badge\"] = badge\n    o[\"sound\"] = sound\n    o[\"vibrate\"] = vibrate\n    o[\"timestamp\"] = timestamp\n
    o[\"renotify\"] = renotify\n    o[\"silent\"] = silent\n    o[\"noscreen\"] = noscreen\n    o[\"requireInteraction\"] =
requireInteraction\n    o[\"sticky\"] = sticky\n    o[\"data\"] = data\n    o[\"actions\"] = actions\n    return
o}\n}\n\npublic external interface NotificationAction {\n    var action: String?\n    var title: String?\n    var icon:
String?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationAction(action: String?,
title: String?, icon: String? = undefined): NotificationAction {\n    val o = js(\"({})\")\n    o[\"action\"] = action\n
    o[\"title\"] = title\n    o[\"icon\"] = icon\n    return o}\n}\n\npublic external interface GetNotificationOptions {\n    var
tag: String? /* = \"\" */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun GetNotificationOptions(tag: String? =
\" \"): GetNotificationOptions {\n    val o = js(\"({})\")\n    o[\"tag\"] = tag\n    return o}\n}\n\n/**\n * Exposes the
JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin\n
*/\n\npublic external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
ExtendableEvent {\n    open val notification: Notification\n    open val action: String\n\n    companion object {\n
val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface NotificationEventInit : ExtendableEventInit {\n
var notification: Notification?\n    var action: String? /* = \"\" */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationEventInit(notification:
Notification?, action: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =

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false): NotificationEventInit {\n  val o = js("{ }")\n  o["notification"] = notification\n  o["action"] = action\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface NotificationPermission {\n  companion object\n}\n\npublic inline val
NotificationPermission.Companion.DEFAULT: NotificationPermission get() =
"default".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val
NotificationPermission.Companion.DENIED: NotificationPermission get() =
"denied".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val
NotificationPermission.Companion.GRANTED: NotificationPermission get() =
"granted".asDynamic().unsafeCast<NotificationPermission>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface NotificationDirection {\n  companion object\n}\n\npublic inline val
NotificationDirection.Companion.AUTO: NotificationDirection get() =
"auto".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.LTR: NotificationDirection get() =
"ltr".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.RTL: NotificationDirection get() =
"rtl".asDynamic().unsafeCast<NotificationDirection>()"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.workers\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.fetch.*\nimport
org.w3c.notifications.*\n\n/**\n * Exposes the JavaScript
[ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin\n *\n\npublic external
abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker,
UnionClientOrMessagePortOrServiceWorker {\n  open val scriptURL: String\n  open val state:
ServiceWorkerState\n  open var onstatechange: ((Event) -> dynamic)?\n  fun postMessage(message: Any?,
transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to
Kotlin\n *\n\npublic external abstract class ServiceWorkerRegistration : EventTarget {\n  open val installing:
ServiceWorker?\n  open val waiting: ServiceWorker?\n  open val active: ServiceWorker?\n  open val scope:
String\n  open var onupdatefound: ((Event) -> dynamic)?\n  open val APISpace: dynamic\n  fun update():
Promise<Unit>\n  fun unregister(): Promise<Boolean>\n  fun showNotification(title: String, options:
NotificationOptions = definedExternally): Promise<Unit>\n  fun getNotifications(filter: GetNotificationOptions =
definedExternally): Promise<Array<Notification>>\n  fun methodName(): Promise<dynamic>\n}\n\n/**\n *
Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin\n
*\n\npublic external abstract class ServiceWorkerContainer : EventTarget {\n  open val controller:
ServiceWorker?\n  open val ready: Promise<ServiceWorkerRegistration>\n  open var oncontrollerchange:
((Event) -> dynamic)?\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  fun register(scriptURL: String,
options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>\n  fun
getRegistration(clientURL: String = definedExternally): Promise<Any?>\n  fun getRegistrations():
Promise<Array<ServiceWorkerRegistration>>\n  fun startMessages()\n}\n\npublic external interface
RegistrationOptions {\n  var scope: String?\n  get() = definedExternally\n  set(value) = definedExternally\n
var type: WorkerType? /* = WorkerType.CLASSIC */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun RegistrationOptions(scope: String? =

```

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undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("{}")
    o["scope"] = scope
    o["type"] = type
    return o
}

/** Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<out MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var origin: String?
    get() = definedExternally
    set(value) = definedExternally
    var lastEventId: String?
    get() = definedExternally
    set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
    get() = definedExternally
    set(value) = definedExternally
    var ports: Array<MessagePort>?
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun ServiceWorkerMessageEventInit(data: Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source: UnionMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ServiceWorkerMessageEventInit {
    val o = js("{}")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/** Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((NotificationEvent) -> dynamic)?
    open var onnotificationclose: ((NotificationEvent) -> dynamic)?
    open var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/** Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin */
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/** Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin */
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open val focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/** Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin */
public external abstract class Clients {
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient?>
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("{}")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/** Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin */
public external

```

```

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

```

```

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

```

```

object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}
public external interface UnionMessagePortOrServiceWorker
public external interface UnionClientOrMessagePortOrServiceWorker
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
    public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() =
        "installing".asDynamic().unsafeCast<ServiceWorkerState>()
    public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() =
        "installed".asDynamic().unsafeCast<ServiceWorkerState>()
    public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() =
        "activating".asDynamic().unsafeCast<ServiceWorkerState>()
    public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() =
        "activated".asDynamic().unsafeCast<ServiceWorkerState>()
    public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() =
        "redundant".asDynamic().unsafeCast<ServiceWorkerState>()
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
    public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
    public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
    public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
    public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()
/* please, don't implement this interface!
*/
@JsName("null")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
    public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()
    public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()
    public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()
    public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()
}
/* Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
See github.com/kotlin/dukat for details
package org.w3c.xhr
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.events.*
import org.w3c.files.*
*/
Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}
public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget
/* Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
*/
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? = definedExternally)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic =

```

```

definedExternally)\n fun abort()\n fun getResponseHeader(name: String): String?\n fun
getAllResponseHeaders(): String\n fun overrideMimeType(mime: String)\n\n companion object {\n val
UNSENT: Short\n val OPENED: Short\n val HEADERS_RECEIVED: Short\n val LOADING:
Short\n val DONE: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin\n */\npublic external open class
FormData(form: HTMLFormElement = definedExternally) {\n fun append(name: String, value: String)\n fun
append(name: String, value: Blob, filename: String = definedExternally)\n fun delete(name: String)\n fun
get(name: String): dynamic\n fun getAll(name: String): Array<dynamic>\n fun has(name: String): Boolean\n
fun set(name: String, value: String)\n fun set(name: String, value: Blob, filename: String =
definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin\n */\npublic external open
class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {\n open val
lengthComputable: Boolean\n open val loaded: Number\n open val total: Number\n\n companion object {\n
val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n }\n}\n\npublic external interface ProgressEventInit : EventInit {\n var
lengthComputable: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n
var loaded: Number? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var total:
Number? /* = 0 */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ProgressEventInit(lengthComputable:
Boolean? = false, loaded: Number? = 0, total: Number? = 0, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): ProgressEventInit {\n val o = js(\"({})\")\n o[\"lengthComputable\"] =
lengthComputable\n o[\"loaded\"] = loaded\n o[\"total\"] = total\n o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/* please, don't implement this
interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic
external interface XMLHttpRequestResponseType {\n companion object\n}\n\npublic inline val
XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() =
\"\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val
XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() =
\"arraybuffer\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val
XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() =
\"blob\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val
XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() =
\"document\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val
XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() =
\"json\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val
XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() =
\"text\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport
kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated
annotation class is a marker of an experimental API.\n * Any declaration annotated with that marker is
considered an experimental declaration\n * and its call sites should accept the experimental aspect of it either by
using [UseExperimental],\n * or by being annotated with that marker themselves, effectively causing further
propagation of that experimental aspect.\n * This class is deprecated in favor of a more general approach
provided by [RequiresOptIn]/[OptIn].\n

```

```

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

```


returned from lambda argument.
* When two or more function overloads have otherwise the same parameter lists that differ only in the return type of a functional parameter, this annotation enables overload selection by the type of the value returned from the lambda function passed to this functional parameter.
* Example:
`@OverloadResolutionByLambdaReturnType` fun create(intProducer: () -> Int): Int
create(doubleProducer: () -> Double): Double
val newValue = create { 3.14 }
* The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function.
* This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.
* Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

```
*/@Target(FUNCTION)@Retention(AnnotationRetention.BINARY)@SinceKotlin("1.4")@ExperimentalTypeInference\npublic annotation class OverloadResolutionByLambdaReturnType", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n/**\n * The experimental multiplatform support API marker.\n * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
```

```
*/@Suppress("DEPRECATION")@Experimental@RequiresOptIn@MustBeDocumented@Target(CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n TYPEALIAS)\n@Retention(AnnotationRetention.BINARY)@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalMultiplatform\n\n/**\n * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.\n * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as\n * "optional".\n * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used\n * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,\n * the annotation entries where it's used are simply erased when compiling code on that platform.\n * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
```

```
*/@Target(ANNOTATION_CLASS)@Retention(AnnotationRetention.BINARY)@ExperimentalMultiplatform\n@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class OptionalExpectation\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin\n\nimport kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.\n * Call sites of any declaration annotated with that marker should opt in to the API either by using [OptIn],\n * or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.\n * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.\n * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
```

The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)', where `Marker` is the opt-in requirement marker.
* @property level specifies how usages of API without an explicit opt-in are reported in code.

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*\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class RequiresOptIn(\n    val message: String = "",\n    val level: Level = Level.ERROR) {\n    /**\n     * Severity of the diagnostic that should be reported on usages which did not explicitly opt into\n     * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.\n     */\n    public enum class Level {\n        /** Specifies that a warning should be reported on incorrect usages of this API. */\n        WARNING,\n        /** Specifies that an error should be reported on incorrect usages of this API. */\n        ERROR,\n    }\n}\n\n/**\n * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.\n * If a declaration is annotated with [OptIn], its usages are not required to opt in to that API.\n * This class requires opt-in itself and can only be used with the compiler argument -Xopt-in=kotlin.RequiresOptIn.\n */\n@Target(\n    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS)\n@Retention(SOURCE)\n@SinceKotlin("1.3")\n@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class OptIn(\n    vararg val markerClass: KClass<out Annotation>)\n}\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\nimport kotlin.js.JsName\n\n/**\n * Provides a skeletal implementation of the read-only [Collection] interface.\n */\n * @param E the type of elements contained in the collection. The collection is covariant in its element type.\n */\n@SinceKotlin("1.1")\npublic abstract class AbstractCollection<out E> protected constructor() : Collection<E> {\n    abstract override val size: Int\n    abstract override fun iterator(): Iterator<E>\n\n    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }\n\n    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =\n        elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)\n\n    override fun isEmpty(): Boolean = size == 0\n\n    override fun toString(): String = joinToString(", ", "[", "]")\n\n    if (it === this) \"(this Collection)\" else it.toString()\n}\n\n/**\n * Returns new array of type `Array<Any?>` with the elements of this collection.\n */\n@JsName("toArray")\nprotected open fun toArray(): Array<Any?> = copyToArrayImpl(this)\n\n/**\n * Fills the provided [array] or creates new array of the same type\n * and fills it with the elements of this collection.\n */\nprotected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\nprivate enum class State {\n    Ready,\n    NotReady,\n    Done,\n    Failed\n}\n\n/**\n * A base class to simplify implementing iterators so that implementations only have to implement [computeNext]\n * to implement the iterator, calling [done] when the iteration is complete.\n */\npublic abstract class AbstractIterator<T> : Iterator<T> {\n    private var state = State.NotReady\n    private var nextValue: T? = null\n\n    override fun hasNext(): Boolean {\n        require(state != State.Failed)\n        return when (state) {\n            State.Done -> false\n            State.Ready -> true\n            else -> tryToComputeNext()\n        }\n    }\n\n    override fun next(): T {\n        if (!hasNext()) throw NoSuchElementException()\n        state = State.NotReady\n        @Suppress("UNCHECKED_CAST")\n        return nextValue as T\n    }\n\n    private fun tryToComputeNext(): Boolean {\n        state = State.Failed\n        computeNext()\n        return state == State.Ready\n    }\n\n    /**\n     * Computes the next item in the iterator.\n     */\n    * This callback method should call one of these two methods:\n     * * [setNext] with the next value of the iteration\n     * * [done] to indicate there are no more elements\n     * * Failure to call either method will result in the iteration terminating with a failed state\n     */\n    abstract protected fun computeNext(): Unit\n\n    /**\n     * Sets the next value in the iteration, called from the [computeNext] function\n     */\n    protected fun setNext(value: T): Unit {\n        nextValue = value\n        state = State.Ready\n    }\n\n    /**\n     * Sets the state to done so that the iteration terminates.\n     */\n    protected fun done() {\n        state = State.Done\n    }\n}\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/**\n * Based on

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```

GWT AbstractList
 * Copyright 2007 Google Inc.
\package kotlin.collections
\/**
 * Provides a skeletal implementation of the read-only [List] interface.
 * This class is intended to help implementing read-only lists so it doesn't support concurrent modification tracking.
 * @param E the type of elements contained in the list. The list is covariant in its element type.
\@SinceKotlin("1.1")
public abstract class AbstractList<out E>
protected constructor() : AbstractCollection<E>(), List<E> {
    abstract override val size: Int
    abstract override fun get(index: Int): E
    override fun iterator(): Iterator<E> = IteratorImpl()
    override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }
    override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { it == element }
    override fun listIterator(): ListIterator<E> = ListIteratorImpl()
    override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)
    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)
    private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex: Int) : AbstractList<E>(), RandomAccess {
        private var _size: Int = 0
        init {
            checkRangeIndexes(fromIndex, toIndex, list.size)
            this._size = toIndex - fromIndex
        }
        override fun get(index: Int): E {
            checkElementIndex(index, _size)
            return list[fromIndex + index]
        }
        override val size: Int
        get() = _size
    }
    /**
     * Compares this list with other list instance with the ordered structural equality.
     * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is List<*>) return false
        return orderedEquals(this, other)
    }
    /**
     * Returns the hash code value for this list.
     */
    override fun hashCode(): Int = orderedHashCode(this)
    private open inner class IteratorImpl : Iterator<E> {
        /** the index of the item that will be returned on the next call to [next] */
        protected var index = 0
        override fun hasNext(): Boolean = index < size
        override fun next(): E {
            if (!hasNext()) throw NoSuchElementException()
            return get(index++)
        }
    }
    /**
     * Implementation of [ListIterator] for abstract lists.
     */
    private open inner class ListIteratorImpl(index: Int) : IteratorImpl(), ListIterator<E> {
        init {
            checkPositionIndex(index, this@AbstractList.size)
            this.index = index
        }
        override fun hasPrevious(): Boolean = index > 0
        override fun nextIndex(): Int = index
        override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()
            return get(--index)
        }
        override fun previousIndex(): Int = index - 1
    }
    internal companion object {
        internal fun checkElementIndex(index: Int, size: Int) {
            if (index < 0 || index >= size) {
                throw IndexOutOfBoundsException("index: $index, size: $size")
            }
        }
        internal fun checkPositionIndex(index: Int, size: Int) {
            if (index < 0 || index > size) {
                throw IndexOutOfBoundsException("index: $index, size: $size")
            }
        }
        internal fun checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {
            if (fromIndex < 0 || toIndex > size) {
                throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex, size: $size")
            }
            if (fromIndex > toIndex) {
                throw IllegalArgumentException("fromIndex: $fromIndex > toIndex: $toIndex")
            }
        }
        internal fun checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {
            if (startIndex < 0 || endIndex > size) {
                throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex, size: $size")
            }
            if (startIndex > endIndex) {
                throw IllegalArgumentException("startIndex: $startIndex > endIndex: $endIndex")
            }
        }
        internal fun orderedHashCode(c: Collection<*>): Int {
            var hashCode = 1
            for (e in c) {
                hashCode = 31 * hashCode + (e?.hashCode() ?: 0)
            }
            return hashCode
        }
        internal fun orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {
            if (c.size != other.size) return false
            val otherIterator = other.iterator()
            for (elem in c) {
                val elemOther = otherIterator.next()
                if (elem != elemOther) {
                    return false
                }
            }
            return true
        }
    }
}
 */
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
\
Based on GWT AbstractMap
 * Copyright 2007 Google Inc.
\package kotlin.collections
\/**
 * Provides a skeletal implementation of the read-only [Map] interface.
 * The implementor is required to implement [entries] property, which should return read-only set of map entries.
 * @param K the type of map keys. The

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map is invariant in its key type.\n * @param V the type of map values. The map is covariant in its value type.\n
*\n@SinceKotlin("1.1")\npublic abstract class AbstractMap<K, out V> protected constructor() : Map<K, V>
{\n\n    override fun containsKey(key: K): Boolean {\n        return implFindEntry(key) != null\n    }\n\n    override
fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }\n\n    internal fun
containsEntry(entry: Map.Entry<*, *>?): Boolean {\n        // since entry comes from @UnsafeVariance parameters it
can be virtually anything\n        if (entry !is Map.Entry<*, *>) return false\n        val key = entry.key\n        val value
= entry.value\n        val ourValue = get(key)\n        if (value != ourValue) {\n            return false\n        }\n        //
Perhaps it was null and we don't contain the key?\n        if (ourValue == null && !containsKey(key)) {\n
return false\n        }\n        return true\n    }\n\n    /**\n     * Compares this map with other instance with the
ordered structural equality.\n     *\n     * @return true, if [other] instance is a [Map] of the same size, all entries of
which are contained in the [entries] set of this map.\n     *\n     * override fun equals(other: Any?): Boolean {\n        if
(other === this) return true\n        if (other !is Map<*, *>) return false\n        if (size != other.size) return false\n
return other.entries.all { containsEntry(it) }\n    }\n\n    override operator fun get(key: K): V? =
implFindEntry(key)?.value\n\n    /**\n     * Returns the hash code value for this map.\n     *\n     * It is the same as
the hashCode of [entries] set.\n     *\n     * override fun hashCode(): Int = entries.hashCode()\n\n    override fun
isEmpty(): Boolean = size == 0\n\n    override val size: Int get() = entries.size\n\n    /**\n     * Returns a read-only
[Set] of all keys in this map.\n     *\n     * Accessing this property first time creates a keys view from [entries].\n     *
All subsequent accesses just return the created instance.\n     *\n     * override val keys: Set<K>\n        get() {\n
if (_keys == null) {\n            _keys = object : AbstractSet<K>() {\n                override operator fun
contains(element: K): Boolean = containsKey(element)\n                override operator fun iterator(): Iterator<K>
{\n                    val entryIterator = entries.iterator()\n                    return object : Iterator<K> {\n
override fun hasNext(): Boolean = entryIterator.hasNext()\n                    override fun next(): K =
entryIterator.next().key\n                }\n            }\n        }\n\n        override val size: Int get() =
this@AbstractMap.size\n    }\n\n    @kotlin.jvm.Volatile\n    private var _keys: Set<K>? = null\n\n    override fun toString(): String = entries.joinToString(", ", "\n", "\n") {
toString(it) }\n\n    private fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" +
toString(entry.value)\n\n    private fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()\n\n
/**\n     * Returns a read-only [Collection] of all values in this map.\n     *\n     * Accessing this property first time
creates a values view from [entries].\n     * All subsequent accesses just return the created instance.\n     *\n     *
override val values: Collection<V>\n        get() {\n            if (_values == null) {\n                _values = object :
AbstractCollection<V>() {\n                override operator fun contains(element: @UnsafeVariance V): Boolean =
containsValue(element)\n                override operator fun iterator(): Iterator<V> {\n                    val
entryIterator = entries.iterator()\n                    return object : Iterator<V> {\n                        override fun
hasNext(): Boolean = entryIterator.hasNext()\n                        override fun next(): V = entryIterator.next().value\n
                    }\n                }\n            }\n\n            return _values!!\n        }\n\n    @kotlin.jvm.Volatile\n    private var _values: Collection<V>? = null\n\n    private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n    internal
companion object {\n        internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?:
0) xor (value?.hashCode() ?: 0) }\n        internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
"\$key=\$value" }\n        internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n            if (other !is
Map.Entry<*, *>) return false\n            return e.key == other.key && e.value == other.value\n        }\n    }\n\n    "\n", "*/\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n@package kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Set] interface.\n *\n * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n
*\n * @param E the type of elements contained in the set. The set is covariant in its element type.\n
*\n@SinceKotlin("1.1")\npublic abstract class AbstractSet<out E> protected constructor() :
AbstractCollection<E>(), Set<E> {\n\n    /**\n     * Compares this set with other set instance with the unordered

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structural equality.\n * \n * @return true, if [other] instance is a [Set] of the same size, all elements of which are
contained in this set.\n * \n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n
if (other !is Set<*>) return false\n return setEquals(this, other)\n }\n\n /** \n * Returns the hash code
value for this set.\n * \n override fun hashCode(): Int = unorderedHashCode(this)\n\n internal companion
object {\n internal fun unorderedHashCode(c: Collection<*>): Int {\n var hashCode = 0\n for
(element in c) {\n hashCode += (element?.hashCode() ?: 0)\n }\n return hashCode\n
}\n\n internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {\n if (c.size != other.size) return false\n
return c.containsAll(other)\n }\n }\n\n", "/* \n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n * \n\npackage kotlin.collections\n\n/** \n * Resizable-array implementation
of the deque data structure.\n * \n * The name deque is short for "double ended queue" and is usually pronounced
"deck".\n * \n * The collection provide methods for convenient access to the both ends.\n * It also implements
[MutableList] interface and supports efficient get/set operations by index.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic class ArrayDeque<E> :
AbstractMutableList<E> {\n private var head: Int = 0\n private var elementData: Array<Any?>\n\n override
var size: Int = 0\n private set\n\n /** \n * Constructs an empty deque with specified [initialCapacity], or
throws [IllegalArgumentException] if [initialCapacity] is negative.\n * \n public constructor(initialCapacity:
Int) {\n elementData = when {\n initialCapacity == 0 -> emptyElementData\n initialCapacity > 0 -
> arrayOfNulls(initialCapacity)\n else -> throw IllegalArgumentException("Illegal Capacity:
$initialCapacity")\n }\n }\n\n /** \n * Constructs an empty deque.\n * \n public constructor() {\n
elementData = emptyElementData\n }\n\n /** \n * Constructs a deque that contains the same elements as the
specified [elements] collection in the same order.\n * \n public constructor(elements: Collection<E>) {\n
elementData = elements.toArray()\n size = elementData.size\n if (elementData.isEmpty())
elementData = emptyElementData\n }\n\n /** \n * Ensures that the capacity of this deque is at least equal to
the specified [minCapacity].\n * \n * If the current capacity is less than the [minCapacity], a new backing
storage is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n * \n
private fun ensureCapacity(minCapacity: Int) {\n if (minCapacity < 0) throw IllegalStateException("Deque is
too big.") // overflow\n if (minCapacity <= elementData.size) return\n if (elementData ===
emptyElementData) {\n elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))\n
return\n }\n\n val newCapacity = newCapacity(elementData.size, minCapacity)\n
copyElements(newCapacity)\n }\n\n /** \n * Creates a new array with the specified [newCapacity] size and
copies elements in the [elementData] array to it.\n * \n private fun copyElements(newCapacity: Int) {\n val
newElements = arrayOfNulls<Any?>(newCapacity)\n elementData.copyInto(newElements, 0, head,
elementData.size)\n elementData.copyInto(newElements, elementData.size - head, 0, head)\n head = 0\n
elementData = newElements\n }\n\n @kotlin.internal.InlineOnly\n private inline fun
internalGet(internalIndex: Int): E {\n @Suppress("UNCHECKED_CAST")\n return
elementData[internalIndex] as E\n }\n\n private fun positiveMod(index: Int): Int = if (index >=
elementData.size) index - elementData.size else index\n\n private fun negativeMod(index: Int): Int = if (index < 0)
index + elementData.size else index\n\n @kotlin.internal.InlineOnly\n private inline fun internalIndex(index:
Int): Int = positiveMod(head + index)\n\n private fun incremented(index: Int): Int = if (index ==
elementData.lastIndex) 0 else index + 1\n\n private fun decremented(index: Int): Int = if (index == 0)
elementData.lastIndex else index - 1\n\n override fun isEmpty(): Boolean = size == 0\n\n /** \n * Returns the
first element, or throws [NoSuchElementException] if this deque is empty.\n * \n public fun first(): E = if
(isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)\n\n /** \n *
Returns the first element, or `null` if this deque is empty.\n * \n public fun firstOrNull(): E? = if (isEmpty()) null
else internalGet(head)\n\n /** \n * Returns the last element, or throws [NoSuchElementException] if this deque
is empty.\n * \n public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
else internalGet(internalIndex(lastIndex))\n\n /** \n * Returns the last element, or `null` if this deque is empty.\n

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

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elements.iterator()\n\n    for (index in internalIndex until elementData.size) {\n        if (!iterator.hasNext())
break\n        elementData[index] = iterator.next()\n    }\n    for (index in 0 until head) {\n        if
(!iterator.hasNext()) break\n        elementData[index] = iterator.next()\n    }\n\n    size += elements.size\n
}\n\n    public override fun addAll(elements: Collection<E>): Boolean {\n        if (elements.isEmpty()) return false\n
ensureCapacity(this.size + elements.size)\n        copyCollectionElements(internalIndex(size), elements)\n
return true\n    }\n\n    public override fun addAll(index: Int, elements: Collection<E>): Boolean {\n
AbstractList.checkPositionIndex(index, size)\n\n        if (elements.isEmpty()) {\n            return false\n        } else if
(index == size) {\n            return addAll(elements)\n        }\n\n        ensureCapacity(this.size + elements.size)\n
val tail = internalIndex(size)\n        val internalIndex = internalIndex(index)\n        val elementsSize =
elements.size\n\n        if (index < (size + 1) shr 1) {\n            // closer to the first element -> shift preceding
elements\n\n            var shiftedHead = head - elementsSize\n\n            if (internalIndex >= head) {\n                if
(shiftedHead >= 0) {\n                    elementData.copyInto(elementData, shiftedHead, head, internalIndex)\n
}\n            } else { // head < tail, insertion leads to head >= tail\n                shiftedHead += elementData.size\n
val
elementsToShift = internalIndex - head\n                val shiftToBack = elementData.size - shiftedHead\n\n                if (shiftToBack >= elementsToShift) {\n                    elementData.copyInto(elementData, shiftedHead, head,
internalIndex)\n                } else {\n                    elementData.copyInto(elementData, shiftedHead, head, head +
shiftToBack)\n                }\n                elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)\n
}\n        }\n        } else { // head > tail, internalIndex < tail\n            elementData.copyInto(elementData,
shiftedHead, head, elementData.size)\n            if (elementsSize >= internalIndex) {\n
elementData.copyInto(elementData, elementData.size - elementsSize, 0, internalIndex)\n            } else {\n
elementData.copyInto(elementData, elementData.size - elementsSize, 0, elementsSize)\n
elementData.copyInto(elementData, 0, elementsSize, internalIndex)\n            }\n        }\n        head =
shiftedHead\n        copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)\n    } else
{\n        // closer to the last element -> shift succeeding elements\n\n        val shiftedInternalIndex =
internalIndex + elementsSize\n\n        if (internalIndex < tail) {\n            if (tail + elementsSize <=
elementData.size) {\n                elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)\n
}\n            } else { // head < tail, insertion leads to head >= tail\n                if (shiftedInternalIndex >= elementData.size)
{\n                    elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)\n
}\n            } else {\n                val shiftToFront = tail + elementsSize - elementData.size\n
elementData.copyInto(elementData, 0, tail - shiftToFront, tail)\n                elementData.copyInto(elementData,
shiftedInternalIndex, internalIndex, tail - shiftToFront)\n            }\n        }\n        } else { // head > tail,
internalIndex > head\n            elementData.copyInto(elementData, elementsSize, 0, tail)\n            if
(shiftedInternalIndex >= elementData.size) {\n                elementData.copyInto(elementData, shiftedInternalIndex
- elementData.size, internalIndex, elementData.size)\n            } else {\n
elementData.copyInto(elementData, 0, elementData.size - elementsSize, elementData.size)\n
elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, elementData.size - elementsSize)\n
}\n        }\n        }\n        copyCollectionElements(internalIndex, elements)\n    }\n\n    return true\n }\n\n    public
override fun get(index: Int): E {\n        AbstractList.checkElementIndex(index, size)\n        return
internalGet(internalIndex(index))\n    }\n\n    public override fun set(index: Int, element: E): E {\n
AbstractList.checkElementIndex(index, size)\n        val internalIndex = internalIndex(index)\n        val oldElement
= internalGet(internalIndex)\n        elementData[internalIndex] = element\n        return oldElement\n    }\n\n    public
override fun contains(element: E): Boolean = indexOf(element) != -1\n\n    public override fun
indexOf(element: E): Int {\n        val tail = internalIndex(size)\n\n        if (head < tail) {\n            for (index in head
until tail) {\n                if (element == elementData[index]) return index - head\n            }\n        } else if (head >=
tail) {\n            for (index in head until elementData.size) {\n                if (element == elementData[index]) return
index - head\n            }\n        }\n        for (index in 0 until tail) {\n            if (element == elementData[index]) return
index + elementData.size - head\n        }\n    }\n\n    return -1\n }\n\n    public override fun
lastIndexOf(element: E): Int {\n        val tail = internalIndex(size)\n\n        if (head < tail) {\n            for (index in tail

```

```

- 1 downTo head) {\n        if (element == elementData[index]) return index - head\n        }\n    } else if
(head > tail) {\n        for (index in tail - 1 downTo 0) {\n            if (element == elementData[index]) return
index + elementData.size - head\n        }\n        for (index in elementData.lastIndex downTo head) {\n
if (element == elementData[index]) return index - head\n        }\n    }\n\n    return -1\n}\n\n public
override fun remove(element: E): Boolean {\n    val index = indexOf(element)\n    if (index == -1) return
false\n    removeAt(index)\n    return true\n}\n\n public override fun removeAt(index: Int): E {\n
AbstractList.checkElementIndex(index, size)\n    if (index == lastIndex) {\n        return removeLast()\n    }
else if (index == 0) {\n        return removeFirst()\n    }\n    val internalIndex = internalIndex(index)\n
val element = internalGet(internalIndex)\n    if (index < size shr 1) {\n        // closer to the first element ->
shift preceding elements\n        if (internalIndex >= head) {\n            elementData.copyInto(elementData, head
+ 1, head, internalIndex)\n        } else { // head > tail, internalIndex < head\n
elementData.copyInto(elementData, 1, 0, internalIndex)\n            elementData[0] = elementData[elementData.size
- 1]\n            elementData.copyInto(elementData, head + 1, head, elementData.size - 1)\n        }\n    }\n
elementData[head] = null\n    head = incremented(head)\n    } else {\n        // closer to the last element ->
shift succeeding elements\n        val internalLastIndex = internalIndex(lastIndex)\n        if (internalIndex <=
internalLastIndex) {\n            elementData.copyInto(elementData, internalIndex, internalIndex + 1,
internalLastIndex + 1)\n        } else { // head > tail, internalIndex > head\n
elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size)\n
elementData[elementData.size - 1] = elementData[0]\n            elementData.copyInto(elementData, 0, 1,
internalLastIndex + 1)\n        }\n        elementData[internalLastIndex] = null\n    }\n    size -= 1\n}\n
return element\n}\n\n public override fun removeAll(elements: Collection<E>): Boolean = filterInPlace {
!elements.contains(it) }\n\n public override fun retainAll(elements: Collection<E>): Boolean = filterInPlace {
elements.contains(it) }\n\n private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {\n    if
(this.isEmpty() || elementData.isEmpty())\n        return false\n\n    val tail = internalIndex(size)\n    var
newTail = head\n    var modified = false\n\n    if (head < tail) {\n        for (index in head until tail) {\n
val element = elementData[index]\n            @Suppress("\u0027UNCHECKED_CAST\u0027")\n            if
(predicate(element as E))\n                elementData[newTail++] = element\n            else\n                modified =
true\n        }\n        elementData.fill(null, newTail, tail)\n    } else {\n        for (index in head until
elementData.size) {\n            val element = elementData[index]\n            elementData[index] = null\n
@Suppress("\u0027UNCHECKED_CAST\u0027")\n            if (predicate(element as E))\n                elementData[newTail++] = element\n            else\n                modified = true\n        }\n        newTail =
positiveMod(newTail)\n        for (index in 0 until tail) {\n            val element = elementData[index]\n
elementData[index] = null\n            @Suppress("\u0027UNCHECKED_CAST\u0027")\n            if (predicate(element as
E)) {\n                elementData[newTail] = element\n                newTail = incremented(newTail)\n            }
else {\n                modified = true\n            }\n        }\n        if (modified)\n            size =
negativeMod(newTail - head)\n        return modified\n    }\n\n public override fun clear() {\n    val tail =
internalIndex(size)\n    if (head < tail) {\n        elementData.fill(null, head, tail)\n    } else if (isNotEmpty())
{\n        elementData.fill(null, head, elementData.size)\n        elementData.fill(null, 0, tail)\n    }\n    head =
0\n    size = 0\n}\n\n @Suppress("\u0027NOTHING_TO_OVERRIDE\u0027")\n override fun <T> toArray(array:
Array<T>): Array<T> {\n    @Suppress("\u0027UNCHECKED_CAST\u0027")\n    val dest = (if (array.size >= size) array
else arrayOfNulls(array, size)) as Array<Any?>\n    val tail = internalIndex(size)\n    if (head < tail) {\n
elementData.copyInto(dest, startIndex = head, endIndex = tail)\n    } else if (isNotEmpty()) {\n
elementData.copyInto(dest, destinationOffset = 0, startIndex = head, endIndex = elementData.size)\n
elementData.copyInto(dest, destinationOffset = elementData.size - head, startIndex = 0, endIndex = tail)\n    }\n
if (dest.size > size) {\n        dest[size] = null // null-terminate\n    }\n\n    @Suppress("\u0027UNCHECKED_CAST\u0027")\n    return dest as Array<T>\n}\n\n
@Suppress("\u0027NOTHING_TO_OVERRIDE\u0027")\n override fun toArray(): Array<Any?> {\n    return
toArray(arrayOfNulls<Any?>(size))\n}\n\n // for testing\n internal fun <T> testToArray(array: Array<T>):

```



```

Array<T> = toArray(array)\n    internal fun testToArray(): Array<Any?> = toArray()\n\n    internal companion
object {\n        private val emptyElementData = emptyArray<Any?>()\n        private const val maxArraySize =
Int.MAX_VALUE - 8\n        private const val defaultMinCapacity = 10\n\n        internal fun
newCapacity(oldCapacity: Int, minCapacity: Int): Int {\n            // overflow-conscious\n            var newCapacity =
oldCapacity + (oldCapacity shr 1)\n            if (newCapacity - minCapacity < 0)\n                newCapacity =
minCapacity\n            if (newCapacity - maxArraySize > 0)\n                newCapacity = if (minCapacity >
maxArraySize) Int.MAX_VALUE else maxArraySize\n            return newCapacity\n        }\n    }\n\n    // For testing
only\n    internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {\n        val tail =
internalIndex(size)\n        val head = if (isEmpty() || head < tail) head else head - elementData.size\n
structure(head, toArray())\n    }\n}"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ArraysKt")\n\npackage
kotlin.collections\nimport kotlin.contracts.*\n\n/**\n * Returns a single list of all elements from all arrays in the
given array.\n * @sample samples.collections.Arrays.Transformations.flattenArray\n */\npublic fun <T> Array<out
T>.flatten(): List<T> {\n    val result = ArrayList<T>(sumOf { it.size })\n    for (element in this) {\n
result.addAll(element)\n    }\n    return result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from
the first values of each pair from this array,\n * *second* list is built from the second values of each pair from this
array.\n * @sample samples.collections.Arrays.Transformations.unzipArray\n */\npublic fun <T, R> Array<out
Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n    val listT = ArrayList<T>(size)\n    val listR =
ArrayList<R>(size)\n    for (pair in this) {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return
listT to listR\n}\n\n/**\n * Returns `true` if this nullable array is either null or empty.\n * @sample
samples.collections.Arrays.Usage.arrayIsNullOrEmpty\n
*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun Array<*>?.isNullOrEmpty(): Boolean
{\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n    return this == null ||
this.isEmpty()\n}\n\n/**\n * Returns this array if it's not empty\n * or the result of calling [defaultValue] function if
the array is empty.\n * @sample samples.collections.Arrays.Usage.arrayIfEmpty\n
*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =\n    if (isEmpty())
defaultValue() else
this\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.Jvm
Name("contentDeepEquals")\n@kotlin.js.JsName("contentDeepEqualsImpl")\ninternal fun <T> Array<out
T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {\n    if (this === other) return true\n    if (this == null
|| other == null || this.size != other.size) return false\n    for (i in indices) {\n        val v1 = this[i]\n        val v2 =
other[i]\n        if (v1 === v2) {\n            continue\n        } else if (v1 == null || v2 == null) {\n            return false\n
        }\n        when {\n            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return
false\n            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false\n            v1 is
ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false\n            v1 is IntArray && v2 is
IntArray -> if (!v1.contentEquals(v2)) return false\n            v1 is LongArray && v2 is LongArray -> if
(!v1.contentEquals(v2)) return false\n            v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2))
return false\n            v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false\n
            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n            v1 is BooleanArray &&
v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UByteArray && v2 is UByteArray
-> if (!v1.contentEquals(v2)) return false\n            v1 is UShortArray && v2 is UShortArray -> if
(!v1.contentEquals(v2)) return false\n            v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2))
return false\n            v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false\n
        }\n        else -> if (v1 != v2) return false\n    }\n    return
true\n}\n\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.JvmName("contentDeepToString")\n@kotlin.js.

```

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JsName("contentDeepToStringImpl")\ninternal fun <T> Array<out T>?.contentDeepToStringImpl(): String {\n
if (this == null) return "null"\n    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not
to overflow Int.MAX_VALUE\n    return buildString(length) {\n        contentDeepToStringInternal(this,
mutableListOf())\n    }\n}\n\n@OptIn(ExperimentalUnsignedTypes::class)\nprivate fun <T> Array<out
T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {\n    if (this in
processed) {\n        result.append("[...]")\n        return\n    }\n    processed.add(this)\n    result.append('[')\n\n    for (i
in indices) {\n        if (i != 0) {\n            result.append(", ")\n        }\n        val element = this[i]\n        when
(element) {\n            null -> result.append("null")\n            is Array<*> ->
element.contentDeepToStringInternal(result, processed)\n            is ByteArray ->
result.append(element.contentToString())\n            is ShortArray -> result.append(element.contentToString())\n
            is IntArray -> result.append(element.contentToString())\n            is LongArray ->
result.append(element.contentToString())\n            is FloatArray -> result.append(element.contentToString())\n
            is DoubleArray -> result.append(element.contentToString())\n            is CharArray ->
result.append(element.contentToString())\n            is BooleanArray -> result.append(element.contentToString())\n\n
            is UByteArray -> result.append(element.contentToString())\n            is UShortArray ->
result.append(element.contentToString())\n            is UIntArray -> result.append(element.contentToString())\n
            is ULongArray -> result.append(element.contentToString())\n            else ->
result.append(element.toString())\n        }\n    }\n    result.append(''])\n
processed.removeAt(processed.lastIndex)\n}"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/** Returns true if the brittle contains optimization
is enabled. See KT-45438. */\n\ninternal expect fun brittleContainsOptimizationEnabled(): Boolean\n\n/**\n * Returns true if [brittleContainsOptimizationEnabled] is true\n * and it's safe to convert this collection to a set
without changing contains method behavior.\n */\n\nprivate fun <T> Collection<T>.safeToConvertToSet() =
brittleContainsOptimizationEnabled() && size > 2 && this is ArrayList\n\n/**\n * When [brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is not a [Collection].\n * -
Converts this [Collection] to a set, when it's worth so and it doesn't change contains method behavior.\n * -
Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this [Iterable] to a
list if it is not a [Collection].\n * - Otherwise returns this.\n */\n\ninternal fun <T>
Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =\n    when (this) {\n        is
Set -> this\n        is Collection -> {\n            when {\n                source is Collection && source.size < 2 -> this\n
                else -> if (this.safeToConvertToSet()) toHashSet() else this\n            }\n        }\n        else -> if
(brittleContainsOptimizationEnabled()) toHashSet() else toList()\n    }\n\n/**\n * When [brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is not a [Collection].\n * -
Converts this [Collection] to a set, when it's worth so and it doesn't change contains method behavior.\n * -
Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this [Iterable] to a
list if it is not a [Collection].\n * - Otherwise returns this.\n */\n\ninternal fun <T>
Iterable<T>.convertToSetForSetOperation(): Collection<T> =\n    when (this) {\n        is Set -> this\n        is
Collection -> if (this.safeToConvertToSet()) toHashSet() else this\n        else -> if
(brittleContainsOptimizationEnabled()) toHashSet() else toList()\n    }\n\n/**\n * Converts this sequence to a set if
[brittleContainsOptimizationEnabled] is true,\n * otherwise converts it to a list.\n */\n\ninternal fun <T>
Sequence<T>.convertToSetForSetOperation(): Collection<T> =\n    if (brittleContainsOptimizationEnabled())
toHashSet() else toList()\n\n/**\n * Converts this array to a set if [brittleContainsOptimizationEnabled] is true,\n *
otherwise converts it to a list.\n */\n\ninternal fun <T> Array<T>.convertToSetForSetOperation(): Collection<T> =\n
    if (brittleContainsOptimizationEnabled()) toHashSet() else asList()"/*\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Data class
representing a value from a collection or sequence, along with its index in that collection or sequence.\n */\n

```

@property value the underlying value.\n * @property index the index of the value in the collection or sequence.\n * \npublic data class IndexedValue<out T>(public val index: Int, public val value: T)\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

```

*\n\n@file:kotlin.jvm.JvmName("\MapAccessorsKt")\n\npackage kotlin.collections\n\nimport
kotlin.reflect.KProperty\nimport kotlin.internal.Exact\n\n/**\n * Returns the value of the property for the given
object from this read-only map.\n * @param thisRef the object for which the value is requested (not used).\n *
@param property the metadata for the property, used to get the name of property and lookup the value
corresponding to this name in the map.\n * @return the property value.\n *\n * @throws NoSuchElementException
when the map doesn't contain value for the property name and doesn't provide an implicit default (see
[withDefault]).\n *\n@kotlin.internal.InlineOnly\n\npublic inline operator fun <V, V1 : V> Map<in String, @Exact
V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n    @Suppress("\UNCHECKED_CAST")
(getOrNullImplicitDefault(property.name) as V1)\n\n/**\n * Returns the value of the property for the given object from
this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property
the metadata for the property, used to get the name of property and lookup the value corresponding to this name in
the map.\n * @return the property value.\n *\n * @throws NoSuchElementException when the map doesn't contain
value for the property name and doesn't provide an implicit default (see [withDefault]).\n
```

```

*\n\n@kotlin.jvm.JvmName("\getVar")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun <V, V1 : V>
MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n    @Suppress("\UNCHECKED_CAST")
(getOrNullImplicitDefault(property.name) as V1)\n\n/**\n * Stores the value of the property for the given object in this mutable map.\n *
@param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and store
the value associated with that name in the map.\n * @param value the value to set.\n
```

```

*\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef:
Any?, property: KProperty<*>, value: V) {\n    this.put(property.name, value)\n}\n", "/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
```

```

*\n\n@file:kotlin.jvm.JvmMultifileClass\n\n@file:kotlin.jvm.JvmName("\MapsKt")\n\npackage
kotlin.collections\n\n/**\n * Returns the value for the given key, or the implicit default value for this map.\n * By
default no implicit value is provided for maps and a [NoSuchElementException] is thrown.\n * To create a map with
implicit default value use [withDefault] method.\n *\n * @throws NoSuchElementException when the map doesn't
contain a value for the specified key and no implicit default was provided for that map.\n
```

```

*\n\n@kotlin.jvm.JvmName("\getOrNullImplicitDefaultNullable")\n\n@PublishedApi\n\ninternal fun <K, V> Map<K,
V>.getOrNullImplicitDefault(key: K): V {\n    if (this is MapWithDefault)\n        return
this.getOrNullImplicitDefault(key)\n    return getOrNullNullable(key, { throw NoSuchElementException("\Key $key
is missing in the map.") })\n}\n\n/**\n * Returns a wrapper of this read-only map, having the implicit default value
provided with the specified function [defaultValue].\n *\n * This implicit default value is used when the original
map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for
example when properties are delegated to the map.\n *\n * When this map already has an implicit default value
provided with a former call to [withDefault], it is being replaced by this call.\n *\n\npublic fun <K, V> Map<K,
V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =\n    when (this) {\n        is MapWithDefault ->
this.map.withDefault(defaultValue)\n        else -> MapWithDefaultImpl(this, defaultValue)\n    }\n\n/**\n * Returns
a wrapper of this mutable map, having the implicit default value provided with the specified function
[defaultValue].\n *\n * This implicit default value is used when the original map doesn't contain a value for the key
specified\n * and a value is obtained with [Map.getValue] function, for example when properties are delegated to the
map.\n *\n * When this map already has an implicit default value provided with a former call to [withDefault], it is
being replaced by this call.\n *\n\n@kotlin.jvm.JvmName("\withDefaultMutable")\n\npublic fun <K, V>
MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =\n    when (this) {\n        is

```

```

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

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MutableCollection<in T>.plusAssign(elements: Array<T>) {\n  this.addAll(elements)\n}\n\n/**\n * Adds all
elements of the given [elements] sequence to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic
inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {\n
this.addAll(elements)\n}\n\n/**\n * Removes a single instance of the specified [element] from this mutable
collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in
T>.minusAssign(element: T) {\n  this.remove(element)\n}\n\n/**\n * Removes all elements contained in the given
[elements] collection from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun
<T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {\n  this.removeAll(elements)\n}\n\n/**\n *
Removes all elements contained in the given [elements] array from this mutable collection.\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements:
Array<T>) {\n  this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements]
sequence from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T>
MutableCollection<in T>.minusAssign(elements: Sequence<T>) {\n  this.removeAll(elements)\n}\n\n/**\n * Adds
all elements of the given [elements] collection to this [MutableCollection].\n */\npublic fun <T>
MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {\n  when (elements) {\n    is Collection ->
return addAll(elements)\n    else -> {\n      var result: Boolean = false\n      for (item in elements)\n
if (add(item)) result = true\n      return result\n    }\n  }\n}\n\n/**\n * Adds all elements of the given
[elements] sequence to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements:
Sequence<T>): Boolean {\n  var result: Boolean = false\n  for (item in elements) {\n    if (add(item)) result =
true\n  }\n  return result\n}\n\n/**\n * Adds all elements of the given [elements] array to this
[MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {\n
return addAll(elements.asList())\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also
contained in the given [elements] collection.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements:
Iterable<T>): Boolean {\n  return removeAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n *
Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.\n
*/\npublic fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {\n  val set =
elements.convertToSetForSetOperation()\n  return set.isNotEmpty() && removeAll(set)\n}\n\n/**\n * Removes all
elements from this [MutableCollection] that are also contained in the given [elements] array.\n */\npublic fun <T>
MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {\n  return elements.isNotEmpty() &&
removeAll(elements.convertToSetForSetOperation())\n}\n\n/**\n * Retains only elements of this
[MutableCollection] that are contained in the given [elements] collection.\n */\npublic fun <T>
MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {\n  return
retainAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n * Retains only elements of this
[MutableCollection] that are contained in the given [elements] array.\n */\npublic fun <T> MutableCollection<in
T>.retainAll(elements: Array<out T>): Boolean {\n  if (elements.isNotEmpty())\n    return
retainAll(elements.convertToSetForSetOperation())\n  else\n    return retainNothing()\n}\n\n/**\n * Retains only
elements of this [MutableCollection] that are contained in the given [elements] sequence.\n */\npublic fun <T>
MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {\n  val set =
elements.convertToSetForSetOperation()\n  if (set.isNotEmpty())\n    return retainAll(set)\n  else\n    return
retainNothing()\n}\n\nprivate fun MutableCollection<*>.retainNothing(): Boolean {\n  val result = isEmpty()\n
clear()\n  return result\n}\n\n/**\n * Removes all elements from this [MutableIterable] that match the given
[predicate].\n */\n * @return `true` if any element was removed from this collection, or `false` when no elements
were removed and collection was not modified.\n */\npublic fun <T> MutableIterable<T>.removeAll(predicate: (T)
-> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains only elements of this [MutableIterable] that
match the given [predicate].\n */\n * @return `true` if any element was removed from this collection, or `false` when
all elements were retained and collection was not modified.\n */\npublic fun <T>
MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)\n\nprivate fun
<T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {\n

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

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

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SequenceScope<T>\n\nprivate typealias State = Int\n\nprivate const val State_NotReady: State = 0\n\nprivate const
val State_ManyNotReady: State = 1\n\nprivate const val State_ManyReady: State = 2\n\nprivate const val State_Ready:
State = 3\n\nprivate const val State_Done: State = 4\n\nprivate const val State_Failed: State = 5\n\nprivate class
SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {\n    private var state =
State_NotReady\n    private var nextValue: T? = null\n    private var nextIterator: Iterator<T>? = null\n    var
nextStep: Continuation<Unit>? = null\n\n    override fun hasNext(): Boolean {\n        while (true) {\n            when
(state) {\n                State_NotReady -> {}\n                State_ManyNotReady ->\n                    if
(nextIterator!!.hasNext()) {\n                        state = State_ManyReady\n                        return true\n                    }
else {\n                        nextIterator = null\n                    }\n                State_Done -> return false\n                State_Ready, State_ManyReady -> return true\n                else -> throw exceptionalState()\n            }\n            state
= State_Failed\n            val step = nextStep!!\n            nextStep = null\n            step.resume(Unit)\n        }\n    }\n\n    override fun next(): T {\n        when (state) {\n            State_NotReady, State_ManyNotReady -> return
nextNotReady()\n            State_ManyReady -> {\n                state = State_ManyNotReady\n                return
nextIterator!!.next()\n            }\n            State_Ready -> {\n                state = State_NotReady\n                @Suppress(\"UNCHECKED_CAST\")\n                val result = nextValue as T\n                nextValue = null\n                return result\n            }\n            else -> throw exceptionalState()\n        }\n    }\n\n    private fun nextNotReady(): T
{\n        if (!hasNext()) throw NoSuchElementException() else return next()\n    }\n\n    private fun
exceptionalState(): Throwable = when (state) {\n        State_Done -> NoSuchElementException()\n        State_Failed
-> IllegalStateException(\"Iterator has failed.\")\n        else -> IllegalStateException(\"Unexpected state of the
iterator: $state\")\n    }\n\n\n    override suspend fun yield(value: T) {\n        nextValue = value\n        state =
State_Ready\n        return suspendCoroutineUninterceptedOrReturn { c ->\n            nextStep = c\n            COROUTINE_SUSPENDED\n        }\n    }\n\n\n    override suspend fun yieldAll(iterator: Iterator<T>) {\n        if
(!iterator.hasNext()) return\n        nextIterator = iterator\n        state = State_ManyReady\n        return
suspendCoroutineUninterceptedOrReturn { c ->\n            nextStep = c\n            COROUTINE_SUSPENDED\n        }\n    }\n\n\n    // Completion continuation implementation\n    override fun resumeWith(result: Result<Unit>) {\n
result.getOrNull() // just rethrow exception if it is there\n        state = State_Done\n    }\n\n\n    override val context:
CoroutineContext\n        get() = EmptyCoroutineContext\n    }\n\n\n    /*\n     * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n     */\n\n\n    package kotlin.collections\n\n\n    internal fun
checkWindowSizeStep(size: Int, step: Int) {\n        require(size > 0 && step > 0) {\n            if (size != step)\n                \"Both size $size and step $step must be greater than zero.\"\n            else\n                \"size $size must be greater than
zero.\"\n        }\n    }\n\n\n    internal fun <T> Sequence<T>.windowedSequence(size: Int, step: Int, partialWindows: Boolean,
reuseBuffer: Boolean): Sequence<List<T>> {\n        checkWindowSizeStep(size, step)\n        return Sequence {\n
windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }\n    }\n\n\n    internal fun <T>
windowedIterator(iterator: Iterator<T>, size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean):
Iterator<List<T>> {\n        if (!iterator.hasNext()) return EmptyIterator\n        return iterator<List<T>> {\n            val
bufferInitialCapacity = size.coerceAtMost(1024)\n            val gap = step - size\n            if (gap >= 0) {\n                var buffer
= ArrayList<T>(bufferInitialCapacity)\n                var skip = 0\n                for (e in iterator) {\n                    if (skip > 0) {\n
skip -= 1; continue }\n                    buffer.add(e)\n                    if (buffer.size == size) {\n                        yield(buffer)\n                        if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)\n                        skip = gap\n                    }\n                }\n                if (buffer.isNotEmpty()) {\n                    if (partialWindows || buffer.size == size) yield(buffer)\n                }\n            }\n            else {\n                var buffer = RingBuffer<T>(bufferInitialCapacity)\n                for (e in iterator) {\n
buffer.add(e)\n                    if (buffer.isFull()) {\n                        if (buffer.size < size) { buffer =
buffer.expanded(maxCapacity = size); continue }\n                        yield(if (reuseBuffer) buffer else
ArrayList(buffer))\n                        buffer.removeFirst(step)\n                    }\n                }\n                if (partialWindows) {\n
while (buffer.size > step) {\n                    yield(if (reuseBuffer) buffer else ArrayList(buffer))\n                    buffer.removeFirst(step)\n                }\n                if (buffer.isNotEmpty()) yield(buffer)\n            }\n        }\n    }\n\n\n    internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {\n

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private var fromIndex: Int = 0\n private var _size: Int = 0\n fun move(fromIndex: Int, toIndex: Int) {\n
checkRangeIndexes(fromIndex, toIndex, list.size)\n this.fromIndex = fromIndex\n this._size = toIndex -
fromIndex\n }\n\n override fun get(index: Int): E {\n checkElementIndex(index, _size)\n return
list[fromIndex + index]\n }\n\n override val size: Int get() = _size\n\n/**\n * Provides ring buffer
implementation.\n *\n * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.\n
*\nprivate class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(),
RandomAccess {\n init {\n require(filledSize >= 0) {\n"ring buffer filled size should not be negative but it is
$filledSize" }\n require(filledSize <= buffer.size) {\n"ring buffer filled size: $filledSize cannot be larger than
the buffer size: ${buffer.size}" }\n }\n\n constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)\n\n
private val capacity = buffer.size\n private var startIndex: Int = 0\n\n override var size: Int = filledSize\n
private set\n\n override fun get(index: Int): T {\n checkElementIndex(index, size)\n
@Suppress("UNCHECKED_CAST")\n return buffer[startIndex.forward(index)] as T\n }\n\n fun isFull() =
size == capacity\n\n override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {\n private var count
= size\n private var index = startIndex\n\n override fun computeNext() {\n if (count == 0) {\n
done()\n } else {\n @Suppress("UNCHECKED_CAST")\n setNext(buffer[index] as
T)\n index = index.forward(1)\n count--\n }\n }\n }\n\n @Suppress("UNCHECKED_CAST")\n override fun <T> toArray(array: Array<T>): Array<T> {\n val
result: Array<T?> =\n if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>\n\n val
size = this.size\n\n var widx = 0\n var idx = startIndex\n\n while (widx < size && idx < capacity) {\n
result[widx] = buffer[idx] as T\n widx++\n idx++\n }\n\n idx = 0\n while (widx <
size) {\n result[widx] = buffer[idx] as T\n widx++\n idx++\n }\n\n if (result.size >
this.size) result[this.size] = null\n\n return result as Array<T>\n }\n\n override fun toArray(): Array<Any?>
{\n return toArray(arrayOfNulls(size))\n }\n\n /**\n * Creates a new ring buffer with the capacity equal to
the minimum of [maxCapacity] and 1.5 * [capacity].\n * The returned ring buffer contains the same elements as
this ring buffer.\n *\n fun expanded(maxCapacity: Int): RingBuffer<T> {\n val newCapacity = (capacity +
(capacity shr 1) + 1).coerceAtMost(maxCapacity)\n val newBuffer = if (startIndex == 0)
buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))\n return RingBuffer(newBuffer, size)\n
}\n\n /**\n * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the
buffer\n *\n fun add(element: T) {\n if (isFull()) {\n throw IllegalStateException("ring buffer is
full")\n }\n\n buffer[startIndex.forward(size)] = element\n size++\n }\n\n /**\n * Removes [n]
first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to
remove\n *\n fun removeFirst(n: Int) {\n require(n >= 0) {\n"n shouldn't be negative but it is $n" }\n
require(n <= size) {\n"n shouldn't be greater than the buffer size: n = $n, size = $size" }\n\n if (n > 0) {\n
val start = startIndex\n val end = start.forward(n)\n\n if (start > end) {\n buffer.fill(null, start,
capacity)\n buffer.fill(null, 0, end)\n } else {\n buffer.fill(null, start, end)\n }\n\n
startIndex = end\n size -= n\n }\n }\n\n\n @Suppress("NOTHING_TO_INLINE")\n private
inline fun Int.forward(n: Int): Int = (this + n) % capacity\n\n", "*/\n * Copyright 2010-2019 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n// UByteArray
=====\n@Exp
erimentalUnsignedTypes\nprivate fun partition(\n array: UByteArray, left: Int, right: Int): Int {\n var i = left\n
var j = right\n val pivot = array[(left + right) / 2]\n while (i <= j) {\n while (array[i] < pivot)\n i++\n
while (array[j] > pivot)\n j--\n if (i <= j) {\n val tmp = array[i]\n array[i] = array[j]\n
array[j] = tmp\n i++\n j--\n }\n }\n return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun
quickSort(\n array: UByteArray, left: Int, right: Int) {\n val index = partition(array, left, right)\n if (left < index
- 1)\n quickSort(array, left, index - 1)\n if (index < right)\n quickSort(array, index, right)\n}\n\n//
UShortArray
=====\n@Exp

```

```

erimentalUnsignedTypes\nprivate fun partition(\n    array: UShortArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot = array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] > pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n            i++\n            j--\n        }\n    }\n    return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n    array: UShortArray, left: Int, right: Int) {\n    val index = partition(array, left, right)\n    if (left < index - 1)\n        quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index, right)\n}\n\n// UIntArray

```

```

===== \n @Exp
erimentalUnsignedTypes\nprivate fun partition(\n    array: UIntArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot = array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] > pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n            i++\n            j--\n        }\n    }\n    return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n    array: UIntArray, left: Int, right: Int) {\n    val index = partition(array, left, right)\n    if (left < index - 1)\n        quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index, right)\n}\n\n// ULongArray

```

```

===== \n @Exp
erimentalUnsignedTypes\nprivate fun partition(\n    array: ULongArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot = array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] > pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n            i++\n            j--\n        }\n    }\n    return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n    array: ULongArray, left: Int, right: Int) {\n    val index = partition(array, left, right)\n    if (left < index - 1)\n        quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index, right)\n}\n\n// Interfaces

```

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===== \n /*\n * Sorts the given array using qsort algorithm.\n */\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n\n/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\n\n/**\n * Compares this object with the specified object for order. Returns zero if this object is equal\n * to the specified [other] object, a negative number if it's less than [other], or a positive number\n * if it's greater than [other].\n */\n * This function delegates to [Comparable.compareTo] and allows to call it in infix form.\n\n*\n@InlineOnly\n@SinceKotlin("1.6")\npublic inline infix fun <T> Comparable<T>.compareTo(other: T): Int =\n    this.compareTo(other)\n\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.contracts\n\nimport kotlin.internal.ContractsDsl\nimport kotlin.internal.InlineOnly\n\n/**\n * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature\n * when declaring contracts of user functions.\n */\n * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.\n\n*\n@Suppress("DEPRECATION")\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.3")\n@Experimental\n@RequiresOptIn\n@MustBeDocumented\npublic annotation class ExperimentalContracts\n\n/**\n * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc.,\n * can be used to

```

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describe the contract of a function.\n *\n * This type is used as a receiver type of the lambda function passed to the
[contract] function.\n *\n * @see contract\n
*\n @ContractsDsl\n @ExperimentalContracts\n @SinceKotlin("1.3")\n public interface ContractBuilder {\n /**\n * Describes a situation when a function returns normally, without any exceptions thrown.\n *\n * Use
[SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n *\n *\n //
@sample samples.contracts.returnsContract\n @ContractsDsl public fun returns(): Returns\n\n /**\n *
Describes a situation when a function returns normally with the specified return [value].\n *\n * The possible
values of [value] are limited to `true`, `false` or `null`.\n *\n * Use [SimpleEffect.implies] function to describe a
conditional effect that happens in such case.\n *\n *\n // @sample samples.contracts.returnsTrueContract\n
// @sample samples.contracts.returnsFalseContract\n // @sample samples.contracts.returnsNullContract\n
@ContractsDsl public fun returns(value: Any?): Returns\n\n /**\n * Describes a situation when a function
returns normally with any value that is not `null`.\n *\n * Use [SimpleEffect.implies] function to describe a
conditional effect that happens in such case.\n *\n *\n // @sample
samples.contracts.returnsNotNullContract\n @ContractsDsl public fun returnsNotNull(): ReturnsNotNull\n\n
/**\n * Specifies that the function parameter [lambda] is invoked in place.\n *\n * This contract specifies
that:\n * 1. the function [lambda] can only be invoked during the call of the owner function,\n * and it won't be
invoked after that owner function call is completed;\n * 2. (optionally) the function [lambda] is invoked the
amount of times specified by the [kind] parameter.\n * see the [InvocationKind] enum for possible values.\n
*\n * A function declaring the `callsInPlace` effect must be _inline_.\n *\n *\n // @sample
samples.contracts.callsInPlaceAtMostOnceContract\n * @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n * @sample
samples.contracts.callsInPlaceExactlyOnceContract\n * @sample
samples.contracts.callsInPlaceUnknownContract\n *\n @ContractsDsl public fun <R> callsInPlace(lambda:
Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace\n\n /**\n * Specifies how
many times a function invokes its function parameter in place.\n *\n * See [ContractBuilder.callsInPlace] for the
details of the call-in-place function contract.\n
*\n @ContractsDsl\n @ExperimentalContracts\n @SinceKotlin("1.3")\n public enum class InvocationKind {\n /**\n * A function parameter will be invoked one time or not invoked at all.\n *\n // @sample
samples.contracts.callsInPlaceAtMostOnceContract\n @ContractsDsl AT_MOST_ONCE,\n\n /**\n * A
function parameter will be invoked one or more times.\n *\n *\n // @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n @ContractsDsl AT_LEAST_ONCE,\n\n /**\n * A
function parameter will be invoked exactly one time.\n *\n *\n // @sample
samples.contracts.callsInPlaceExactlyOnceContract\n @ContractsDsl EXACTLY_ONCE,\n\n /**\n * A
function parameter is called in place, but it's unknown how many times it can be called.\n *\n *\n // @sample
samples.contracts.callsInPlaceUnknownContract\n @ContractsDsl UNKNOWN\n}\n\n /**\n * Specifies the
contract of a function.\n *\n * The contract description must be at the beginning of a function and have at least one
effect.\n *\n * Only the top-level functions can have a contract for now.\n *\n * @param builder the lambda where
the contract of a function is described with the help of the [ContractBuilder] members.\n *\n *\n // @sample
samples.contracts.returnsContract\n * @sample samples.contracts.returnsTrueContract\n * @sample
samples.contracts.returnsFalseContract\n * @sample samples.contracts.returnsNullContract\n * @sample
samples.contracts.returnsNotNullContract\n * @sample samples.contracts.callsInPlaceAtMostOnceContract\n *
@sample samples.contracts.callsInPlaceAtLeastOnceContract\n * @sample
samples.contracts.callsInPlaceExactlyOnceContract\n * @sample
samples.contracts.callsInPlaceUnknownContract\n *\n @ContractsDsl\n @ExperimentalContracts\n @InlineOnly\n @
SinceKotlin("1.3")\n @Suppress("UNUSED_PARAMETER")\n public inline fun contract(builder:
ContractBuilder.() -> Unit) { }\n\n /**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n *\n package kotlin.coroutines\n\n /**\n * Marks coroutine context element that

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intercepts coroutine continuations.\n * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
interceptor and\n * intercepts all coroutine continuations with [interceptContinuation] invocations.\n *\n *
[ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that\n *
its implementation delegates [get][CoroutineContext.Element.get] and
[minusKey][CoroutineContext.Element.minusKey]\n * to [getPolymorphicElement] and [minusPolymorphicKey]
respectively.\n * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
[ContinuationInterceptor.Key]\n * or subtype key if it extends [AbstractCoroutineContextKey].\n
*\n@SinceKotlin("1.3")\npublic interface ContinuationInterceptor : CoroutineContext.Element {\n /**\n *
The key that defines *the* context interceptor.\n * \n * companion object Key :
CoroutineContext.Key<ContinuationInterceptor>\n\n /**\n * Returns continuation that wraps the original
[continuation], thus intercepting all resumptions.\n * This function is invoked by coroutines framework when
needed and the resulting continuations are\n * cached internally per each instance of the original [continuation].\n
*\n * This function may simply return original [continuation] if it does not want to intercept this particular
continuation.\n * \n * When the original [continuation] completes, coroutine framework invokes
[releaseInterceptedContinuation]\n * with the resulting continuation if it was intercepted, that is if
`interceptContinuation` had previously\n * returned a different continuation instance.\n * \n public fun <T>
interceptContinuation(continuation: Continuation<T>): Continuation<T>\n\n /**\n * Invoked for the
continuation instance returned by [interceptContinuation] when the original\n * continuation completes and will
not be used anymore. This function is invoked only if [interceptContinuation]\n * had returned a different
continuation instance from the one it was invoked with.\n * \n * Default implementation does nothing.\n * \n
* @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.\n
*\n public fun releaseInterceptedContinuation(continuation: Continuation<*>) {\n /** do nothing by default
*\n } \n\n public override operator fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>):
E? {\n // getPolymorphicKey specialized for ContinuationInterceptor key\n
@OptIn(ExperimentalStdlibApi::class)\n if (key is AbstractCoroutineContextKey<*, *>) {\n
@Suppress("UNCHECKED_CAST")\n return if (key.isSubKey(this.key)) key.tryCast(this) as? E else
null\n } \n @Suppress("UNCHECKED_CAST")\n return if (ContinuationInterceptor === key) this as
E else null\n } \n\n public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {\n
// minusPolymorphicKey specialized for ContinuationInterceptor key\n
@OptIn(ExperimentalStdlibApi::class)\n if (key is AbstractCoroutineContextKey<*, *>) {\n return if
(key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n } \n return if
(ContinuationInterceptor === key) EmptyCoroutineContext else this\n } \n}\n", /*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n */\npackage kotlin.coroutines\n\n/**\n *
Persistent context for the coroutine. It is an indexed set of [Element] instances.\n * An indexed set is a mix between
a set and a map.\n * Every element in this set has a unique [Key].\n *\n@SinceKotlin("1.3")\npublic interface
CoroutineContext {\n /**\n * Returns the element with the given [key] from this context or `null`.\n * \n
*\n public operator fun <E : Element> get(key: Key<E>): E?\n\n /**\n * Accumulates entries of this context
starting with [initial] value and applying [operation]\n * from left to right to current accumulator value and each
element of this context.\n * \n *\n public fun <R> fold(initial: R, operation: (R, Element) -> R): R\n\n /**\n *
Returns a context containing elements from this context and elements from other [context].\n * The elements
from this context with the same key as in the other one are dropped.\n * \n *\n public operator fun plus(context:
CoroutineContext): CoroutineContext =\n if (context === EmptyCoroutineContext) this else // fast path -- avoid
lambda creation\n context.fold(this) { acc, element ->\n val removed =
acc.minusKey(element.key)\n if (removed === EmptyCoroutineContext) element else {\n //
make sure interceptor is always last in the context (and thus is fast to get when present)\n val interceptor
= removed[ContinuationInterceptor]\n if (interceptor == null) CombinedContext(removed, element) else
{\n val left = removed.minusKey(ContinuationInterceptor)\n if (left ===

```

```

EmptyCoroutineContext) CombinedContext(element, interceptor) else\n
CombinedContext(CombinedContext(left, element), interceptor)\n        }\n        }\n        }\n        /**\n
 * Returns a context containing elements from this context, but without an element with\n
 * the specified [key].\n
 */\n
public fun minusKey(key: Key<*>): CoroutineContext\n        /**\n
 * Key for the elements of\n
 [CoroutineContext]. [E] is a type of element with this key.\n
 */\n
public interface Key<E : Element>\n        /**\n
 * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.\n
 */\n
public interface Element : CoroutineContext {\n        /**\n
 * A key of this coroutine context element.\n
 */\n
public val key: Key<*>\n        public override operator fun <E : Element> get(key: Key<E>): E? =\n
@Suppress("UNCHECKED_CAST")\n        if (this.key == key) this as E else null\n        public override\n
fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n
operation(initial, this)\n        public override\n
fun minusKey(key: Key<*>): CoroutineContext =\n        if (this.key == key) EmptyCoroutineContext else this\n
}\n}\n"/>\n
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 * Use of\n
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
 */\n\npackage kotlin.coroutines\n\nimport kotlin.coroutines.CoroutineContext.Element\n\nimport\n
kotlin.coroutines.CoroutineContext.Key\n\n/**\n
 * Base class for [CoroutineContext.Element] implementations.\n
 */\n\n@SinceKotlin("1.3")\n\npublic abstract class AbstractCoroutineContextElement(public override val key:\n
Key<*>) : Element\n\n/**\n
 * Base class for [CoroutineContext.Key] associated with polymorphic\n
 [CoroutineContext.Element] implementation.\n
 * Polymorphic element implementation implies delegating its\n
 [get][Element.get] and [minusKey][Element.minusKey]\n
 * to [getPolymorphicElement] and\n
 [minusPolymorphicKey] respectively.\n
 * Polymorphic elements can be extracted from the coroutine context\n
 using both element key and its supertype key.\n
 * Example of polymorphic elements:\n
 * ```\n
 * open class\n
 BaseElement : CoroutineContext.Element {\n
 *     companion object Key : CoroutineContext.Key<BaseElement>\n
 *     override val key: CoroutineContext.Key<*> get() = Key\n
 *     // It is important to use getPolymorphicKey and\n
 minusPolymorphicKey\n
 *     override fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>):\n
 E? = getPolymorphicElement(key)\n
 *     override fun minusKey(key: CoroutineContext.Key<*>):\n
 CoroutineContext = minusPolymorphicKey(key)\n
 * }\n
 * class DerivedElement : BaseElement() {\n
 *     companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as?\n
 DerivedElement\n
 * })\n
 * }\n
 * // Now it is possible to query both `BaseElement` and `DerivedElement`\n
 * someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement\n
 instances\n
 * someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement\n
 instance\n
 * ```\n
 * @param B base class of a polymorphic element\n
 * @param baseKey an instance of base key\n
 * @param E element type associated with the current key\n
 * @param safeCast a function that can safely cast\n
 abstract [CoroutineContext.Element] to the concrete [E] type\n
 * and return the element if it is a subtype\n
 of [E] or `null` otherwise.\n
 */\n\n@SinceKotlin("1.3")\n\n@ExperimentalStdlibApi\n\npublic abstract class\n
AbstractCoroutineContextKey<B : Element, E : B>(\n        baseKey: Key<B>,\n        private val safeCast: (element:\n
Element) -> E?) : Key<E> {\n        private val topmostKey: Key<*> = if (baseKey is\n
AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey\n        internal fun tryCast(element:\n
Element): E? = safeCast(element)\n        internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey\n
=== key\n
}\n\n/**\n
 * Returns the current element if it is associated with the given [key] in a polymorphic manner\n
 or `null` otherwise.\n
 * This method returns non-null value if either [Element.key] is equal to the given [key] or if\n
 the [key] is associated\n
 * with [Element.key] via [AbstractCoroutineContextKey].\n
 * See\n
 [AbstractCoroutineContextKey] for the example of usage.\n
 */\n\n@SinceKotlin("1.3")\n\n@ExperimentalStdlibApi\n\npublic fun <E : Element>\n
Element.getPolymorphicElement(key: Key<E>): E? {\n        if (key is AbstractCoroutineContextKey<*, *>) {\n
@Suppress("UNCHECKED_CAST")\n        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n
}\n
@Suppress("UNCHECKED_CAST")\n        return if (this.key === key) this as E else null\n
}\n\n/**\n
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner\n
 * or `null` otherwise.\n
 * This method returns empty context if either [Element.key] is equal to the given [key] or if the

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[key] is associated with [Element.key] via [AbstractCoroutineContextKey]. See [AbstractCoroutineContextKey] for the example of usage.

```

*\/@SinceKotlin("1.3")@ExperimentalStdlibApi\npublic fun Element.minusPolymorphicKey(key: Key<*>):
CoroutineContext {\n  if (key is AbstractCoroutineContextKey<*, *>) {\n    return if (key.isSubKey(this.key)
&& key.tryCast(this) != null) EmptyCoroutineContext else this\n  }\n  return if (this.key === key)
EmptyCoroutineContext else this\n}\n\n/*\n * An empty coroutine context.\n */\n@SinceKotlin("1.3")\npublic
object EmptyCoroutineContext : CoroutineContext, Serializable {\n  private const val serialVersionUID: Long =
0\n  private fun readResolve(): Any = EmptyCoroutineContext\n\n  public override fun <E : Element> get(key:
Key<E>): E? = null\n  public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial\n  public
override fun plus(context: CoroutineContext): CoroutineContext = context\n  public override fun minusKey(key:
Key<*>): CoroutineContext = this\n  public override fun hashCode(): Int = 0\n  public override fun toString():
String = \"EmptyCoroutineContext\"\n}\n\n//----- internal impl -----
\n\n// this class is not
exposed, but is hidden inside implementations\n// this is a left-biased list, so that `plus` works
naturally\n@SinceKotlin("1.3")\ninternal class CombinedContext(\n  private val left: CoroutineContext,\n  private val element: Element\n) : CoroutineContext, Serializable {\n\n  override fun <E : Element> get(key:
Key<E>): E? {\n    var cur = this\n    while (true) {\n      cur.element[key]?.let { return it }\n      val next
= cur.left\n      if (next is CombinedContext) {\n        cur = next\n      } else {\n        return
next[key]\n      }\n    }\n\n  public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n    operation(left.fold(initial, operation), element)\n\n  public override fun minusKey(key: Key<*>):
CoroutineContext {\n    element[key]?.let { return left }\n    val newLeft = left.minusKey(key)\n    return
when {\n      newLeft === left -> this\n      newLeft === EmptyCoroutineContext -> element\n      else ->
CombinedContext(newLeft, element)\n    }\n\n  private fun size(): Int {\n    var cur = this\n    var size
= 2\n    while (true) {\n      cur = cur.left as? CombinedContext ?: return size\n      size++\n    }\n  }\n\n  private fun contains(element: Element): Boolean =\n    get(element.key) == element\n\n  private fun
containsAll(context: CombinedContext): Boolean {\n    var cur = context\n    while (true) {\n      if
(!contains(cur.element)) return false\n      val next = cur.left\n      if (next is CombinedContext) {\n
cur = next\n      } else {\n        return contains(next as Element)\n      }\n    }\n\n  override fun
equals(other: Any?): Boolean =\n    this === other || other is CombinedContext && other.size() == size() &&
other.containsAll(this)\n\n  override fun hashCode(): Int = left.hashCode() + element.hashCode()\n\n  override
fun toString(): String =\n    \"[\" + fold(\"\") { acc, element ->\n      if (acc.isEmpty()) element.toString() else
\"$acc, $element\"\n    } + \"]\"\n\n  private fun writeReplace(): Any {\n    val n = size()\n    val elements =
arrayOfNulls<CoroutineContext>(n)\n    var index = 0\n    fold(Unit) { _, element -> elements[index++] =
element }\n    check(index == n)\n    @Suppress(\"UNCHECKED_CAST\")\n    return Serialized(elements
as Array<CoroutineContext>)\n  }\n\n  private class Serialized(val elements: Array<CoroutineContext>) :
Serializable {\n    companion object {\n      private const val serialVersionUID: Long = 0L\n    }\n\n    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)\n  }\n}\n\n\"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n*/\n\n@file:kotlin.jvm.JvmName(\"IntrinsicsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage
kotlin.coroutines.intrinsics\n\nimport kotlin.contracts.*\nimport kotlin.coroutines.*\nimport
kotlin.internal.InlineOnly\n\n/*\n * Obtains the current continuation instance inside suspend functions and either
suspends\n * currently running coroutine or returns result immediately without suspension.\n * If the [block]
returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution
and will\n * not return any result immediately. In this case, the [Continuation] provided to the [block] shall be\n *
resumed by invoking [Continuation.resumeWith] at some moment in the\n * future when the result becomes
available to resume the computation.\n * Otherwise, the return value of the [block] must have a type assignable
to [T] and represents the result of this suspend function.\n * It means that the execution was not suspended and the
[Continuation] provided to the [block] shall not be invoked.\n * As the result type of the [block] is declared as

```

`Any?` and cannot be correctly type-checked,\n * its proper return type remains on the conscience of the suspend function's author.\n *\n * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the\n * [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].\n *\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n *\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n *\n * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously\n * in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current\n * continuation instance.\n

```
*\n@SinceKotlin("1.3")\n@InlineOnly\n@Suppress("UNUSED_PARAMETER",  
"RedundantSuspendModifier")\npublic suspend inline fun <T>  
suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {\n    contract {  
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) }\n    throw NotImplementedError("Implementation of  
suspendCoroutineUninterceptedOrReturn is intrinsic")\n}\n\n/**\n * This value is used as a return value of  
[suspendCoroutineUninterceptedOrReturn] `block` argument to state that\n * the execution was suspended and will  
not return any result immediately.\n *\n * **Note: this value should not be used in general code.** Using it outside  
of the context of\n * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited  
to,\n * storing this value in other properties, returning it from other functions, etc)\n * can lead to unspecified  
behavior of the code.\n *\n * It is implemented as property with getter to avoid ProGuard <clinit> problem with  
multifile IntrinsicKt class\n@SinceKotlin("1.3")\npublic val COROUTINE_SUSPENDED: Any get() =  
CoroutineSingletons.COROUTINE_SUSPENDED\n\n// Using enum here ensures two important properties:\n// 1.  
It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support  
enums)\n// 2. It improves debugging experience, since you clearly see toString() value of those objects and what  
package they come from\n@SinceKotlin("1.3")\n@PublishedApi // This class is Published API via serialized  
representation of SafeContinuation, don't rename/move\ninternal enum class CoroutineSingletons {\n    COROUTINE_SUSPENDED, UNDECIDED, RESUMED }\n\n/**\n * Copyright 2010-2018 JetBrains s.r.o. and  
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that  
can be found in the license/LICENSE.txt file.\n *\n * Performs a bitwise AND  
operation between the two values. *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun  
Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()\n\n/**\n * Performs a bitwise OR operation  
between the two values. *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun  
Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()\n\n/**\n * Performs a bitwise XOR operation  
between the two values. *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun  
Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()\n\n/**\n * Inverts the bits in this value.  
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.inv(): Byte =  
(this.toInt().inv()).toByte()\n\n/**\n * Performs a bitwise AND operation between the two values.  
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.and(other: Short): Short =  
(this.toInt() and other.toInt()).toShort()\n\n/**\n * Performs a bitwise OR operation between the two values.  
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.or(other: Short): Short =  
(this.toInt() or other.toInt()).toShort()\n\n/**\n * Performs a bitwise XOR operation between the two values.  
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short =  
(this.toInt() xor other.toInt()).toShort()\n\n/**\n * Inverts the bits in this value.  
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short =  
(this.toInt().inv()).toShort()\n\n/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language  
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the  
license/LICENSE.txt file.\n *\n * The experimental marker for type  
inference augmenting annotations.\n *\n * Any usage of a declaration annotated with  
`@ExperimentalTypeInference` must be accepted either by\n * annotating that usage with the [OptIn] annotation,  
e.g. `@OptIn(ExperimentalTypeInference::class)`,\n * or by using the compiler argument `-Xopt-
```

`in=kotlin.experimental.ExperimentalTypeInference`.\n *\n@Suppress(`DEPRECATION`)\n@Experimental(level = Experimental.Level.ERROR)\n@RequiresOptIn(level = RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@SinceKotlin(`1.3`)\npublic annotation class ExperimentalTypeInference\n",`/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type should be ignored during type inference.\n *\n *\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class NoInfer\n\n/**\n * Specifies that the constraint built for the type during type inference should be an equality one.\n *\n *\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class Exact\n\n/**\n * Specifies that a corresponding member has the lowest priority in overload resolution.\n *\n *\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class LowPriorityInOverloadResolution\n\n/**\n * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that\n * an extension annotated with this annotation will win in overload resolution over a member with the same signature.\n *\n *\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class HidesMembers\n\n/**\n * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).\n *\n *\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class OnlyInputTypes\n\n/**\n * Specifies that this function should not be called directly without inlining\n *\n *\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class InlineOnly\n\n/**\n * Specifies that this declaration can have dynamic receiver type.\n *\n *\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class DynamicExtension\n\n/**\n * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding argument is passed.\n *\n *\n@Target(AnnotationTarget.VALUE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(`1.2`)\ninternal annotation class AccessibleLateinitPropertyLiteral\n\n/**\n * Specifies that this declaration is only completely supported since the specified version.\n *\n *\n * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.\n * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear\n * to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error\n * is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.\n *\n *\n * [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.\n * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to\n * treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports\n * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].\n * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),\n * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement\n * on the language version.\n *\n *\n * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.\n *\n *\n@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,`


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AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class RequireKotlin(\n    val version: String,\n    val message: String = "",\n    val level: DeprecationLevel = DeprecationLevel.ERROR,\n    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n    val errorCode: Int = -1)\n\n/**\n * The kind of the version that is required by [RequireKotlin].\n */\n@SinceKotlin("1.2")\ninternal enum class RequireKotlinVersionKind {\n    LANGUAGE_VERSION,\n    COMPILER_VERSION,\n    API_VERSION,\n}\n\n/**\n * Specifies that this declaration is a part of special DSL, used for constructing function's contract.\n */\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.2")\ninternal annotation class ContractsDsl\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Standard property delegates.\n */\npublic object Delegates {\n    /**\n     * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during\n     * object construction time but at a later time. Trying to read the property before the initial value has been\n     * assigned results in an exception.\n     *\n     * @sample samples.properties.Delegates.notNullDelegate\n     */\n    public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()\n\n    /**\n     * Returns a property delegate for a read/write property that calls a specified callback function when changed.\n     * @param initialValue the initial value of the property.\n     * @param onChange the callback which is called after the change of the property is made. The value of the property\n     * has already been changed when this callback is invoked.\n     *\n     * @sample samples.properties.Delegates.observableDelegate\n     */\n    public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):\n    ReadWriteProperty<Any?, T> =\n        object : ObservableProperty<T>(initialValue) {\n            override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)\n        }\n\n    /**\n     * Returns a property delegate for a read/write property that calls a specified callback function when changed,\n     * allowing the callback to veto the modification.\n     * @param initialValue the initial value of the property.\n     * @param onChange the callback which is called before a change to the property value is attempted.\n     * The value of the property hasn't been changed yet, when this callback is invoked.\n     * If the callback returns `true` the value of the property is being set to the new value,\n     * and if the callback returns `false` the new value is discarded and the property remains its old value.\n     *\n     * @sample samples.properties.Delegates.vetoableDelegate\n     */\n    @sample\n    samples.properties.Delegates.throwVetoableDelegate\n    /**\n     * @sample\n     */\n    public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):\n    ReadWriteProperty<Any?, T> =\n        object : ObservableProperty<T>(initialValue) {\n            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)\n        }\n\n    private class NotNullVar<T : Any>(): ReadWriteProperty<Any?, T> {\n        private var value: T? = null\n        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {\n            return value ?: throw IllegalStateException("Property ${property.name} should be initialized before get.")\n        }\n        public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {\n            this.value = value\n        }\n    }\n\n    /*\n     * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n     */\n\n    package kotlin.properties\n    import kotlin.reflect.KProperty\n\n    /**\n     * Base interface that can be used for implementing property delegates of read-only properties.\n     * This is provided only for convenience; you don't have to extend this interface\n     * as long as your property delegate has methods with the same signatures.\n     *\n     * @param T the type of object which owns the delegated property.\n     * @param V the type of the property value.\n     */\n    public fun interface ReadOnlyProperty<in T, out V> {\n        /**\n         * Returns the value of the property for the given object.\n         * @param thisRef the object for which the value is requested.\n         * @param property the metadata for the property.\n         * @return the property value.\n         */\n        public operator fun getValue(thisRef: T, property: KProperty<*>): V\n    }\n\n    /**\n     * Base interface that can be used for implementing property delegates of

```

```

read-write properties.
 * This is provided only for convenience; you don't have to extend this interface
 * as long as your property delegate has methods with the same signatures.
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 *
public interface
ReadWriteProperty<in T, V> : ReadOnlyProperty<T, V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public override operator fun
getValue(thisRef: T, property: KProperty<*>): V
    /**
     * Sets the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @param value the value to set.
     */
    public operator fun setValue(thisRef: T, property:
KProperty<*>, value: V)
}
 * Base interface that can be used for implementing property delegate
providers.
 * This is provided only for convenience; you don't have to extend this interface
 * as long as your delegate provider has a method with the same signature.
 * @param T the type of object which owns the delegated property.
 * @param D the type of property delegates this provider provides.
 *
 *
@SinceKotlin("1.4")
public fun interface PropertyDelegateProvider<in T, out D> {
    /**
     * Returns the delegate of the property for the given object.
     * This function can be used to extend the logic of creating the object (e.g.
     perform validation checks) to which the property implementation is delegated.
     * @param thisRef the object for which property delegate is requested.
     * @param property the metadata for the property.
     * @return the property delegate.
     */
    public operator fun provideDelegate(thisRef: T, property:
KProperty<*>): D
}
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contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
 *
package kotlin.properties
import kotlin.reflect.KProperty
 *
 * Implements the core logic of a property delegate for a read/write property that calls
callback functions when changed.
 * @param initialValue the initial value of the property.
 *
public abstract class
ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue
    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new
value,
     * and if the callback returns `false` the new value is discarded and the property
remains its old value.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: V,
newValue: V): Boolean = true
    /**
     * The callback which is called after the change of the property is made.
     * The value of the property has already been changed when this callback is invoked.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V):
Unit {}
    public override fun
getValue(thisRef: Any?, property: KProperty<*>): V {
        return value
    }
    public override fun
setValue(thisRef: Any?, property: KProperty<*>, value: V) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
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contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
 *
@file:Suppress("PackageDirectoryMismatch")
package
kotlin
import kotlin.reflect.*
 * An extension operator that allows delegating a read-only property of type
[V]
 * to a property reference to a property of type [V] or its subtype.
 * @receiver A property reference to a read-only or mutable property of type [V] or its
subtype.
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 * Example:
 * class Login(val username: String) {
 *     val defaultLogin = Login("Admin")
 *     val defaultUsername by defaultLogin::username
 * }
 * // equivalent to
 * val defaultUserName get() = defaultLogin.username
 *
 *
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <V>
KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {
    return get()
}
 * An extension operator that allows delegating a mutable property of type [V]
 * to a property reference to a mutable property of the same type [V].
 * @receiver A property reference to a mutable property of type [V].
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 * Example:

```

```

*\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int = 0)\n * val defaultLogin =
Login("Admin")\n * var defaultLoginAttempts by defaultLogin::incorrectAttemptCounter\n * // equivalent to\n *
var defaultLoginAttempts: Int\n *   get() = defaultLogin.incorrectAttemptCounter\n *   set(value) {
defaultLogin.incorrectAttemptCounter = value }\n * ```\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V>
KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n   set(value)\n}\n\n/**\n * An extension operator that allows delegating a read-only member or extension property of type [V]\n * to a
property reference to a member or extension property of type [V] or its subtype.\n * @receiver A property
reference to a read-only or mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of
type [T].\n * Example:\n * ```\n * class Login(val username: String)\n * val Login.user by
Login::username\n * // equivalent to\n * val Login.user get() = this.username\n * ```\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KProperty1<T,
V>.getValue(thisRef: T, property: KProperty<*>): V {\n   return get(thisRef)\n}\n\n/**\n * An extension operator
that allows delegating a mutable member or extension property of type [V]\n * to a property reference to a member
or extension mutable property of the same type [V].\n * @receiver A property reference to a read-only or
mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of type [T].\n *
Example:\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int)\n * var Login.attempts
by Login::incorrectAttemptCounter\n * // equivalent to\n * var Login.attempts: Int\n *   get() =
this.incorrectAttemptCounter\n *   set(value) { this.incorrectAttemptCounter = value }\n * ```\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KMutableProperty1<T,
V>.setValue(thisRef: T, property: KProperty<*>, value: V) {\n   set(thisRef, value)\n}\n\n/*\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport
kotlin.math.nextDown\n\n/**\n * An abstract class that is implemented by random number generator algorithms.\n
*\n * The companion object [Random.Default] is the default instance of [Random].\n * To get a seeded instance
of random generator use [Random] function.\n * @sample samples.random.Randoms.defaultRandom\n
*/\n@SinceKotlin("1.3")\npublic abstract class Random {\n\n   /**\n    * Gets the next random [bitCount] number
of bits.\n    * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining
upper bits are zero.\n    * @param bitCount number of bits to generate, must be in range 0..32, otherwise the
behavior is unspecified.\n    * @sample samples.random.Randoms.nextBits\n    */\n   public abstract fun
nextBits(bitCount: Int): Int\n\n   /**\n    * Gets the next random `Int` from the random number generator.\n    *
Generates an `Int` random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE`
(inclusive).\n    * @sample samples.random.Randoms.nextInt\n    */\n   public open fun nextInt(): Int =
nextInt(32)\n\n   /**\n    * Gets the next random non-negative `Int` from the random number generator less than
the specified [until] bound.\n    * Generates an `Int` random value uniformly distributed between `0`
(inclusive) and the specified [until] bound (exclusive).\n    * @param until must be positive.\n    *
@throws IllegalArgumentException if [until] is negative or zero.\n    * @sample
samples.random.Randoms.nextIntFromUntil\n    */\n   public open fun nextInt(until: Int): Int = nextInt(0, until)\n\n
   /**\n    * Gets the next random `Int` from the random number generator in the specified range.\n    *
Generates an `Int` random value uniformly distributed between the specified [from] (inclusive) and [until]
(exclusive) bounds.\n    * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n
*\n    * @sample samples.random.Randoms.nextIntFromUntil\n    */\n   public open fun nextInt(from: Int, until:
Int): Int {\n       checkRangeBounds(from, until)\n       val n = until - from\n       if (n > 0 || n == Int.MIN_VALUE)\n       {\n           val rnd = if (n and -n == n) {\n               val bitCount = fastLog2(n)\n               nextBits(bitCount)\n           }\n           else {\n               var v: Int\n               do {\n                   val bits = nextInt().ushr(1)\n                   v = bits % n\n               } while (bits - v + (n - 1) < 0)\n               v\n           }\n           return from + rnd\n       } else {\n           while
(true) {\n               val rnd = nextInt()\n               if (rnd in from until until) return rnd\n           }\n       }\n   }\n\n   /**\n    * Gets the next random `Long` from the random number generator.\n    * Generates a `Long` random

```

```

value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).\n *
 * @sample samples.random.Randoms.nextLong\n *
 * public open fun nextLong(): Long =
nextInt().toLong().shl(32) + nextInt()\n\n /**
 * Gets the next random non-negative `Long` from the random
number generator less than the specified [until] bound.\n *
 * Generates a `Long` random value uniformly
distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *
 * @param until must be
positive.\n *
 * @throws IllegalArgumentException if [until] is negative or zero.\n *
 * @sample
samples.random.Randoms.nextLongFromUntil\n *
 * public open fun nextLong(until: Long): Long =
nextLong(0, until)\n\n /**
 * Gets the next random `Long` from the random number generator in the specified
range.\n *
 * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive)
and [until] (exclusive) bounds.\n *
 * @throws IllegalArgumentException if [from] is greater than or equal to
[until].\n *
 * @sample samples.random.Randoms.nextLongFromUntil\n *
 * public open fun
nextLong(from: Long, until: Long): Long {\n    checkRangeBounds(from, until)\n    val n = until - from\n
if (n > 0) {\n        val rnd: Long\n        if (n and -n == n) {\n            val nLow = n.toInt()\n            val nHigh
= (n ushr 32).toInt()\n            rnd = when {\n                nLow != 0 -> {\n                    val bitCount =
fastLog2(nLow)\n                    // toUInt().toLong()\n                    nextBits(bitCount).toLong() and
0xFFFF_FFFF\n                }\n                nHigh == 1 ->{\n                    // toUInt().toLong()\n
nextInt().toLong() and 0xFFFF_FFFF\n                } else -> {\n                    val bitCount = fastLog2(nHigh)\n
nextBits(bitCount).toLong().shl(32) + (nextInt().toLong() and 0xFFFF_FFFF)\n                }\n            }\n        } else {\n            var v: Long\n            do {\n                val bits = nextLong().ushr(1)\n
v = bits % n\n            } while (bits - v + (n - 1) < 0)\n            rnd = v\n        }\n        return from + rnd\n    } else {\n        while (true) {\n            val rnd = nextLong()\n            if (rnd in from until until) return rnd\n        }\n    }\n}\n\n /**
 * Gets the next random [Boolean] value.\n *
 * @sample
samples.random.Randoms.nextBoolean\n *
 * public open fun nextBoolean(): Boolean = nextBits(1) != 0\n\n
/**
 * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n
 *
 * @sample samples.random.Randoms.nextDouble\n *
 * public open fun nextDouble(): Double =
doubleFromParts(nextBits(26), nextBits(27))\n\n /**
 * Gets the next random non-negative `Double` from the
random number generator less than the specified [until] bound.\n *
 * Generates a `Double` random value
uniformly distributed between 0 (inclusive) and [until] (exclusive).\n *
 * @throws IllegalArgumentException
if [until] is negative or zero.\n *
 * @sample samples.random.Randoms.nextDoubleFromUntil\n *
 * public open fun nextDouble(until: Double): Double = nextDouble(0.0, until)\n\n /**
 * Gets the next random
`Double` from the random number generator in the specified range.\n *
 * Generates a `Double` random value
uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *
 * [from]
and [until] must be finite otherwise the behavior is unspecified.\n *
 * @throws IllegalArgumentException if
[from] is greater than or equal to [until].\n *
 * @sample samples.random.Randoms.nextDoubleFromUntil\n
 *
 * public open fun nextDouble(from: Double, until: Double): Double {\n    checkRangeBounds(from, until)\n
val size = until - from\n    val r = if (size.isInfinite() && from.isFinite() && until.isFinite()) {\n        val r1 =
nextDouble() * (until / 2 - from / 2)\n        from + r1 + r1\n    } else {\n        from + nextDouble() * size\n    }\n    return if (r >= until) until.nextDown() else r\n}\n\n /**
 * Gets the next random [Float] value
uniformly distributed between 0 (inclusive) and 1 (exclusive).\n *
 * @sample
samples.random.Randoms.nextFloat\n *
 * public open fun nextFloat(): Float = nextBits(24) / (1 shl
24).toFloat()\n\n /**
 * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and
ending [toIndex] exclusive\n *
 * with random bytes.\n *
 * @return [array] with the subrange filled with
random bytes.\n *
 * @sample samples.random.Randoms.nextBytes\n *
 * public open fun
nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {\n    require(fromIndex in
0..array.size && toIndex in 0..array.size) { \"fromIndex ($fromIndex) or toIndex ($toIndex) are out of range:
0..${array.size}.\" }\n    require(fromIndex <= toIndex) { \"fromIndex ($fromIndex) must be not greater than
toIndex ($toIndex).\" }\n    val steps = (toIndex - fromIndex) / 4\n    var position = fromIndex\n    repeat(steps) {\n        val v = nextInt()\n        array[position] = v.toByte()\n        array[position + 1] =

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v.ushr(8).toByte()\n        array[position + 2] = v.ushr(16).toByte()\n        array[position + 3] =
v.ushr(24).toByte()\n        position += 4\n        }\n        val remainder = toIndex - position\n        val vr =
nextBits(remainder * 8)\n        for (i in 0 until remainder) {\n            array[position + i] = vr.ushr(i * 8).toByte()\n        }\n        return array\n    }\n    /**\n     * Fills the specified byte [array] with random bytes and returns it.\n     *\n     * @return [array] filled with random bytes.\n     *\n     * @sample samples.random.Randoms.nextBytes\n     */\n    public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)\n    /**\n     * Creates a
byte array of the specified [size], filled with random bytes.\n     *\n     * @sample
samples.random.Randoms.nextBytes\n     */\n    public open fun nextBytes(size: Int): ByteArray =
nextBytes(ByteArray(size))\n    /**\n     * The default random number generator.\n     *\n     * On JVM this
generator is thread-safe, its methods can be invoked from multiple threads.\n     *\n     * @sample
samples.random.Randoms.defaultRandom\n     */\n    companion object Default : Random(), Serializable {\n
private val defaultRandom: Random = defaultPlatformRandom()\n        private object Serialized : Serializable {\n
            private const val serialVersionUID = 0L\n                private fun readResolve(): Any = Random()\n        }\n
private fun writeReplace(): Any = Serialized\n        override fun nextBits(bitCount: Int): Int =
defaultRandom.nextBits(bitCount)\n        override fun nextInt(): Int = defaultRandom.nextInt()\n        override fun
nextInt(until: Int): Int = defaultRandom.nextInt(until)\n        override fun nextInt(from: Int, until: Int): Int =
defaultRandom.nextInt(from, until)\n        override fun nextLong(): Long = defaultRandom.nextLong()\n
override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)\n        override fun nextLong(from:
Long, until: Long): Long = defaultRandom.nextLong(from, until)\n        override fun nextBoolean(): Boolean =
defaultRandom.nextBoolean()\n        override fun nextDouble(): Double = defaultRandom.nextDouble()\n
override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)\n        override fun
nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)\n        override fun
nextFloat(): Float = defaultRandom.nextFloat()\n        override fun nextBytes(array: ByteArray): ByteArray =
defaultRandom.nextBytes(array)\n        override fun nextBytes(size: Int): ByteArray =
defaultRandom.nextBytes(size)\n        override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int):
ByteArray =\n            defaultRandom.nextBytes(array, fromIndex, toIndex)\n    }\n}\n\n/**\n * Returns a repeatable
random number generator seeded with the given [seed] `Int` value.\n * Two generators with the same seed
produce the same sequence of values within the same version of Kotlin runtime.\n * Note: Future versions of
Kotlin may change the algorithm of this seeded number generator so that it will return\n * a sequence of values
different from the current one for a given seed.\n * On JVM the returned generator is NOT thread-safe. Do not
invoke it from multiple threads without proper synchronization.\n * @sample
samples.random.Randoms.seededRandom\n */\n@SinceKotlin("1.3")\npublic fun Random(seed: Int): Random =
XorWowRandom(seed, seed.shr(31))\n\n/**\n * Returns a repeatable random number generator seeded with the
given [seed] `Long` value.\n * Two generators with the same seed produce the same sequence of values within
the same version of Kotlin runtime.\n * Note: Future versions of Kotlin may change the algorithm of this
seeded number generator so that it will return\n * a sequence of values different from the current one for a
given seed.\n * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without
proper synchronization.\n * @sample samples.random.Randoms.seededRandom\n */\n@SinceKotlin("1.3")\npublic fun Random(seed: Long): Random = XorWowRandom(seed.toInt(),
seed.shr(32).toInt())\n\n/**\n * Gets the next random `Int` from the random number generator in the specified
[range].\n * Generates an `Int` random value uniformly distributed in the specified [range]:\n * from `range.start`
inclusive to `range.endInclusive` inclusive.\n * @throws IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin("1.3")\npublic fun Random.nextInt(range: IntRange): Int = when {\n    range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n    range.last < Int.MAX_VALUE ->
nextInt(range.first, range.last + 1)\n    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1\n
else -> nextInt()\n}\n\n/**\n * Gets the next random `Long` from the random number generator in the specified
[range].\n * Generates a `Long` random value uniformly distributed in the specified [range]:\n * from
`range.start` inclusive to `range.endInclusive` inclusive.\n * @throws IllegalArgumentException if [range] is

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

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IllegalArgumentException if [from] is greater than or equal to [until].\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(from: ULong, until: ULong): ULong {\n    checkULongRangeBounds(from, until)\n    val
signedFrom = from.toLong() xor Long.MIN_VALUE\n    val signedUntil = until.toLong() xor
Long.MIN_VALUE\n    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n
return signedResult.toULong()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator in
the specified [range].\n * Generates a [ULong] random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n * @throws IllegalArgumentException if [range]
is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(range: ULongRange): ULong = when {\n    range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n    range.last < ULong.MAX_VALUE -
> nextULong(range.first, range.last + 1u)\n    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u,
range.last) + 1u\n    else -> nextULong()\n}\n\n/**\n * Fills the specified unsigned byte [array] with random bytes
and returns it.\n * @return [array] filled with random bytes.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray):
UByteArray {\n    nextBytes(array.asByteArray())\n    return array\n}\n\n/**\n * Creates an unsigned byte array of
the specified [size], filled with random bytes.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()\n\n/**\n * Fills a subrange of the
specified `UByte` [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random
UBytes.\n * @return [array] with the subrange filled with random bytes.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray,
fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n    nextBytes(array.asByteArray(), fromIndex,
toIndex)\n    return array\n}\n\n\ninternal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until >
from) { boundsErrorMessage(from, until) }\ninternal fun checkULongRangeBounds(from: ULong, until: ULong) =
require(until > from) { boundsErrorMessage(from, until) }\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\n/**\n * Random number generator,
using Marsaglia's "xorwow" algorithm\n * Cycles after 2^192 - 2^32 repetitions.\n * For more details, see
Marsaglia, George (July 2003). "Xorshift RNGs". Journal of Statistical Software. 8 (14).
doi:10.18637/jss.v008.i14\n * Available at https://www.jstatsoft.org/v08/i14/paper\n */\n\ninternal class
XorWowRandom internal constructor(\n    private var x: Int,\n    private var y: Int,\n    private var z: Int,\n    private
var w: Int,\n    private var v: Int,\n    private var addend: Int\n) : Random(), Serializable {\n    internal
constructor(seed1: Int, seed2: Int) :n        this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr
4))\n    init {\n        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element."
}\n        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64\n
repeat(64) { nextInt() }\n    }\n    override fun nextInt(): Int {\n        // Equivalent to the xorwow algorithm\n        //
From Marsaglia, G. 2003. Xorshift RNGs. J. Statis. Soft. 8, 14, p. 5\n        var t = x\n        t = t xor (t ushr 2)\n        x
= y\n        y = z\n        z = w\n        val v0 = v\n        w = v0\n        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)\n        v =
t\n        addend += 362437\n        return t + addend\n    }\n    override fun nextBits(bitCount: Int): Int =\nnextInt().takeUpperBits(bitCount)\n}\n\nprivate companion object {\n    private const val serialVersionUID: Long
= 0L\n}\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("RangesKt")\n\npackage
kotlin.ranges\n\n/**\n * Represents a range of [Comparable] values.\n */\nprivate open class ComparableRange<T> :
Comparable<T>>(\n    override val start: T,\n    override val endInclusive: T\n) : ClosedRange<T> {\n    override
fun equals(other: Any?): Boolean {\n        return other is ComparableRange<*> && (isEmpty() && other.isEmpty())
||\n            start == other.start && endInclusive == other.endInclusive\n    }\n    override fun hashCode(): Int
{\n        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()\n    }\n    override fun

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toString(): String = "\$start..\$endInclusive\`"}\n\n/**\n * Creates a range from this [Comparable] value to the
specified [that] value.\n *\n * This value needs to be smaller than or equal to [that] value, otherwise the returned
range will be empty.\n * @sample samples.ranges.Ranges.rangeFromComparable\n */\npublic operator fun <T :
Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n\n/**\n * Represents a
range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation
[lessThanOrEquals] for comparing values of range domain type.\n *\n * This interface is implemented by floating
point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to\n * achieve IEEE-754 comparison order
instead of total order of floating point numbers.\n */\n\n@SinceKotlin("1.1")\npublic interface
ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {\n    override fun contains(value: T): Boolean
= lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)\n    override fun isEmpty(): Boolean =
!lessThanOrEquals(start, endInclusive)\n\n    /**\n     * Compares two values of range domain type and returns true
if first is less than or equal to second.\n     *\n     * fun lessThanOrEquals(a: T, b: T): Boolean\n     */\n\n    /**\n     * A
closed range of values of type `Double`.\n     *\n     * Numbers are compared with the ends of this range according to
IEEE-754.\n     */\n\n    private class ClosedDoubleRange(\n        start: Double,\n        endInclusive: Double\n    ) :
ClosedFloatingPointRange<Double> {\n        private val _start = start\n        private val _endInclusive = endInclusive\n
override val start: Double get() = _start\n        override val endInclusive: Double get() = _endInclusive\n\n        override
fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b\n\n        override fun contains(value: Double): Boolean
= value >= _start && value <= _endInclusive\n        override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n
override fun equals(other: Any?): Boolean {\n            return other is ClosedDoubleRange && (isEmpty() &&
other.isEmpty() ||\n                _start == other._start && _endInclusive == other._endInclusive)\n        }\n\n        override
fun hashCode(): Int {\n            return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n
        }\n\n        override fun toString(): String = "\$start..\$endInclusive\`"}\n\n\n/**\n * Creates a range from this [Double]
value to the specified [that] value.\n *\n * Numbers are compared with the ends of this range according to IEEE-
754.\n * @sample samples.ranges.Ranges.rangeFromDouble\n */\n\n@SinceKotlin("1.1")\npublic operator fun
Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)\n\n\n/**\n * A closed range of values of type `Float`.\n *\n * Numbers are compared with the ends of this range according to
IEEE-754.\n */\n\n    private class ClosedFloatRange(\n        start: Float,\n        endInclusive: Float\n    ) :
ClosedFloatingPointRange<Float> {\n        private val _start = start\n        private val _endInclusive = endInclusive\n
override val start: Float get() = _start\n        override val endInclusive: Float get() = _endInclusive\n\n        override
fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b\n\n        override fun contains(value: Float): Boolean = value
>= _start && value <= _endInclusive\n        override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n
override fun equals(other: Any?): Boolean {\n            return other is ClosedFloatRange && (isEmpty() &&
other.isEmpty() ||\n                _start == other._start && _endInclusive == other._endInclusive)\n        }\n\n        override
fun hashCode(): Int {\n            return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n
        }\n\n        override fun toString(): String = "\$start..\$endInclusive\`"}\n\n\n/**\n * Creates a range from this [Float]
value to the specified [that] value.\n *\n * Numbers are compared with the ends of this range according to IEEE-
754.\n * @sample samples.ranges.Ranges.rangeFromFloat\n */\n\n@SinceKotlin("1.1")\npublic operator fun
Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)\n\n\n/**\n * Returns
`true` if this iterable range contains the specified [element].\n *\n * Always returns `false` if the [element] is `null`.\n */\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, R> R.contains(element: T?):
Boolean where T : Any, R : Iterable<T>, R : ClosedRange<T> =\n    element != null &&
contains(element)\n\n\ninternal fun checkStepIsPositive(isPositive: Boolean, step: Number) {\n    if (!isPositive)
throw IllegalArgumentException("Step must be positive, was: $step.")\n}\n\n\n/*\n * Copyright 2010-2019
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName("KClasses")\n@file:Suppress("UNCHECKED_CAST")\npackage
kotlin.reflect\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Casts the given [value] to the
class represented by this [KClass] object.\n *\n * Throws an exception if the value is `null` or if it is not an instance of

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

```

```

{\n  /**\n   * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n
  *\n  INVARIANT,\n  {\n  /**\n   * The affected type parameter or type is *contravariant*. Denoted by the `in`
  modifier in the source code.\n  *\n  IN,\n  {\n  /**\n   * The affected type parameter or type is *covariant*.
  Denoted by the `out` modifier in the source code.\n  *\n  OUT,\n  }"/*\n * Copyright 2010-2019 JetBrains s.r.o.
  and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
  that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\n/**\n * Returns a runtime
  representation of the given reified type [T] as an instance of [KType].\n *\n * Note that on JVM, the created type has
  no annotations ([KType.annotations] returns an empty list)\n * even if the type in the source code is annotated.
  Support for type annotations might be added in a future version.\n
  *\n @SinceKotlin("1.6")\n @WasExperimental(ExperimentalStdlibApi::class)\n public inline fun <reified T>
  typeOf(): KType =\n    throw UnsupportedOperationException("This function is implemented as an intrinsic on all
  supported platforms.")\n"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
  contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
  license/LICENSE.txt file.\n
  *\n @file:kotlin.jvm.JvmMultifileClass\n @file:kotlin.jvm.JvmName("StringsKt")\n\npackage
  kotlin.text\n\n/**\n * An object to which char sequences and values can be appended.\n *\n next interface
  Appendable {\n  /**\n   * Appends the specified character [value] to this Appendable and returns this instance.\n
  *\n   * @param value the character to append.\n   *\n   fun append(value: Char): Appendable\n\n  /**\n   *
  Appends the specified character sequence [value] to this Appendable and returns this instance.\n   *\n   * @param
  value the character sequence to append. If [value] is `null`, then the four characters `null` are appended to this
  Appendable.\n   *\n   fun append(value: CharSequence?): Appendable\n\n  /**\n   * Appends a subsequence of
  the specified character sequence [value] to this Appendable and returns this instance.\n   *\n   * @param value the
  character sequence from which a subsequence is appended. If [value] is `null`,\n   * then characters are appended
  as if [value] contained the four characters `null`.\n   * @param startIndex the beginning (inclusive) of the
  subsequence to append.\n   * @param endIndex the end (exclusive) of the subsequence to append.\n   *\n   *
  @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
  range of the [value] character sequence indices or when `startIndex > endIndex`.\n   *\n   fun append(value:
  CharSequence?, startIndex: Int, endIndex: Int): Appendable\n}\n\n/**\n * Appends a subsequence of the specified
  character sequence [value] to this Appendable and returns this instance.\n *\n * @param value the character
  sequence from which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the
  subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws
  IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
  [value] character sequence indices or when `startIndex > endIndex`.\n
  *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun <T : Appendable>
  T.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): T {\n
  @Suppress("UNCHECKED_CAST")\n    return append(value, startIndex, endIndex) as T\n}\n\n/**\n * Appends
  all arguments to the given [Appendable].\n *\n public fun <T : Appendable> T.append(vararg value:
  CharSequence?): T {\n    for (item in value)\n        append(item)\n    return this\n}\n\n/**\n * Appends a line feed
  character (`\n`) to this Appendable.\n *\n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun
  Appendable.appendLine(): Appendable = append("\n")\n\n/**\n * Appends value to the given Appendable and a line
  feed character (`\n`) after it.\n *\n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun
  Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()\n\n/**\n * Appends value
  to the given Appendable and a line feed character (`\n`) after it.\n
  *\n @SinceKotlin("1.4")\n @kotlin.internal.InlineOnly\n public inline fun Appendable.appendLine(value: Char):
  Appendable = append(value).appendLine()\n\n\ninternal fun <T> Appendable.appendElement(element: T,
  transform: ((T) -> CharSequence?) {\n    when {\n        transform != null -> append(transform(element))\n
        element is CharSequence? -> append(element)\n        element is Char -> append(element)\n        else ->
        append(element.toString())\n    }\n}\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming

```

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```

*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\n\n/**\n * Trims leading whitespace characters followed by [marginPrefix] from every line of a source
string and removes\n * the first and the last lines if they are blank (notice difference blank vs empty).\n *\n * Doesn't
affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.\n *\n * Doesn't preserve the
original line endings.\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is
`|` (pipe character).\n *\n * @sample samples.text.Strings.trimMargin\n * @see trimIndent\n * @see
kotlin.text.isWhitespace\n *\n\npublic fun String.trimMargin(marginPrefix: String = "|"): String =\n
replaceIndentByMargin("|", marginPrefix)\n\n/**\n * Detects indent by [marginPrefix] as it does [trimMargin] and
replace it with [newIndent].\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter.
Default is `|` (pipe character).\n *\n\npublic fun String.replaceIndentByMargin(newIndent: String = "|",
marginPrefix: String = "|"): String {\n    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank
string." }\n    val lines = lines()\n\n    return lines.reindent(length + newIndent.length * lines.size,
getIndentFunction(newIndent), { line ->\n        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace()
}\n\n        when {\n            firstNonWhitespaceIndex == -1 -> null\n            line.startsWith(marginPrefix,
firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)\n            else -> null\n
        }\n    })\n\n}\n\n/**\n * Detects a common minimal indent of all the input lines, removes it from every line and
also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).\n *\n * Note that
blank lines do not affect the detected indent level.\n *\n * In case if there are non-blank lines with no leading
whitespace characters (no indent at all) then the\n * common indent is 0, and therefore this function doesn't change
the indentation.\n *\n * Doesn't preserve the original line endings.\n *\n * @sample
samples.text.Strings.trimIndent\n * @see trimMargin\n * @see kotlin.text.isBlank\n *\n\npublic fun
String.trimIndent(): String = replaceIndent("|")\n\n/**\n * Detects a common minimal indent like it does
[trimIndent] and replaces it with the specified [newIndent].\n *\n\npublic fun String.replaceIndent(newIndent: String
= "|"): String {\n    val lines = lines()\n\n    val minCommonIndent = lines\n        .filter(String::isNotBlank)\n
.map(String::indentWidth)\n        .minOrNull() ?: 0\n\n    return lines.reindent(length + newIndent.length *
lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })\n\n}\n\n/**\n * Prepends [indent]
to every line of the original string.\n *\n * Doesn't preserve the original line endings.\n *\n\npublic fun
String.prependIndent(indent: String = "| |"): String =\n    lineSequence()\n        .map {\n            when {\n
it.isBlank() -> {\n                when {\n                    it.length < indent.length -> indent\n                    else -> it\n
                }\n            }\n            else -> indent + it\n        }\n        .joinToString("\n")\n\nprivate fun
String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }\n\nprivate fun
getIndentFunction(indent: String) = when {\n    indent.isEmpty() -> { line: String -> line }\n    else -> { line: String -
> indent + line }\n\n}\n\nprivate inline fun List<String>.reindent(\n    resultSizeEstimate: Int,\n    indentAddFunction:
(String) -> String,\n    indentCutFunction: (String) -> String?): String {\n    val lastIndex = lastIndex\n    return
mapIndexedNotNull { index, value ->\n        if ((index == 0 || index == lastIndex) && value.isBlank())\n            null\n        else\n            indentCutFunction(value)?.let(indentAddFunction)?: value\n    }\n
.joinTo(StringBuilder(resultSizeEstimate), "\n")\n    .toString()\n}\n\n", /*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.text\n\n/**\n * Defines names for
Unicode symbols used in proper Typography.\n *\n\npublic object Typography {\n    /** The character &#x22;
\u2013 quotation mark *\n    public const val quote: Char = "\u0022"n    /** The character &#x24; \u2013 dollar
sign *\n    public const val dollar: Char = "\u0024"n    /** The character &#x26; \u2013 ampersand *\n    public
const val amp: Char = "\u0026"n    /** The character &#x3C; \u2013 less-than sign *\n    public const val less:
Char = "\u003C"n    /** The character &#x3E; \u2013 greater-than sign *\n    public const val greater: Char =
"\u003E"n    /** The non-breaking space character *\n    public const val nbsp: Char = "\u00A0"n    /** The
character &#xD7; *\n    public const val times: Char = "\u00D7"n    /** The character &#xA2; *\n    public const

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val cent: Char = "\u00A2" /** The character &#xA3; */ public const val pound: Char = "\u00A3" /** The
character &#xA7; */ public const val section: Char = "\u00A7" /** The character &#xA9; */ public const
val copyright: Char = "\u00A9" /** The character &#xAB; */ @SinceKotlin("1.6") public const val
leftGuillemet: Char = "\u00AB" /** The character &#xBB; */ @SinceKotlin("1.6") public const val
rightGuillemet: Char = "\u00BB" /** The character &#xAE; */ public const val registered: Char =
"\u00AE" /** The character &#xB0; */ public const val degree: Char = "\u00B0" /** The character
&#xB1; */ public const val plusMinus: Char = "\u00B1" /** The character &#xB6; */ public const val
paragraph: Char = "\u00B6" /** The character &#xB7; */ public const val middleDot: Char = "\u00B7"
/** The character &#xBD; */ public const val half: Char = "\u00BD" /** The character &#x213; */
public const val ndash: Char = "\u2013" /** The character &#x2014; */ public const val mdash: Char =
"\u2014" /** The character &#x2018; */ public const val leftSingleQuote: Char = "\u2018" /** The
character &#x2019; */ public const val rightSingleQuote: Char = "\u2019" /** The character &#x201A; */
public const val lowSingleQuote: Char = "\u201A" /** The character &#x201C; */ public const val
leftDoubleQuote: Char = "\u201C" /** The character &#x201D; */ public const val rightDoubleQuote: Char
= "\u201D" /** The character &#x201E; */ public const val lowDoubleQuote: Char = "\u201E" /** The
character &#x2020; */ public const val dagger: Char = "\u2020" /** The character &#x2021; */ public
const val doubleDagger: Char = "\u2021" /** The character &#x2022; */ public const val bullet: Char =
"\u2022" /** The character &#x2026; */ public const val ellipsis: Char = "\u2026" /** The character
&#x2032; */ public const val prime: Char = "\u2032" /** The character &#x2033; */ public const val
doublePrime: Char = "\u2033" /** The character &#x20AC; */ public const val euro: Char = "\u20AC"
/** The character &#x2122; */ public const val tm: Char = "\u2122" /** The character &#x2248; */
public const val almostEqual: Char = "\u2248" /** The character &#x2260; */ public const val notEqual:
Char = "\u2260" /** The character &#x2264; */ public const val lessOrEqual: Char = "\u2264" /** The
character &#x2265; */ public const val greaterOrEqual: Char = "\u2265" /** The character &#xAB; */
@Deprecated("This constant has a typo in the name. Use leftGuillemet instead.")
ReplaceWith("Typography.leftGuillemet()") @DeprecatedSinceKotlin("1.6") public const val
leftGuillemete: Char = "\u00AB" /** The character &#xBB; */ @Deprecated("This constant has a typo in
the name. Use rightGuillemet instead.") ReplaceWith("Typography.rightGuillemet()")
@DeprecatedSinceKotlin("1.6") public const val rightGuillemete: Char = "\u00BB" } , /*\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.text\n\n/**\n *
Represents a collection of captured groups in a single match of a regular expression.\n */\n * This collection has size
of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed
from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n */\n * An element of the
collection at the particular index can be `null`.\n * if the corresponding group in the regular expression is optional
and\n * there was no match captured by that group.\n */\npublic interface MatchGroupCollection :
Collection<MatchGroup?> {\n\n /** Returns a group with the specified [index].\n */\n * @return An instance
of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.\n */\n * Groups are
indexed from 1 to the count of groups in the regular expression. A group with the index 0\n * corresponds to the
entire match.\n */\n public operator fun get(index: Int): MatchGroup?\n}\n\n/**\n * Extends
[MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.\n
*/\n@SinceKotlin("1.1")\npublic interface MatchNamedGroupCollection : MatchGroupCollection {\n /**\n *
Returns a named group with the specified [name].\n */\n * @return An instance of [MatchGroup] if the group with the
specified [name] was matched or `null` otherwise.\n */\n * @throws IllegalArgumentException if there is no group
with the specified [name] defined in the regex pattern.\n */\n * @throws UnsupportedOperationException if getting
named groups isn't supported on the current platform.\n */\n public operator fun get(name: String):
MatchGroup?\n}\n\n/**\n * Represents the results from a single regular expression match.\n */\npublic interface
MatchResult {\n /** The range of indices in the original string where match was captured. */\n public val range:

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IntRange\n /** The substring from the input string captured by this match. */\n public val value: String\n /**\n * A collection of groups matched by the regular expression.\n *\n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n */\n public val groups: MatchGroupCollection\n /**\n * A list of matched indexed group values.\n *\n * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding item in [groupValues] is an empty string.\n *\n * @sample
samples.text.Regexps.matchDeconstructingToGroupValues\n */\n public val groupValues: List<String>\n\n /**\n * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.\n *\n * component1 corresponds to the value of the first group, component2 \u0020of the second, and so on.\n *\n * @sample samples.text.Regexps.matchDeconstructingToGroupValues\n */\n public val destructured: Destructured get() = Destructured(this)\n /** Returns a new [MatchResult] with the results for the next match, starting at the position\n * at which the last match ended (at the character after the last matched character).\n */\n public fun next(): MatchResult?\n\n /**\n * Provides components for destructuring assignment of group values.\n *\n * [component1] corresponds to the value of the first group, [component2] \u0020of the second, and so on.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding component value is an empty string.\n *\n * @sample samples.text.Regexps.matchDeconstructingToGroupValues\n */\n public class Destructured internal constructor(public val match: MatchResult) {\n @kotlin.internal.InlineOnly\n public operator inline fun component1(): String = match.groupValues[1]\n @kotlin.internal.InlineOnly\n public operator inline fun component2(): String = match.groupValues[2]\n @kotlin.internal.InlineOnly\n public operator inline fun component3(): String = match.groupValues[3]\n @kotlin.internal.InlineOnly\n public operator inline fun component4(): String = match.groupValues[4]\n @kotlin.internal.InlineOnly\n public operator inline fun component5(): String = match.groupValues[5]\n @kotlin.internal.InlineOnly\n public operator inline fun component6(): String = match.groupValues[6]\n @kotlin.internal.InlineOnly\n public operator inline fun component7(): String = match.groupValues[7]\n @kotlin.internal.InlineOnly\n public operator inline fun component8(): String = match.groupValues[8]\n @kotlin.internal.InlineOnly\n public operator inline fun component9(): String = match.groupValues[9]\n @kotlin.internal.InlineOnly\n public operator inline fun component10(): String = match.groupValues[10]\n\n /**\n * Returns destructured group values as a list of strings.\n *\n * First value in the returned list corresponds to the value of the first group, and so on.\n *\n * @sample samples.text.Regexps.matchDeconstructingToGroupValues\n */\n public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)\n }
}\n\n /**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n */\n\n@file:kotlin.jvm.JvmMultifileClass()\n@file:kotlin.jvm.JvmName("DurationUnitKt")\n\npackage kotlin.time\n\n/**\n * The list of possible time measurement units, in which a duration can be expressed.\n *\n * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].\n */\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\npublic expect enum class DurationUnit {\n /**\n * Time unit representing one nanosecond, which is 1/1000 of a microsecond.\n */\n NANOSECONDS,\n /**\n * Time unit representing one microsecond, which is 1/1000 of a millisecond.\n */\n MICROSECONDS,\n /**\n * Time unit representing one millisecond, which is 1/1000 of a second.\n */\n MILLISECONDS,\n /**\n * Time unit representing one second.\n */\n SECONDS,\n /**\n * Time unit representing one minute.\n */\n MINUTES,\n /**\n * Time unit representing one hour.\n */\n HOURS,\n /**\n * Time unit representing one day, which is always equal to 24 hours.\n */\n DAYS;\n\n /**\n * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].\n */\n@SinceKotlin("1.3")\ninternal expect fun convertDurationUnit(value: Double, sourceUnit:

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DurationUnit, targetUnit: DurationUnit): Double\n\n// overflown result is
unspecified\n@SinceKotlin("1.5")\ninternal expect fun convertDurationUnitOverflow(value: Long, sourceUnit:
DurationUnit, targetUnit: DurationUnit): Long\n\n// overflown result is coerced in the Long range
boundaries\n@SinceKotlin("1.5")\ninternal expect fun convertDurationUnit(value: Long, sourceUnit:
DurationUnit, targetUnit: DurationUnit):
Long\n\n\n@SinceKotlin("1.3")\n@Suppress("REDUNDANT_ELSE_IN_WHEN")\ninternal fun
DurationUnit.shortName(): String = when (this) {\n    DurationUnit.NANOSECONDS -> \"ns\"\n    DurationUnit.MICROSECONDS -> \"us\"\n    DurationUnit.MILLISECONDS -> \"ms\"\n    DurationUnit.SECONDS -> \"s\"\n    DurationUnit.MINUTES -> \"m\"\n    DurationUnit.HOURS -> \"h\"\n    DurationUnit.DAYS -> \"d\" else -> error(\"Unknown unit: $this\")\n}\n\n@SinceKotlin("1.5")\ninternal fun
durationUnitByShortName(shortName: String): DurationUnit = when (shortName) {\n    \"ns\" ->
DurationUnit.NANOSECONDS\n    \"us\" -> DurationUnit.MICROSECONDS\n    \"ms\" ->
DurationUnit.MILLISECONDS\n    \"s\" -> DurationUnit.SECONDS\n    \"m\" -> DurationUnit.MINUTES\n    \"h\" -> DurationUnit.HOURS\n    \"d\" -> DurationUnit.DAYS\n    else -> throw
IllegalArgumentExcepion(\"Unknown duration unit short name:
$shortName\")\n}\n\n@SinceKotlin("1.5")\ninternal fun durationUnitByIsoChar(isoChar: Char,
isTimeComponent: Boolean): DurationUnit =\n    when {\n        !isTimeComponent -> {\n            when (isoChar)
{\n                'D' -> DurationUnit.DAYS\n                else -> throw IllegalArgumentExcepion(\"Invalid or
unsupported duration ISO non-time unit: $isoChar\")\n            }\n        }\n        else -> {\n            when (isoChar) {\n
                'H' -> DurationUnit.HOURS\n                'M' -> DurationUnit.MINUTES\n                'S' ->
DurationUnit.SECONDS\n                else -> throw IllegalArgumentExcepion(\"Invalid duration ISO time unit:
$isoChar\")\n            }\n        }\n    }
\n\n/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * This annotation marks the experimental preview of the standard library API for measuring time and working with
durations.\n * > Note that this API is in a preview state and has a very high chance of being changed in the
future.\n * Do not use it if you develop a library since your library will become binary incompatible\n * with the
future versions of the standard library.\n * Any usage of a declaration annotated with `@ExperimentalTime`
must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g.
`@OptIn(ExperimentalTime::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.time.ExperimentalTime`.\n */\n@Suppress("DEPRECATION")\n@Experimental(level =
Experimental.Level.ERROR)\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(\n    CLASS,\n    ANNOTATION_CLASS,\n    PROPERTY,\n    FIELD,\n    LOCAL_VARIABLE,\n    VALUE_PARAMETER,\n    CONSTRUCTOR,\n    FUNCTION,\n    PROPERTY_GETTER,\n    PROPERTY_SETTER,\n    TYPEALIAS)\n@SinceKotlin("1.3")\npublic annotation class
ExperimentalTime\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\n/**\n * A source of time for measuring time intervals.\n * The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to
query the elapsed time later.\n * @see [measureTime]\n * @see [measureTimedValue]\n */\n\n@SinceKotlin("1.3")\n@ExperimentalTime\npublic interface TimeSource {\n    /**\n     * Marks a point in
time on this time source.\n     * The returned [TimeMark] instance encapsulates the captured time point and
allows querying\n     * the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.\n     */\n    public fun markNow(): TimeMark\n\n    /**\n     * The most precise time source available in the platform.\n     * This time source returns its readings from a source of monotonic time when it is available in a target platform,\n     * and resorts to a non-monotonic time source otherwise.\n     */\n    public object Monotonic : TimeSource by
MonotonicTimeSource {\n        override fun toString(): String = MonotonicTimeSource.toString()\n    }\n\n}

```

```

public companion object {
}

/**
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from
 * that point (see the function [elapsedNow]).
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class TimeMark {
    /**
     * Returns the amount of time passed from this mark measured with the time source from
     * which this mark was taken.
     * Note that the value returned by this function can change on subsequent
     * invocations.
     */
    public abstract fun elapsedNow(): Duration

    /**
     * Returns a time mark on the same
     * time source that is ahead of this time mark by the specified [duration].
     * The returned time mark is more
     * _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
     */
    public open
    operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)

    /**
     * Returns a
     * time mark on the same time source that is behind this time mark by the specified [duration].
     * The
     * returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is
     * negative.
     */
    public open
    operator fun minus(duration: Duration): TimeMark = plus(-duration)

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     * If the time source is
     * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
     * of the time source.
     */
    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    /**
     * Returns false if this time mark has not passed according to the time source from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     * If the time source is
     * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
     * of the time source.
     */
    public fun hasNotPassedNow(): Boolean =
        elapsedNow().isNegative()
}

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Subtracting one TimeMark from another is not a well defined operation because these time marks
could have been obtained from the different time sources.", level =
    DeprecationLevel.ERROR)
@Suppress("UNUSED_PARAMETER")
public inline operator fun
TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is
disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been
obtained from the different time sources.", level =
    DeprecationLevel.ERROR)
@Suppress("UNUSED_PARAMETER")
public inline operator fun
TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is
disallowed.")

private class AdjustedTimeMark(val mark: TimeMark, val adjustment:
Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}

/**
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 * governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package
kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
internal expect object MonotonicTimeSource :
TimeSource {
    /**
     * An abstract class used to implement time sources that return their readings as [Long] values
     * in the specified [unit].
     * @property unit The unit in which this time source's readings are expressed.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public abstract class AbstractLongTimeSource(protected val
unit: DurationUnit) : TimeSource {
        /**
         * This protected method should be overridden to return the current
         * reading of the time source expressed as a [Long] number
         * in the unit specified by the [unit] property.
         */
        protected abstract fun read(): Long

        private class LongTimeMark(private val startedAt: Long, private val
timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
            override fun
elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset

            override fun
plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
        }

        override
fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
    }

    /**
     * An abstract class used to
     * implement time sources that return their readings as [Double] values in the specified [unit].
     * @property unit
     * The unit in which this time source's readings are expressed.
     */
}

```

```

*^@SinceKotlin("1.3")^@ExperimentalTime^public abstract class AbstractDoubleTimeSource(protected val
unit: DurationUnit) : TimeSource {^n /**^n * This protected method should be overridden to return the current
reading of the time source expressed as a [Double] number^n * in the unit specified by the [unit] property.^n
*^n protected abstract fun read(): Double^nn private class DoubleTimeMark(private val startedAt: Double,
private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {^n override fun
elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset^n override fun
plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)^n }^n^nn
override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)^n}^nn/**^n * A time source
that has programmatically updatable readings. It is useful as a predictable source of time in tests.^n *^n * The current
reading value can be advanced by the specified duration amount with the operator [plusAssign]:^n *^n * ``^n * val
timeSource = TestTimeSource()^n * timeSource += 10.seconds^n * ``^n *^n * Implementation note: the current
reading value is stored as a [Long] number of nanoseconds,^n * thus it's capable to represent a time range of
approximately \u00b1292 years.^n * Should the reading value overflow as the result of [plusAssign] operation, an
[IllegalStateException] is thrown.^n *^@SinceKotlin("1.3")^@ExperimentalTime^public class TestTimeSource
: AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {^n private var reading: Long = 0L^nn
override fun read(): Long = reading^nn /**^n * Advances the current reading value of this time source by the
specified [duration].^n *^n * [duration] value is rounded down towards zero when converting it to a [Long]
number of nanoseconds.^n * For example, if the duration being added is `0.6.nanoseconds`, the reading doesn't
advance because^n * the duration value is rounded to zero nanoseconds.^n *^n * @throws
IllegalStateException when the reading value overflows as the result of this operation.^n *^n public operator fun
plusAssign(duration: Duration) {^n val longDelta = duration.toLong(unit)^n reading = if (longDelta !=
Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {^n // when delta fits in long, add it as long^nn
val newReading = reading + longDelta^nn if (reading xor longDelta >= 0 && reading xor newReading < 0)
overflow(duration)^nn newReading^nn } else {^n val delta = duration.toDouble(unit)^nn // when
delta is greater than long, add it as double^nn val newReading = reading + delta^nn if (newReading >
Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)^nn newReading.toLong()^nn
}^nn }^nn private fun overflow(duration: Duration) {^n throw IllegalStateException("TestTimeSource will
overflow if its reading ${reading}ns is advanced by $duration.")^nn }^nn}^nn/**^n * Copyright 2010-2020 JetBrains
s.r.o. and Kotlin Programming Language contributors.^n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.^n *^@^n^package kotlin.time^nnimport
kotlin.contracts.*^nn/**^n * Executes the given function [block] and returns the duration of elapsed time interval.^n
*^n * The elapsed time is measured with [TimeSource.Monotonic].^n
*^@SinceKotlin("1.3")^@ExperimentalTime^public inline fun measureTime(block: () -> Unit): Duration {^n
contract {^n callsInPlace(block, InvocationKind.EXACTLY_ONCE)^nn }^nn return
TimeSource.Monotonic.measureTime(block)^nn}^nn/**^n * Executes the given function [block] and returns the
duration of elapsed time interval.^n *^n * The elapsed time is measured with the specified `this` [TimeSource]
instance.^n *^@SinceKotlin("1.3")^@ExperimentalTime^public inline fun TimeSource.measureTime(block: ()
-> Unit): Duration {^n contract {^n callsInPlace(block, InvocationKind.EXACTLY_ONCE)^nn }^nn val
mark = markNow()^nn block()^nn return mark.elapsedNow()^nn}^nn/**^n * Data class representing a result of
executing an action, along with the duration of elapsed time interval.^n *^n * @property value the result of the
action.^n * @property duration the time elapsed to execute the action.^n
*^@SinceKotlin("1.3")^@ExperimentalTime^public data class TimedValue<T>(val value: T, val duration:
Duration)^nn/**^n * Executes the given function [block] and returns an instance of [TimedValue] class, containing
both^n * the result of the function execution and the duration of elapsed time interval.^n *^n * The elapsed time is
measured with [TimeSource.Monotonic].^n *^@SinceKotlin("1.3")^@ExperimentalTime^public inline fun <T>
measureTimedValue(block: () -> T): TimedValue<T> {^n contract {^n callsInPlace(block,
InvocationKind.EXACTLY_ONCE)^nn }^nn return
TimeSource.Monotonic.measureTimedValue(block)^nn}^nn/**^n * Executes the given [block] and returns an

```


instance of [TimedValue] class, containing both

- the result of function execution and the duration of elapsed time interval.
- The elapsed time is measured with the specified `TimeSource` instance.

```

@SinceKotlin("1.3")@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

```

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```

package kotlin
import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.native.concurrent.SharedImmutable

/**
 * Defines deep recursive function that keeps its stack on the heap,
 * which allows very deep recursive computations that do not use the actual call stack.
 * To initiate a call to this deep recursive function use its [invoke] function.
 * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive][DeepRecursiveScope.callRecursive] function can be used to make a recursive call
 * to the declared function. Other instances of [DeepRecursiveFunction] can be called
 * in this scope with `callRecursive` extension, too.
 * For example, take a look at the following recursive tree class and a deeply
 * recursive instance of this tree with 100K nodes:
 */
class Tree(val left: Tree? = null, val right: Tree? = null) {
    val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()
}

```

A regular recursive function can be defined to compute a depth of a tree:

```

fun depth(t: Tree?): Int = if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1
println(depth(deepTree)) // StackOverflowError

```

If this `depth` function is called for a `deepTree` it produces `StackOverflowError` because of deep recursion. However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then it successfully computes `depth(deepTree)`:

```

val depth = DeepRecursiveFunction<Tree?, Int> { t -> if (t == null) 0 else max(callRecursive(t.left), callRecursive(t.right)) + 1 }
println(depth(deepTree)) // Ok

```

Deep recursive functions can also mutually call each other using a heap for the stack via `callRecursive` extension. For example, the following pair of mutually recursive functions computes the number of tree nodes at even depth in the tree:

```

val mutualRecursion = object {
    val even: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t -> if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1 }
    val odd: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t -> if (t == null) 0 else even.callRecursive(t.left) + even.callRecursive(t.right) }
}

```

@param [T] the function parameter type.
 @param [R] the function result type.
 @param block the function body.

```

@SinceKotlin("1.4")@ExperimentalStdlibApi
public class DeepRecursiveFunction<T, R> {
    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R
}

```

Initiates a call to this deep recursive function, forming a root of the call tree. This operator should not be used from inside of `DeepRecursiveScope` as it uses the call stack slot for initial recursive invocation. From inside of `DeepRecursiveScope` use `callRecursive`:

```

[callRecursive][DeepRecursiveScope.callRecursive].

```

```

@SinceKotlin("1.4")@ExperimentalStdlibApi
public operator fun <T, R> DeepRecursiveFunction<T, R>.invoke(value: T): R = DeepRecursiveScopeImpl<T, R>(block, value).runCallLoop()

```

A scope class for `DeepRecursiveFunction` function declaration that defines `callRecursive` methods to recursively call this function or another `DeepRecursiveFunction` putting the call activation frame on the heap.

```

@param [T] function parameter type.
@param [R] function result type.

```

```

@RestrictsSuspension@SinceKotlin("1.4")@ExperimentalStdlibApi
public sealed class DeepRecursiveScope<T, R> {
    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap,
     * as opposed to the actual call stack that is used by a regular recursive call.
     */
    public abstract suspend fun callRecursive(value: T): R
    /**
     * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,
     * as opposed to the actual call
     */
}

```


Byte.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Byte.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Byte.floorDiv(other: Int): Int = \n this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Int): Int = \n this.toInt().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Byte.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Short.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Short.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Short.floorDiv(other: Int): Int = \n this.toInt().floorDiv(1.5)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Int): Int = \n this.toInt().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Short.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. *\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun

Int.floorDiv(other: Byte): Int = \n

`this.floorDiv(other.toInt())` \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.mod(other: Byte): Byte = \n this.mod(other.toInt()).toByte() \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.floorDiv(other: Short): Int = \n this.floorDiv(other.toInt()) \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.mod(other: Short): Short = \n this.mod(other.toInt()).toShort() \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.floorDiv(other: Int): Int { \n var q = this / other \n if (this xor other < 0 && q * other != this) q-- \n return q \n} \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.mod(other: Int): Int { \n val r = this % other \n return r + (other and (((r xor other) and (r or -r)) shr 31)) \n} \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other) \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Int.mod(other: Long): Long = \n this.toLong().mod(other) \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.floorDiv(other: Byte): Long = \n this.floorDiv(other.toLong()) \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.mod(other: Byte): Byte = \n this.mod(other.toLong()).toByte() \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.floorDiv(other: Short): Long = \n this.floorDiv(other.toLong()) \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.mod(other: Short): Short = \n this.mod(other.toLong()).toShort() \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.floorDiv(other: Int): Long = \n this.floorDiv(other.toLong()) \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.mod(other: Int): Int = \n this.mod(other.toLong()).toInt() \n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.floorDiv(other: Long): Long { \n var q = this / other \n if (this xor other < 0 && q * other != this) q-- \n return q \n} \n\n/** \n * Calculates the remainder of flooring division of this value by the other value. \n * \n * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor. \n */ \n @SinceKotlin("1.5") \n @kotlin.internal.InlineOnly \n public inline fun Long.mod(other: Long): Long { \n val r = this % other \n return r + (other and (((r xor other) and (r or -r)) shr 63)) \n} \n\n/** \n * Calculates the remainder

of flooring division of this value by the other value.
 * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.
 * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```

*@\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Float.mod(other: Float): Float {
    val r = this % other
    return if (r != 0.0.toFloat() && r.sign != other.sign) r + other else r
}

```

* Calculates the remainder of flooring division of this value by the other value.
 * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.
 * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```

*@\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Float.mod(other: Double): Double =
    this.toDouble().mod(other)

```

* Calculates the remainder of flooring division of this value by the other value.
 * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.
 * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```

*@\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Double.mod(other: Float):
    Double =
        this.mod(other.toDouble())

```

* Calculates the remainder of flooring division of this value by the other value.
 * The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.
 * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```

*@\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun Double.mod(other:
    Double): Double {
    val r = this % other
    return if (r != 0.0 && r.sign != other.sign) r + other else
        r
}

```

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```

*\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\n\n/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
*@\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun Any?.hashCode(): Int =
    this?.hashCode() ?: 0

```

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```

*\n\npackage kotlin\n\n/**
 * Represents a version of the Kotlin standard library.
 * [major], [minor] and [patch] are integer components of a version,
 * they must be non-negative and not greater than 255 (MAX_COMPONENT_VALUE).
 * @constructor Creates a version from all three components.
 */
*@\n@SinceKotlin("1.1")\npublic class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
    Comparable<KotlinVersion> {
    /**
     * Creates a version from [major] and [minor] components, leaving [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in
            0..MAX_COMPONENT_VALUE) {
            "\nVersion components are out of range: $major.$minor.$patch\n"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    /**
     * Returns the string representation of this version.
     */
    override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun hashCode(): Int = version

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major && this.minor >= minor)

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor,
        patch)
        this.major > major || (this.major == major && (this.minor > minor || this.minor == minor

```

```

&&\n          this.patch >= patch))\n companion object {\n     /**\n     * Maximum value a version
component can have, a constant value 255.\n     *\n     // NOTE: Must be placed before CURRENT because its
initialization requires this field being initialized in JS\n     public const val MAX_COMPONENT_VALUE =
255\n\n     /**\n     * Returns the current version of the Kotlin standard library.\n     *\n
@kotlin.jvm.JvmField\n     public val CURRENT: KotlinVersion = KotlinVersionCurrentValue.get()\n
}\n}\n// this class is ignored during classpath normalization when considering whether to recompile dependencies
in Kotlin build\nprivate object KotlinVersionCurrentValue {\n     @kotlin.jvm.JvmStatic\n     fun get():
KotlinVersion = KotlinVersion(1, 6, 10) // value is written here automatically during build\n},"/*\n * Copyright
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmName("LateinitKt")\n@file:Suppress("unused")\n\npackage kotlin\n\nimport
kotlin.internal.InlineOnly\nimport kotlin.internal.AccessibleLateinitPropertyLiteral\nimport
kotlin.reflect.KProperty0\n\n/**\n * Returns `true` if this lateinit property has been assigned a value, and `false`
otherwise.\n *\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n
*\n\n@SinceKotlin("1.2")\n@InlineOnly\ninline val @receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean\n     get() = throw NotImplementedError("Implementation is
intrinsic")\n},"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
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*\n\n@file:kotlin.jvm.JvmName("LazyKt")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin\n\nimport
kotlin.reflect.KProperty\n\n/**\n * Represents a value with lazy initialization.\n *\n * To create an instance of
[Lazy] use the [lazy] function.\n *\n\npublic interface Lazy<out T> {\n     /**\n     * Gets the lazily initialized value of
the current Lazy instance.\n     *\n     * Once the value was initialized it must not change during the rest of lifetime of this
Lazy instance.\n     *\n     public val value: T\n\n     /**\n     * Returns `true` if a value for this Lazy instance has been
already initialized, and `false` otherwise.\n     *\n     * Once this function has returned `true` it stays `true` for the rest of
lifetime of this Lazy instance.\n     *\n     public fun isInitialized(): Boolean\n}\n\n/**\n * Creates a new instance of
the [Lazy] that is already initialized with the specified [value].\n *\n\npublic fun <T> lazyOf(value: T): Lazy<T> =
InitializedLazyImpl(value)\n\n/**\n * An extension to delegate a read-only property of type [T] to an instance of
[Lazy].\n *\n * This extension allows to use instances of Lazy for property delegation:\n *\n `val property: String by
lazy { initializer }`\n *\n\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Lazy<T>.getValue(thisRef:
Any?, property: KProperty<*>): T = value\n\n/**\n * Specifies how a [Lazy] instance synchronizes initialization
among multiple threads.\n *\n\npublic enum class LazyThreadSafetyMode {\n\n     /**\n     * Locks are used to ensure
that only a single thread can initialize the [Lazy] instance.\n     *\n     SYNCHRONIZED,\n\n     /**\n     * Initializer
function can be called several times on concurrent access to uninitialized [Lazy] instance value,\n     * but only the
first returned value will be used as the value of [Lazy] instance.\n     *\n     PUBLICATION,\n\n     /**\n     * No
locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple
threads, its behavior is undefined.\n     *\n     * This mode should not be used unless the [Lazy] instance is
guaranteed never to be initialized from more than one thread.\n     *\n     NONE,\n}\n\n\ninternal object
UNINITIALIZED_VALUE\n\n// internal to be called from lazy in JS\ninternal class UnsafeLazyImpl<out
T>(initializer: () -> T) : Lazy<T>, Serializable {\n     private var initializer: (() -> T)? = initializer\n     private var
_value: Any? = UNINITIALIZED_VALUE\n\n     override val value: T\n     get() {\n         if (_value ===
UNINITIALIZED_VALUE) {\n             _value = initializer!!()\n             initializer = null\n         }\n     }\n\n     @Suppress("UNCHECKED_CAST")\n     return _value as T\n }\n\n     override fun isInitialized():
Boolean = _value != UNINITIALIZED_VALUE\n\n     override fun toString(): String = if (isInitialized())
value.toString() else "Lazy value not initialized yet."\n\n     private fun writeReplace(): Any =
InitializedLazyImpl(value)\n}\n\ninternal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>,
Serializable {\n\n     override fun isInitialized(): Boolean = true\n\n     override fun toString(): String =
value.toString()\n}\n\n},"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

```

license/LICENSE.txt file.\n

*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"NumbersKt\")\npackage kotlin\n\n/**\n *

Counts the number of set bits in the binary representation of this [Int] number.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.countOneBits(): Int\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.takeHighestOneBit(): Int\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n * or zero, if this number is zero.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.takeLowestOneBit(): Int\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n

*\n\n@SinceKotlin(\"1.6\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.rotateLeft(bitCount: Int): Int\n\n/**\n * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n

*\n\n@SinceKotlin(\"1.6\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Int.rotateRight(bitCount: Int): Int\n\n/**\n * Counts the number of set bits in the binary representation of this [Long] number.\n * *\n * @SinceKotlin(\"1.4\")\n * @WasExperimental(ExperimentalStdlibApi::class)\n * public expect fun Long.countOneBits(): Int\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Long.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Long.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Long.takeHighestOneBit(): Long\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n

*\n\n@SinceKotlin(\"1.4\")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic expect fun

Long.takeLowestOneBit(): Long\n\n/**\n * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a

multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
`number.rotateLeft(n) == number.rotateLeft(n % 64)`

`@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)public expect fun`
Long.rotateLeft(bitCount: Int): Long
 Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: `number.rotateRight(-n) == number.rotateLeft(n)` Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
`number.rotateRight(n) == number.rotateRight(n % 64)`

`@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)public expect fun`
Long.rotateRight(bitCount: Int): Long
 Counts the number of set bits in the binary representation of this [Byte] number.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()
 Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)
 Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()
 Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, or zero, if this number is zero.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()
 Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, or zero, if this number is zero.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()
 Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: `number.rotateLeft(-n) == number.rotateRight(n)` Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally
`number.rotateLeft(n) == number.rotateLeft(n % 8)`

`@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)public fun`
Byte.rotateLeft(bitCount: Int): Byte = (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()
 Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: `number.rotateRight(-n) == number.rotateLeft(n)` Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally
`number.rotateRight(n) == number.rotateRight(n % 8)`

`@SinceKotlin("1.6")@WasExperimental(ExperimentalStdlibApi::class)public fun`
Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()
 Counts the number of set bits in the binary representation of this [Short] number.

`@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnlypublic inline fun`
Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()
 Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n\n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n * or zero, if this number is zero.\n

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n * or zero, if this number is zero.\n

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n

*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Short.rotateLeft(bitCount: Int): Short =\n (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n

*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Short.rotateRight(bitCount: Int): Short =\n (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n @package kotlin\n\nimport kotlin.internal.RequireKotlin\n\nimport kotlin.internal.RequireKotlinVersionKind\n\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.2")\n@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")\n@RequireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n\npublic inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block\n\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

*\n@file:kotlin.jvm.JvmName("TuplesKt")\n\npackage kotlin\n\n\n * Represents a generic pair of two values.\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.pairDestructuring\n * @param A type of the first value.\n * @param B type of the second value.\n * @property first First value.\n * @property second Second value.\n * @constructor Creates a new instance of Pair.\n\npublic data class Pair<out A, out B>(\n public val first: A,\n public val second: B\n): Serializable {\n\n /**\n * Returns string representation of the [Pair] including its [first] and [second] values.\n */\n public override fun toString(): String = "\$first, \$second"\n\n /**\n * Creates a tuple of type [Pair] from this and [that].\n * This can be useful for creating [Map] literals with less noise, for example:\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n */\n public infix fun <A, B>\n

```

A.to(that: B): Pair<A, B> = Pair(this, that)\n\n/**\n * Converts this pair into a list.\n * @sample
samples.misc.Tuples.pairToList\n */\npublic fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)\n\n/**\n *
Represents a triad of values\n */\n * There is no meaning attached to values in this class, it can be used for any
purpose.\n * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.\n * An
example of decomposing it into values:\n * @sample samples.misc.Tuples.tripleDestructuring\n */\n * @param A
type of the first value.\n * @param B type of the second value.\n * @param C type of the third value.\n * @property
first First value.\n * @property second Second value.\n * @property third Third value.\n */\npublic data class
Triple<out A, out B, out C>(\n    public val first: A,\n    public val second: B,\n    public val third: C\n) : Serializable
{\n\n    /**\n     * Returns string representation of the [Triple] including its [first], [second] and [third] values.\n
*/\n     *\n     * public override fun toString(): String = \"($first, $second, $third)\"\n\n}\n\n/**\n * Converts this triple into a
list.\n * @sample samples.misc.Tuples.tripleToList\n */\npublic fun <T> Triple<T, T, T>.toList(): List<T> =
listOf(first, second, third)\n\n",\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\nimport
kotlin.internal.*\n\n/**\n * A range of values of type `UInt`.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class UIntRange(start:
UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {\n    override val start:
UInt get() = first\n    override val endInclusive: UInt get() = last\n\n    override fun contains(value: UInt): Boolean =
first <= value && value <= last\n\n    /**\n     * Checks if the range is empty.\n     *\n     * The range is empty if its
start value is greater than the end value.\n     */\n    override fun isEmpty(): Boolean = first > last\n\n    override fun
equals(other: Any?): Boolean =\n        other is UIntRange && (isEmpty() && other.isEmpty()) ||\n        first ==
other.first && last == other.last\n\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * first.toInt()
+ last.toInt())\n\n    override fun toString(): String = \"$first..$last\"\n\n    companion object {\n        /** An empty
range of values of type UInt. */\n        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE,
UInt.MIN_VALUE)\n    }\n}\n\n/**\n * A progression of values of type `UInt`.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class
UIntProgression\n    internal constructor(\n        start: UInt,\n        endInclusive: UInt,\n        step: Int\n) : Iterable<UInt> {\n
    init {\n        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")\n        if (step
== Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to
avoid overflow on negation.")\n    }\n\n    /**\n     * The first element in the progression.\n     */\n    public val first:
UInt = start\n\n    /**\n     * The last element in the progression.\n     */\n    public val last: UInt =
getProgressionLastElement(start, endInclusive, step)\n\n    /**\n     * The step of the progression.\n     */\n    public
val step: Int = step\n\n    final override fun iterator(): Iterator<UInt> = UIntProgressionIterator(first, last, step)\n\n
    /**\n     *\n     * Checks if the progression is empty.\n     *\n     * Progression with a positive step is empty if its first
element is greater than the last element.\n     * Progression with a negative step is empty if its first element is less
than the last element.\n     */\n    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n
    override fun equals(other: Any?): Boolean =\n        other is UIntProgression && (isEmpty() && other.isEmpty()) ||\n        first ==
other.first && last == other.last && step == other.step)\n\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())\n\n    override fun toString(): String = if
(step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n    companion object {\n        /**\n
     * Creates UIntProgression within the specified bounds of a closed range.\n     *\n     * The progression starts with
the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n     *\n     * In
order to go backwards the [step] must be negative.\n     *\n     * [step] must be greater than `Int.MIN_VALUE`
and not equal to zero.\n     */\n        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int):
UIntProgression = UIntProgression(rangeStart, rangeEnd, step)\n    }\n}\n\n/**\n * An iterator over a progression
of values of type `UInt`.\n * @property step the number by which the value is incremented on each step.\n
*/\n\n@SinceKotlin("1.3")\n@Suppress("DEPRECATION_ERROR")\nprivate class UIntProgressionIterator(first:
UInt, last: UInt, step: Int) : UIntIterator() {\n    private val finalElement = last\n    private var hasNext: Boolean = if

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(step > 0) first <= last else first >= last\n    private val step = step.toUInt() // use 2-complement math for negative
steps\n    private var next = if (hasNext) first else finalElement\n\n    override fun hasNext(): Boolean = hasNext\n\n    override fun nextUInt(): UInt {\n        val value = next\n        if (value == finalElement) {\n            if (!hasNext)\n                throw kotlin.NoSuchElementException()\n            hasNext = false\n        } else {\n            next += step\n        }\n    }\n    return value\n}\n}\n\n"/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.collections\n\n/** An
iterator over a sequence of values of type `UByte`. *\n@Deprecated("This class is not going to be stabilized and is
to be removed soon.", level = DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\npublic abstract class
UByteIterator : Iterator<UByte> {\n    final override fun next() = nextUByte()\n    /** Returns the next value in the
sequence without boxing. *\n    public abstract fun nextUByte(): UByte\n}\n\n/** An iterator over a sequence of
values of type `UShort`. *\n@Deprecated("This class is not going to be stabilized and is to be removed soon.",
level = DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\npublic abstract class UShortIterator : Iterator<UShort>
{\n    final override fun next() = nextUShort()\n    /** Returns the next value in the sequence without boxing. *\n
    public abstract fun nextUShort(): UShort\n}\n\n/** An iterator over a sequence of values of type `UInt`.
*\n@Deprecated("This class is not going to be stabilized and is to be removed soon.", level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\npublic abstract class UIntIterator : Iterator<UInt> {\n    final
override fun next() = nextUInt()\n    /** Returns the next value in the sequence without boxing. *\n    public
abstract fun nextUInt(): UInt\n}\n\n/** An iterator over a sequence of values of type `ULong`.
*\n@Deprecated("This class is not going to be stabilized and is to be removed soon.", level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\npublic abstract class ULongIterator : Iterator<ULong> {\n    final
override fun next() = nextULong()\n    /** Returns the next value in the sequence without boxing. *\n    public
abstract fun nextULong(): ULong\n}\n\n"/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage
kotlin.ranges\n\nimport kotlin.internal.*\n\n/** A range of values of type `ULong`. *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class
ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1),
ClosedRange<ULong> {\n    override val start: ULong get() = first\n    override val endInclusive: ULong get() =
last\n    override fun contains(value: ULong): Boolean = first <= value && value <= last\n    /** *\n    * Checks
if the range is empty.\n    *\n    * The range is empty if its start value is greater than the end value.\n    *\n    override fun isEmpty(): Boolean = first > last\n    override fun equals(other: Any?): Boolean =\n        other is
ULongRange && (isEmpty() && other.isEmpty() ||\n            first == other.first && last == other.last)\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr
32)).toInt())\n    override fun toString(): String = "$first..$last"\n\n    companion object {\n        /** An empty
range of values of type ULong. *\n        public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE,
ULong.MIN_VALUE)\n    }\n}\n\n/** A progression of values of type `ULong`. *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class
ULongProgression\n    internal constructor(\n        start: ULong,\n        endInclusive: ULong,\n        step: Long\n    ) :
Iterable<ULong> {\n    init {\n        if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be
non-zero.")\n        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater
than Long.MIN_VALUE to avoid overflow on negation.")\n    }\n\n    /** *\n    * The first element in the
progression.\n    *\n    public val first: ULong = start\n    /** *\n    * The last element in the progression.\n    *\n    public val last: ULong = getProgressionLastElement(start, endInclusive, step)\n    /** *\n    * The step of the
progression.\n    *\n    public val step: Long = step\n\n    final override fun iterator(): Iterator<ULong> =
ULongProgressionIterator(first, last, step)\n    /** *\n    * Checks if the progression is empty.\n    *\n    * Progression with a positive step is empty if its first element is greater than the last element.\n    * Progression with a
negative step is empty if its first element is less than the last element.\n    *\n    public open fun isEmpty(): Boolean

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

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significant set bit of this [UInt] number, \n * or zero, if this number is zero.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeHighestOneBit(): UInt =
toInt().takeHighestOneBit().toUInt()\n\n/**\n * Returns a number having a single bit set in the position of the least
significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeLowestOneBit(): UInt =
toInt().takeLowestOneBit().toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number left by the
specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as
the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as
rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a
multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) ==
number.rotateLeft(n % 32)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateLeft(bitCount: Int):
UInt = toInt().rotateLeft(bitCount).toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number
right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter
the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is
the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n *
Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n *
`number.rotateRight(n) == number.rotateRight(n % 32)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateRight(bitCount: Int):
UInt = toInt().rotateRight(bitCount).toUInt()\n\n/**\n * Counts the number of set bits in the binary representation
of this [ULong] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countOneBits(): Int =
toLong().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [ULong] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countLeadingZeroBits(): Int =
toLong().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [ULong] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countTrailingZeroBits(): Int =
toLong().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeHighestOneBit(): ULong =
toLong().takeHighestOneBit().toULong()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeLowestOneBit(): ULong =
toLong().takeLowestOneBit().toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number left
by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the
same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n *
Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n *
`number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,

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

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ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countOneBits(): Int =
toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [UShort] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countLeadingZeroBits(): Int
= toShort().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [UShort] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countTrailingZeroBits(): Int
= toShort().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeHighestOneBit(): UShort
= toInt().takeHighestOneBit().toUShort()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeLowestOneBit(): UShort
= toInt().takeLowestOneBit().toUShort()\n\n/**\n * Rotates the binary representation of this [UShort] number left
by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the
same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n *
`number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateLeft(bitCount:
Int): UShort = toShort().rotateLeft(bitCount).toUShort()\n\n/**\n * Rotates the binary representation of this
[UShort] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the
right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a
negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) ==
number.rotateLeft(n)`\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more
generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateRight(bitCount:
Int): UShort = toShort().rotateRight(bitCount).toUShort()\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n@n\npackage kotlin.internal\n\n// (a - b) mod c\nprivate fun
differenceModulo(a: UInt, b: UInt, c: UInt): UInt {\n    val ac = a % c\n    val bc = b % c\n    return if (ac >= bc) ac -
bc else ac - bc + c\n}\n\nprivate fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {\n    val ac = a %
c\n    val bc = b % c\n    return if (ac >= bc) ac - bc else ac - bc + c\n}\n\n/**\n * Calculates the final element of a
bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end]
in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed
parameters is performed. The given parameters should satisfy the condition:\n * - either `step > 0` and `start <=
end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end
ending bound for the progression\n * @param step increment, or difference of successive elements in the
progression\n * @return the final element of the progression\n * @suppress\n
*\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun getProgressionLastElement(start: UInt, end: UInt, step:
Int): UInt = when {\n    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())\n
step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())\n    else -> throw

```

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

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toInt():
UInt = toUIntOrNull() ?: numberFormatException(this)\n\n/**\n * Parses the string as an [UInt] number and returns the
result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatException(this)\n\n/**\n * Parses the string as a
[ULong] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULong():
ULong = toULongOrNull() ?: numberFormatException(this)\n\n/**\n * Parses the string as a [ULong] number and
returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n *
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatException(this)\n\n\n\n\n\n\n\n\n\n\n\n\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10)\n\n/**\n * Parses the string as an [UByte] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUByteOrNull(radix: Int): UByte? {\n    val int = this.toIntOrNull(radix) ?: return null\n    if (int >
UByte.MAX_VALUE) return null\n    return int.toUByte()\n}\n\n/**\n * Parses the string as an [UShort] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10)\n\n/**\n * Parses the string as an [UShort] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUShortOrNull(radix: Int): UShort? {\n    val int = this.toIntOrNull(radix) ?: return null\n    if (int >
UShort.MAX_VALUE) return null\n    return int.toUShort()\n}\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toIntOrNull(): UInt? = toUIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toIntOrNull(radix: Int): UInt? {\n    checkRadix(radix)\n    val length = this.length\n    if (length == 0)
return null\n    val limit: UInt = UInt.MAX_VALUE\n    val start: Int\n    val firstChar = this[0]\n    if (firstChar < '0') {\n        if (length == 1 || firstChar != '+') return null\n        start = 1\n    } else {\n        start = 0\n    }\n    val
limitForMaxRadix = 119304647u // limit / 36\n    var limitBeforeMul = limitForMaxRadix\n    val uradix =
radix.toInt()\n    var result = 0u\n    for (i in start until length) {\n        val digit = digitOf(this[i], radix)\n        if
(digit < 0) return null\n        if (result > limitBeforeMul) {\n            if (limitBeforeMul == limitForMaxRadix) {\n
                limitBeforeMul = limit / uradix\n            if (result > limitBeforeMul) {\n                return null\n
            }\n        } else {\n            return null\n        }\n    }\n    result *= uradix\n    val beforeAdding =
result\n    result += digit.toInt()\n    if (result < beforeAdding) return null // overflow has happened\n }\n\n
return result\n}\n\n/**\n * Parses the string as an [ULong] number and returns the result\n * or `null` if the string is
not a valid representation of a number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun

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String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)\n\n/**\n * Parses the string as an [ULong] number\n and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws\n IllegalStateException when [radix] is not a valid radix for string to number conversion.\n\n *\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nString.toULongOrNull(radix: Int): ULong? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length ==\n 0) return null\n\n    val limit: ULong = ULong.MAX_VALUE\n    val start: Int\n    val firstChar = this[0]\n    if\n  (firstChar < '0') {\n        if (length == 1 || firstChar != '+') return null\n        start = 1\n    } else {\n        start = 0\n    }\n\n    val limitForMaxRadix = 512409557603043100uL // limit / 36\n    var limitBeforeMul =\n  limitForMaxRadix\n    val uradix = radix.toULong()\n    var result = 0uL\n    for (i in start until length) {\n        val\n  digit = digitOf(this[i], radix)\n        if (digit < 0) return null\n        if (result > limitBeforeMul) {\n            if\n  (limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / uradix\n            }\n            if (result >\n  limitBeforeMul) {\n                return null\n            }\n        } else {\n            return null\n        }\n    }\n\n    result *= uradix\n\n    val beforeAdding = result\n    result += digit.toUInt()\n    if (result <\n  beforeAdding) return null // overflow has happened\n    }\n\n    return result\n}\n\n"/*\n * Copyright 2010-2018\n JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the\n Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n *\n\n@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\npackage kotlin\n\nimport\n kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport\n kotlin.internal.RequireKotlinVersionKind\n\n/**\n * Marks the API that is dependent on the experimental unsigned\n types, including those types themselves.\n *\n * Usages of such API will be reported as warnings unless an explicit\n opt-in with\n * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`,\n * or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.\n *\n * It's recommended to propagate the\n experimental status to the API that depends on unsigned types by annotating it with this annotation.\n\n *\n\n@Suppress("DEPRECATION")\n@Experimental(level =\n Experimental.Level.WARNING)\n@RequiresOptIn(level =\n RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Target(CLASS, ANNOTATION_CLASS,\n PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,\n PROPERTY_GETTER, PROPERTY_SETTER,\n TYPEALIAS)\n@Retention(AnnotationRetention.BINARY)\n@RequireKotlin("1.2.50", versionKind =\n RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalUnsignedTypes\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code\n is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n *\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MathKt")\npackage\n kotlin.math\n\n// constants, can't use them from nativeMath as they are not constants there\n\n/**\n * Ratio of the\n circumference of a circle to its diameter, approximately 3.14159. *\n\n@SinceKotlin("1.2")\npublic const val PI:\n Double = 3.141592653589793\n\n/**\n * Base of the natural logarithms, approximately 2.71828.\n\n@SinceKotlin("1.2")\npublic const val E: Double = 2.718281828459045\n\n// region =====\nDouble Math =====\n\n/**\n * Computes the sine of the angle [x]\n given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n *\n\n@SinceKotlin("1.2")\npublic\n expect fun sin(x: Double): Double\n\n/**\n * Computes the cosine of the angle [x] given in radians.\n *\n * Special\n cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n *\n\n@SinceKotlin("1.2")\npublic\n expect fun cos(x: Double):\n Double\n\n/**\n * Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-\n Inf)` is `NaN`\n *\n\n@SinceKotlin("1.2")\npublic\n expect fun tan(x: Double): Double\n\n/**\n * Computes the arc\n sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special\n cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n *\n\n@SinceKotlin("1.2")\npublic\n expect fun\n asin(x: Double): Double\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in\n the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is\n `NaN`\n *\n\n@SinceKotlin("1.2")\npublic\n expect fun\n acos(x: Double): Double\n\n/**\n * Computes the arc tangent

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of the value [x];\n * the returned value is an angle in the range from $-\pi/2$ to $\pi/2$ radians.\n * Special cases:\n * - `atan(NaN)` is `NaN`\n *
`@SinceKotlin("1.2")\npublic expect fun atan(x: Double): Double\n/n/**\n * Returns the angle theta of the polar coordinates (r, theta) that correspond\n * to the rectangular coordinates (x, y) by computing the arc tangent of the value y / x;\n * the returned value is an angle in the range from $-\pi$ to π radians.\n * Special cases:\n * - atan2(0.0, 0.0) is 0.0\n * - atan2(0.0, x) is 0.0 for x > 0 and π for x < 0\n * - atan2(-0.0, x) is -0.0 for x > 0 and $-\pi$ for x < 0\n * - atan2(y, +Inf) is 0.0 for 0 < y < +Inf and -0.0 for -Inf < y < 0\n * - atan2(y, -Inf) is π for 0 < y < +Inf and $-\pi$ for -Inf < y < 0\n * - atan2(y, 0.0) is $\pi/2$ for y > 0 and $-\pi/2$ for y < 0\n * - atan2(+Inf, x) is $\pi/2$ for finite x\n * - atan2(-Inf, x) is $-\pi/2$ for finite x\n * - atan2(NaN, x) and atan2(y, NaN) is NaN\n *
@SinceKotlin("1.2")\npublic expect fun atan2(y: Double, x: Double): Double\n/n/**\n * Computes the hyperbolic sine of the value [x].\n * Special cases:\n * - sinh(NaN) is NaN\n * - sinh(+Inf) is +Inf\n * - sinh(-Inf) is -Inf\n *
@SinceKotlin("1.2")\npublic expect fun sinh(x: Double): Double\n/n/**\n * Computes the hyperbolic cosine of the value [x].\n * Special cases:\n * - cosh(NaN) is NaN\n * - cosh(+Inf) is +Inf\n *
@SinceKotlin("1.2")\npublic expect fun cosh(x: Double): Double\n/n/**\n * Computes the hyperbolic tangent of the value [x].\n * Special cases:\n * - tanh(NaN) is NaN\n * - tanh(+Inf) is 1.0\n * - tanh(-Inf) is -1.0\n *
@SinceKotlin("1.2")\npublic expect fun tanh(x: Double): Double\n/n/**\n * Computes the inverse hyperbolic sine of the value [x].\n * The returned value is y such that sinh(y) == x.\n * Special cases:\n * - asinh(NaN) is NaN\n * - asinh(+Inf) is +Inf\n * - asinh(-Inf) is -Inf\n *
@SinceKotlin("1.2")\npublic expect fun asinh(x: Double): Double\n/n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n * The returned value is positive y such that cosh(y) == x.\n * Special cases:\n * - acosh(NaN) is NaN\n * - acosh(x) is NaN when x < 1\n * - acosh(+Inf) is +Inf\n *
@SinceKotlin("1.2")\npublic expect fun acosh(x: Double): Double\n/n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is y such that tanh(y) == x.\n * Special cases:\n * - atanh(NaN) is NaN\n * - atanh(x) is NaN when x > 1 or x < -1\n * - atanh(1.0) is +Inf\n * - atanh(-1.0) is -Inf\n *
@SinceKotlin("1.2")\npublic expect fun atanh(x: Double): Double\n/n/**\n * Computes sqrt(x^2 + y^2) without intermediate overflow or underflow.\n * Special cases:\n * - returns +Inf if any of arguments is infinite\n * - returns NaN if any of arguments is NaN and the other is not infinite\n *
@SinceKotlin("1.2")\npublic expect fun hypot(x: Double, y: Double): Double\n/n/**\n * Computes the positive square root of the value [x].\n * Special cases:\n * - sqrt(x) is NaN when x < 0 or x is NaN\n *
@SinceKotlin("1.2")\npublic expect fun sqrt(x: Double): Double\n/n/**\n * Computes Euler's number e raised to the power of the value [x].\n * Special cases:\n * - exp(NaN) is NaN\n * - exp(+Inf) is +Inf\n * - exp(-Inf) is 0.0\n *
@SinceKotlin("1.2")\npublic expect fun exp(x: Double): Double\n/n/**\n * Computes exp(x) - 1.\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - expm1(NaN) is NaN\n * - expm1(+Inf) is +Inf\n * - expm1(-Inf) is -1.0\n *
@see [exp] function.\n *
@SinceKotlin("1.2")\npublic expect fun expm1(x: Double): Double\n/n/**\n * Computes the logarithm of the value [x] to the given [base].\n * Special cases:\n * - log(x, b) is NaN if either x or b are NaN\n * - log(x, b) is NaN when x < 0 or b <= 0 or b == 1.0\n * - log(+Inf, +Inf) is NaN\n * - log(+Inf, b) is +Inf for b > 1 and -Inf for b < 1\n * - log(0.0, b) is -Inf for b > 1 and +Inf for b < 1\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n *
@SinceKotlin("1.2")\npublic expect fun log(x: Double, base: Double): Double\n/n/**\n * Computes the natural logarithm (base E) of the value [x].\n * Special cases:\n * - ln(NaN) is NaN\n * - ln(x) is NaN when x < 0.0\n * - ln(+Inf) is +Inf\n * - ln(0.0) is -Inf\n *
@SinceKotlin("1.2")\npublic expect fun ln(x: Double): Double\n/n/**\n * Computes the common logarithm (base 10) of the value [x].\n * @see [ln] function for special cases.\n *
@SinceKotlin("1.2")\npublic expect fun log10(x: Double): Double\n/n/**\n * Computes the binary logarithm (base 2) of the value [x].\n * @see [ln] function for special cases.\n *
@SinceKotlin("1.2")\npublic expect fun log2(x: Double): Double\n/n/**\n * Computes ln(x + 1).\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - ln1p(NaN) is NaN\n * - ln1p(x) is NaN where x < -1.0\n * - ln1p(-1.0) is -Inf\n * - ln1p(+Inf) is`

`+` `Inf` `n` `*` `n` `*` `@see [ln] function` `n` `*` `@see [expm1] function` `n` `*` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun`
`ln1p(x: Double): Double` `n` `n` `**` `n` `*` `Rounds the given value [x] to an integer towards positive infinity.` `n` `n` `*` `@return`
`the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.` `n` `n` `*`
`Special cases:` `n` `*` `-`ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.` `n`
`^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `ceil(x: Double): Double` `n` `n` `**` `n` `*` `Rounds the given value [x] to an`
`integer towards negative infinity.` `n` `n` `*` `@return the largest double value that is smaller than or equal to the given`
`value [x] and is a mathematical integer.` `n` `n` `*` `Special cases:` `n` `*` `-`floor(x)` is `x` where `x` is `NaN` or `+Inf` or`
`-Inf` or already a mathematical integer.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `floor(x: Double):`
`Double` `n` `n` `**` `n` `*` `Rounds the given value [x] to an integer towards zero.` `n` `n` `*` `@return the value [x] having its`
`fractional part truncated.` `n` `n` `*` `Special cases:` `n` `*` `-`truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or`
`already a mathematical integer.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `truncate(x: Double):`
`Double` `n` `n` `**` `n` `*` `Rounds the given value [x] towards the closest integer with ties rounded towards even integer.` `n`
`n` `*` `Special cases:` `n` `*` `-`round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical`
`integer.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `round(x: Double): Double` `n` `n` `**` `n` `*` `Returns the absolute`
`value of the given value [x].` `n` `n` `*` `Special cases:` `n` `*` `-`abs(NaN)` is `NaN`` `n` `n` `*` `@see absoluteValue`
`extension property for [Double]` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `abs(x: Double): Double` `n` `n` `**` `n` `*`
`Returns the sign of the given value [x]:` `n` `*` `-`-1.0` if the value is negative,` `n` `*` `-`0` if the value is zero,` `n` `*` `-``
`1.0` if the value is positive` `n` `n` `*` `Special case:` `n` `*` `-`sign(NaN)` is `NaN`` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public`
`expect fun` `sign(x: Double): Double` `n` `n` `**` `n` `*` `Returns the smaller of two values.` `n` `n` `*` `If either value is `NaN` ,`
`then the result is `NaN`.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `min(a: Double, b: Double):`
`Double` `n` `n` `**` `n` `*` `Returns the greater of two values.` `n` `n` `*` `If either value is `NaN` , then the result is `NaN`.` `n`
`^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `max(a: Double, b: Double): Double` `n` `n` `// extensions` `n` `n` `**` `n` `*` `Raises`
`this value to the power [x].` `n` `n` `*` `Special cases:` `n` `*` `-`b.pow(0.0)` is `1.0`` `n` `*` `-`b.pow(1.0) == b`` `n` `*` `-``
`b.pow(NaN)` is `NaN`` `n` `*` `-`NaN.pow(x)` is `NaN` for `x != 0.0`` `n` `*` `-`b.pow(Inf)` is `NaN` for `abs(b) ==`
`1.0`` `n` `*` `-`b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public`
`expect fun` `Double.pow(x: Double): Double` `n` `n` `**` `n` `*` `Raises this value to the integer power [n].` `n` `n` `*` `See the`
`other overload of [pow] for details.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.pow(n: Int):`
`Double` `n` `n` `**` `n` `*` `Returns the absolute value of this value.` `n` `n` `*` `Special cases:` `n` `*` `-`NaN.absoluteValue` is`
``NaN`` `n` `n` `*` `@see abs function` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect val` `Double.absoluteValue:`
`Double` `n` `n` `**` `n` `*` `Returns the sign of this value:` `n` `*` `-`-1.0` if the value is negative,` `n` `*` `-`0` if the value is`
`zero,` `n` `*` `-`1.0` if the value is positive` `n` `n` `*` `Special case:` `n` `*` `-`NaN.sign` is `NaN`` `n`
`^` `n` `@SinceKotlin("1.2")` `n` `public expect val` `Double.sign: Double` `n` `n` `**` `n` `*` `Returns this value with the sign bit`
`same as of the [sign] value.` `n` `n` `*` `If [sign] is `NaN` the sign of the result is undefined.` `n`
`^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.withSign(sign: Double): Double` `n` `n` `**` `n` `*` `Returns this value`
`with the sign bit same as of the [sign] value.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.withSign(sign:`
`Int): Double` `n` `n` `**` `n` `*` `Returns the ulp (unit in the last place) of this value.` `n` `n` `*` `An ulp is a positive distance`
`between this value and the next nearest [Double] value larger in magnitude.` `n` `n` `*` `Special Cases:` `n` `*` `-`NaN.ulp``
`is `NaN`` `n` `*` `-`x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`` `n` `*` `-`0.0.ulp` is `Double.MIN_VALUE``
`^` `n` `@SinceKotlin("1.2")` `n` `public expect val` `Double.ulp: Double` `n` `n` `**` `n` `*` `Returns the [Double] value nearest to`
`this value in direction of positive infinity.` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.nextUp():`
`Double` `n` `n` `**` `n` `*` `Returns the [Double] value nearest to this value in direction of negative infinity.` `n`
`^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.nextDown(): Double` `n` `n` `**` `n` `*` `Returns the [Double] value`
`nearest to this value in direction from this value towards the value [to].` `n` `n` `*` `Special cases:` `n` `*` `-``
`x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`` `n` `*` `-`x.nextTowards(x) == x`` `n` `^` `n` `@SinceKotlin("1.2")` `n` `public expect fun` `Double.nextTowards(to: Double): Double` `n` `n` `**` `n` `*` `Rounds this`
`[Double] value to the nearest integer and converts the result to [Int].` `n` `n` `*` `Ties are rounded towards positive infinity.` `n`
`n` `*` `Special cases:` `n` `*` `-`x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`` `n` `*` `-``
`x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`` `n` `n` `*` `@throws IllegalArgumentException`

when this value is `NaN`.
`public expect fun Double.roundToInt(): Int`
Rounds this `[Double]` value to the nearest integer and converts the result to `[Long]`. Ties are rounded towards positive infinity.
Special cases:
`- x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
`- x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
@throws `IllegalArgumentException` when this value is `NaN`.
`public expect fun Double.roundToLong(): Long`
region ===== `Float Math`
===== `Computes the sine of the angle [x] given in radians.`
Special cases:
`- sin(NaN|+Inf|-Inf)` is `NaN`.
`public expect fun sin(x: Float): Float`
`Computes the cosine of the angle [x] given in radians.`
Special cases:
`- cos(NaN|+Inf|-Inf)` is `NaN`.
`public expect fun cos(x: Float): Float`
`Computes the tangent of the angle [x] given in radians.`
Special cases:
`- tan(NaN|+Inf|-Inf)` is `NaN`.
`public expect fun tan(x: Float): Float`
`Computes the arc sine of the value [x].`
the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
Special cases:
`- asin(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`.
`public expect fun asin(x: Float): Float`
`Computes the arc cosine of the value [x].`
the returned value is an angle in the range from `0.0` to `PI` radians.
Special cases:
`- acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`.
`public expect fun acos(x: Float): Float`
`Computes the arc tangent of the value [x].`
the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
Special cases:
`- atan(NaN)` is `NaN`.
`public expect fun atan(x: Float): Float`
Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `[y] / [x]`.
the returned value is an angle in the range from `-PI` to `PI` radians.
Special cases:
`- atan2(0.0, 0.0)` is `0.0`
`- atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`
`- atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`
`- atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`
`- atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`
`- atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`
`- atan2(+Inf, x)` is `PI/2` for finite `x`
`- atan2(-Inf, x)` is `-PI/2` for finite `x`
`- atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`.
`public expect fun atan2(y: Float, x: Float): Float`
`Computes the hyperbolic sine of the value [x].`
Special cases:
`- sinh(NaN)` is `NaN`
`- sinh(+Inf)` is `+Inf`
`- sinh(-Inf)` is `-Inf`.
`public expect fun sinh(x: Float): Float`
`Computes the hyperbolic cosine of the value [x].`
Special cases:
`- cosh(NaN)` is `NaN`
`- cosh(+Inf|-Inf)` is `+Inf`.
`public expect fun cosh(x: Float): Float`
`Computes the hyperbolic tangent of the value [x].`
Special cases:
`- tanh(NaN)` is `NaN`
`- tanh(+Inf)` is `1.0`
`- tanh(-Inf)` is `-1.0`.
`public expect fun tanh(x: Float): Float`
`Computes the inverse hyperbolic sine of the value [x].`
The returned value is `y` such that `sinh(y) == x`.
Special cases:
`- asinh(NaN)` is `NaN`
`- asinh(+Inf)` is `+Inf`
`- asinh(-Inf)` is `-Inf`.
`public expect fun asinh(x: Float): Float`
`Computes the inverse hyperbolic cosine of the value [x].`
The returned value is positive `y` such that `cosh(y) == x`.
Special cases:
`- acosh(NaN)` is `NaN`
`- acosh(x)` is `NaN` when `x < 1`
`- acosh(+Inf)` is `+Inf`.
`public expect fun acosh(x: Float): Float`
`Computes the inverse hyperbolic tangent of the value [x].`
The returned value is `y` such that `tanh(y) == x`.
Special cases:
`- atanh(NaN)` is `NaN`
`- atanh(x)` is `NaN` when `x > 1` or `x < -1`
`- atanh(1.0)` is `+Inf`
`- atanh(-1.0)` is `-Inf`.
`public expect fun atanh(x: Float): Float`
`Computes sqrt(x^2 + y^2) without intermediate overflow or underflow.`
Special cases:
- returns `+Inf` if any of arguments is infinite
- returns `NaN` if any of arguments is `NaN` and the other is not infinite.
`public expect fun hypot(x: Float, y: Float): Float`
`Computes the positive square root of the value [x].`
Special cases:
`- sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`.
`public expect fun sqrt(x: Float): Float`
`Computes Euler's number e raised to the power of the value [x].`
Special cases:
`- exp(NaN)` is `NaN`
`- exp(+Inf)` is `+Inf`
`- exp(-Inf)` is `0.0`.

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

this value with the sign bit same as of the [sign] value.
 * If [sign] is `NaN` the sign of the result is undefined.
 * SinceKotlin("1.2")\npublic expect fun Float.withSign(sign: Float): Float
 * Returns this value with the sign bit same as of the [sign] value.
 * SinceKotlin("1.2")\npublic expect fun Float.withSign(sign: Int): Float
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 * @throws IllegalArgumentException when this value is `NaN`
 * SinceKotlin("1.2")\npublic expect fun Float.roundToInt(): Int
 * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 * @throws IllegalArgumentException when this value is `NaN`
 * SinceKotlin("1.2")\npublic expect fun Float.roundToLong(): Long
 // endregion
 // region
 ===== Integer Math =====
 * Returns the absolute value of the given value [n].
 * Special cases:
 * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
 * @see absoluteValue extension property for [Int]
 * SinceKotlin("1.2")\npublic expect fun abs(n: Int): Int
 * Returns the smaller of two values.
 * SinceKotlin("1.2")\npublic expect fun min(a: Int, b: Int): Int
 * Returns the greater of two values.
 * SinceKotlin("1.2")\npublic expect fun max(a: Int, b: Int): Int
 * Returns the absolute value of this value.
 * Special cases:
 * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 * SinceKotlin("1.2")\npublic expect val Int.absoluteValue: Int
 * Returns the sign of this value:
 * - `-1` if the value is negative,
 * - `0` if the value is zero,
 * - `1` if the value is positive
 * SinceKotlin("1.2")\npublic expect val Int.sign: Int
 * Returns the absolute value of the given value [n].
 * Special cases:
 * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow
 * @see absoluteValue extension property for [Long]
 * SinceKotlin("1.2")\npublic expect fun abs(n: Long): Long
 * Returns the smaller of two values.
 * SinceKotlin("1.2")\npublic expect fun min(a: Long, b: Long): Long
 * Returns the greater of two values.
 * SinceKotlin("1.2")\npublic expect fun max(a: Long, b: Long): Long
 * Returns the absolute value of this value.
 * Special cases:
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 * SinceKotlin("1.2")\npublic expect val Long.absoluteValue: Long
 * Returns the sign of this value:
 * - `-1` if the value is negative,
 * - `0` if the value is zero,
 * - `1` if the value is positive
 * SinceKotlin("1.2")\npublic expect val Long.sign: Int
 // endregion
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gB;QA8JR,gB;QADhB,YAAY,C;QACZ,iD;UAAgB,cAAhB,e;UACI,WA/JoC,SA+JzB,EAAU,cAAV,EAAU,sBA
AV,WAAmB,OAAnB,C;UACC,OAAZ,WAAY,EAAO,IAAP,C;;QAhKhB,OAKKO,W;O;KA9KX,C;oGAeA,yB;M
AAA,+D;MAkKA,gD;MAIKa,uC;QAYW,kBAAiB,gB;QAiKR,gB;QADhB,YAAY,C;QACZ,iD;UAAgB,cAAhB,
e;UACI,WAIKoC,SakKzB,EAAU,cAAV,EAAU,sBAAV,WAAmB,OAAnB,C;UACC,OAAZ,WAAY,EAAO,IAA
P,C;;QAnKhB,OAqKO,W;O;KAjLX,C;oGAeA,yB;MAAA,+D;MAqKA,gD;MArKA,uC;QAYW,kBAAiB,gB;QA
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A,+D;MAwKA,gD;MAxKA,uC;QAYW,kBAAiB,gB;QAUKR,gB;QADhB,YAAY,C;QACZ,iD;UAAgB,cAAhB,e;
UACI,WaxKoC,SAwKzB,EAAU,cAAV,EAAU,sBAAV,WAAmB,OAAnB,C;UACC,OAAZ,WAAY,EAAO,IAA
P,C;;QAzKhB,OA2KO,W;O;KAvLX,C;oGAeA,yB;MAAA,+D;MA2KA,gD;MA3KA,uC;QAYW,kBAAiB,gB;QA
0KR,gB;QADhB,YAAY,C;QACZ,iD;UAAgB,cAAhB,e;UACI,WA3KoC,SA2KzB,EAAU,cAAV,EAAU,sBAAV,
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;O;KAiTX,C;uFAaA,yB;MAAA,wE;MA4SA,+D;MA5SA,yD;QAUW,kBAAU,oB;QA4SD,Q;QAAhB,iD;UAAgB,
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A,wE;MAStA,oC;MAAA,+D;MAAA,gC;MAiTA,yD;QAUW,kBAAU,oB;QAsTD,Q;QAAhB,iD;UAAgB,cAAhB,
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,c;;UPOrVA,iB;UACA,IAAK,WazTyD,cAyTrD,CAAE,oBAaf,CAAJ,C;;QAzTT,OA2TO,W;O;KArUX,C;uFAaA,
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CA,e;;YAEA,c;;UPm8UA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAET,OAAO,W;O;KAdX,C;0FAiBA,yB;MAAA,+
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B,C;UACL,IAAI,aAAJ,C;YACH,aPy+UuC,gB;YAA5B,WOx+UX,aPw+UgC,GOx+UhC,EAAS,MAAT,C;YACA,
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/UX,aPy/UgC,GOz/UhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UPs/UA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAET,O
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AJ,C;YACH,aPomVuC,gB;YAA5B,WOnmVX,aPmmVgC,GOnmVhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UPgm
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AC/B,eAAe,SAAS,QAAS,OAAIB,C;QACf,OAAO,QAAS,UAAhB,C;UACI,QAAQ,SAAS,QAAS,OAAIB,C;UAC
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AO,QAAS,UAAhB,C;UACI,QAAQ,SAAS,QAAS,OAAIB,C;UACR,WF/8DG,MAAO,KE+8DO,QF/8DP,EE+8Di
B,CF/8DjB,C;;QEi9Dd,OAAO,Q;O;KAIBX,C;+FAqBA,yB;MFv+DA,iB;MEu+DA,sC;QAWI,eAAe,oB;QACf,IA
AI,CAAC,QAAS,UAAAd,C;UAAyB,OAAO,I;QACHC,eAAe,SAAS,QAAS,OAAIB,C;QACf,OAAO,QAAS,UAAh
B,C;UACI,QAAQ,SAAS,QAAS,OAAIB,C;UACR,WF/+DG,MAAO,KE++DO,QF/+DP,EE++DiB,CF/+DjB,C;;QE
i/Dd,OAAO,Q;O;KAIBX,C;+FAqBA,+B;MASI,eAAe,oB;MACf,IAAI,CAAC,QAAS,UAAAd,C;QAAyB,OAAO,I;
MACHC,eAAe,SAAS,QAAS,OAAIB,C;MACf,OAAO,QAAS,UAAhB,C;QACI,QAAQ,SAAS,QAAS,OAAIB,C;Q
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hB,C;UAAgB,yB;UACZ,cAAO,SAAS,OAAT,CAAP,C;;QAEJ,OAAO,G;O;KAbX,C;mFAgBA,yB;MjB/7EA,6B;
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,CAAb,C;MACb,kBAAc,KAAAd,C;MANlEgB,Q;MAAA,OAoIET,SAplES,W;MAAhB,OAAgB,cAAhB,C;QAAgB,
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;K;IAGX,qC;MAII,aAAa,iBAaA,SAAK,KAAL,GAAY,QAAS,OAAR,IAAb,C;MACb,MAAO,gBAAO,SAAP,C;
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wB,KAAxB,EAA+B,SAA/B,C;K;IAYU,kC;MAAE,iB;K;IATvB,oC;MASW,Q;MAAP,OAAO,4CAAU,oBAAV,k
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gB,yB;QAAM,IAAI,CAAC,UAAU,OAAV,CAAL,C;UAAyB,WAAy,WAAI,OAAJ,C;;MAC3D,OAAO,W;K;sFA
GX,6C;MAQoB,Q;MAAA,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QAAM,IAAI,UAAU,OAAV,CAAJ,C;UA
AwB,WAAy,WAAI,OAAJ,C;;MAC1D,OAAO,W;K;IAGX,8B;MAWW,Q;MhBzgBP,IAAI,EgBwgBI,KAAK,Ch
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B,iCAAK,QAAQ,CAAR,IAAL,EAAvB,CAAJ,C;;QAEX,OAAO,M;O;KAhBX,C;IAwBoB,8C;MAAA,mB;QAAE,
OAAK,WAAI,eAAK,C;O;K;IAL3B,kC;MAIQ,wC;MAAA,S;QAAkB,OCniE0B,qBAAU,C;ODmiE1D,S;QAAiC,
OAAO,W;MACxC,oCAAgB,8BAAhB,C;K;IAQgB,8C;MAAA,mB;QAAE,OAAK,WAAI,eAAK,C;O;K;IAL3B,k
C;MAIQ,wC;MAAA,S;QAAkB,OC3iE0B,qBAAU,C;OD2iE1D,S;QAAiC,OAAO,e;MACxC,oCAAgB,8BAAhB,C
;K;IEpwEkC,yC;MAAA,wB;QAAW,OAAA,aAAK,KAAL,ChCsLV,K;O;K;liClH,wC;MAAA,wB;QAAW,OAA
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0C;MAAA,wB;QAAW,OAAA,aAAK,KAAL,CjCiMV,K;O;K;4FkC5PzC,qB;MAUI,OAAO,sBAAI,CAAJ,C;K;6F
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O,sBAAI,CAAJ,C;K;4FAGX,qB;MAUI,OAAO,sBAAI,CAAJ,C;K;6FAGX,qB;MAUI,OAAO,sBAAI,CAAJ,C;K;
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AO,sBAAI,CAAJ,C;K;6FAGX,qB;MAUI,OAAO,sBAAI,CAAJ,C;K;6FAGX,qB;MAUI,OAAO,sBAAI,CAAJ,C;
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yB;MASgHI,8D;MATgHJ,iD;QASe,oBAAS,C;QAAT,S;UAAc,gBA6/GT,cAAR,iBAAQ,C;SA7/GhB,OAAO,OAA

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S;OAAF,C;MAPhC,uC;QAOMB,kBAAR,iB;QAAQ,uB;;UtC80Bf,0D;YACI,IsC/0B0B,UnBpZQ,enBmuCpB,YAA
K,KAAL,CmBnuCoB,CmBoZR,CtC+0B1B,C;cACI,sBAAO,K;cAAP,wB;;UAGR,sBAAO,E;;;QsCn1BP,0B;O;KA
PJ,C;IGAUA,yB;MAAA,sC;MpC9dA,+B;MoC8dA,0BAOGC,yB;QpCrehC,+B;eoCqegC,6B;UAAA,qB;YAAE,yB
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CI,IsCjyB0B,UpC3dQ,eF4vCpB,YAAK,KAAL,CE5vCoB,CoC2dR,CtCiyB1B,C;cACI,sBAAO,K;cAAP,wB;;UA
GR,sBAAO,E;;;QsCryBP,0B;O;KAPJ,C;IGAUA,yB;MAAA,sC;MIC3dA,iC;MkC2dA,0BAOGC,yB;QIClehC,iC;ek
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gB/B,+B;eoC6gB+B,6B;UAAA,qB;YAAE,yBpCngBS,eoCmgBC,EpCngBD,CoCmgBT,C;W;S;OAAF,C;MAP/B,
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YAAc,uB;YACV,IsCr2ByB,UpCngBS,eFw2CpB,YAAK,KAAL,CEx2CoB,CoCmgBT,CtCq2BzB,C;cACI,qBAA
O,K;cAAP,uB;;UAGR,qBAAO,E;;;QsCz2BP,yB;O;KAPJ,C;+FAUA,yB;MAAA,sC;MtCy2BA,0D;MAAA,+C;MI
52CA,iC;MkCmgBA,yBAO+B,yB;QIC1gB/B,iC;ekC0gB+B,6B;UAAA,qB;YAAE,yBIChgBY,gBkCggBF,ElChgB
E,CkCggBZ,C;W;S;OAAF,C;MAP/B,uC;QAOMB,kBAAR,iB;QAAQ,sB;;UtCs2BD,Q;UAAA,OAAQ,SAAR,wB
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V,C;iFakBA,yB;MAAA,+C;MAAA,iE;MAo3FI,0D;MAP3FJ,uC;QAWkB,Q;QAAA,OAAa,SAy2FX,YAz2FF,SA
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A,+B;MAUoB,Q;MADhB,UAAkB,G;MACF,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,OAAO,SAAS,O
AAT,C;;MAEX,OAAO,G;K;+FAGX,+B;MAUoB,Q;MADhB,UAAkB,G;MACF,2B;MAAhB,OAAgB,cAAhB,C;
QAAgB,yB;QACZ,OAAO,SAAS,OAAT,C;;MAEX,OAAO,G;K;+FAGX,+B;MAUoB,Q;MADhB,UAAkB,G;MA
CF,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,OAAO,SAAS,OAAT,C;;MAEX,OAAO,G;K;+FAGX,+B;
MAUoB,Q;MADhB,UAAkB,G;MACF,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,OAAO,SAAS,OAAT,
C;;MAEX,OAAO,G;K;kFAGX,+B;MAYoB,Q;MADhB,UAAoB,C;MACJ,2B;MAAhB,OAAgB,cAAhB,C;QAAg
B,yB;QACZ,OAAO,SAAS,OAAT,C;;MAEX,OAAO,G;K;mFAGX,+B;MAYoB,Q;MADhB,UAAoB,C;MACJ,2B;
MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,OAAO,SAAS,OAAT,C;;MAEX,OAAO,G;K;mFAGX,+B;MAYo
B,Q;MADhB,UAAoB,C;MACJ,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,OAAO,SAAS,OAAT,C;;MAE
X,OAAO,G;K;mFAGX,+B;MAYoB,Q;MADhB,UAAoB,C;MACJ,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;Q
ACZ,OAAO,SAAS,OAAT,C;;MAEX,OAAO,G;K;mFAGX,+B;MAYoB,Q;MADhB,UAAe,C;MACC,2B;MAAhB,
OAAgB,cAAhB,C;QAAgB,yB;QACZ,YAAO,SAAS,OAAT,CAAP,I;;MAEJ,OAAO,G;K;mFAGX,+B;MAYoB,Q;
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J,OAAO,G;K;mFAGX,+B;MAYoB,Q;MADhB,UAAe,C;MACC,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QAC
Z,YAAO,SAAS,OAAT,CAAP,I;;MAEJ,OAAO,G;K;mFAGX,+B;MAYoB,Q;MADhB,UAAe,C;MACC,2B;MAAh
B,OAAgB,cAAhB,C;QAAgB,yB;QACZ,YAAO,SAAS,OAAT,CAAP,I;;MAEJ,OAAO,G;K;mFAGX,yB;MAAA,S
AWoB,gB;MAXpB,sC;QAYoB,Q;QADhB,Y;QACgB,2B;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,cAAO,S
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DhB,Y;QACgB,2B;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,cAAO,SAAS,OAAT,CAAP,C;;QAEJ,OAAO,
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BAAE,UAAF,+BAAU,SAAV,C;K;IAEIC,+B;MAAA,mC;MACI,aAC8B,cAAY,OAAF,CAAE,CAAZ,EAAwB,O
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;+DAEpC,mB;MACI,wBAAI,YAAJ,EAAW,OAAAX,C;MACA,mC;MACA,cAAO,E;K;+DAGX,mB;MtEIFJ,IAAI,
EsEmFU,gBAAQ,EtEnFIB,CAAJ,C;QACI,csEkFwB,4E;QtEjFxB,MAAM,6BAAsB,OAAQ,WAA9B,C;OsEkFF,w
BAAI,WAAJ,EAAU,OAAV,C;K;;IAIgb,+D;MAAuF,8B;MAAtF,kB;MAA0C,4B;MAC/D,eAAyB,C;MAGrB,oC
AAa,2BAAkB,gBAAIB,EAA6B,OAA7B,EAAc,WAAK,KAA3C,C;MACb,eAAa,UAAU,gBAAV,I;K;wDAGjB,
0B;MACI,oCAAA,4BAAmB,KAAAnB,EAA0B,YAA1B,C;MAEb,WAAK,aAAI,mBAAy,KAAZ,IAAJ,EAAuB,OA
AvB,C;MACL,mC;K;wDAGJ,iB;MACI,oCAAA,2BAAkB,KAAIB,EAAyB,YAAzB,C;MAEb,OAAO,wBAAK,mB
AAy,KAAZ,IAAL,C;K;6DAGX,iB;MACI,oCAAA,2BAAkB,KAAIB,EAAyB,YAAzB,C;MAEb,aAAa,WAAK,kB
AAS,mBAAy,KAAZ,IAAT,C;MACIB,mC;MACA,OAAO,M;K;wDAGX,0B;MACI,oCAAA,2BAAkB,KAAIB,EA
AyB,YAAzB,C;MAEb,OAAO,WAAK,aAAI,mBAAy,KAAZ,IAAJ,EAAuB,OAAvB,C;K;mGAGO,Y;MAAQ,mB
;K;2DAE/B,Y;MAA+C,WAAK,iB;K;;ICxMN,8B;MAAiC,sB;MAwCnF,uBAAoC,I;MA+CpC,yBAA6C,I;K;IAIF
R,oD;MAAC,wB;MAGIC,gBAAqB,K;K;IFAHa,Y;MAAA,yB;K;uGAKZ,Y;MAAQ,oB;K;8DAE9B,oB;MAKI,eA
Ae,IAAK,S;MACpB,gBAAc,Q;MACd,OAAO,Q;K;wDAGX,Y;MAA+B,iEAAc,IAAd,C;K;wDAC/B,Y;MAAkC,i
EAAc,IAAd,C;K;sDACIC,iB;MAA4C,+DAAY,IAAZ,EAakB,KAAIB,C;K;;IAIB5C,8E;MAAA,wE;MAAsC,2CA
AK,KAAM,IAAX,EAAGB,KAAM,MAAtB,C;MAAtC,Y;K;IASBJ,+C;MACsE,6B;K;mEACIE,mB;MAAmD,kCA
Ac,OAAd,C;K;iEAEnD,mB;MAAiD,gCAAY,OAAZ,C;K;;yCAIrD,Y;MACI,YAAQ,Q;K;IAOQ,+F;MAAA,sD;M
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;MAAsD,sDAAY,OAAZ,C;K;IAI3C,oH;MAAA,kD;K;4GACH,Y;MAAkC,OAAA,0BAAc,U;K;yGACHd,Y;MAA
yB,OAAA,0BAAc,OAAO,I;K;2GAC9C,Y;MAAwB,0BAAc,S;K;;sFAL9C,Y;MACI,oBAAoB,oCAAQ,W;MAC5
B,6G;K;0FAOJ,mB;MACI,qB;MACA,IAAI,+CAAY,OAAZ,CAAJ,C;QACI,4BAAwB,cAAO,OAAP,C;QACxB,O
AAO,I;OAEX,OAAO,K;K;oIAGY,Y;MAAQ,OAAA,4BAAwB,K;K;4FAEvD,Y;MAAsC,4BAAwB,iB;K;;0FA9B
1E,Y;MACI,IAAI,4BAAJ,C;QACI,6F;OA+BJ,OAAO,mC;K;kDAKf,gB;MAEyB,Q;MADrB,qB;MACqB,OAAA,I
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xD,iBAAI,GA AJ,EAAS,KAAT,C;;K;IAQc,iG;MAAA,sD;MAAS,oC;K;yFACf,mB;MAAwC,MAAM,qCAA8B,gC
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B,0BAAc,S;K;;wFAL9C,Y;MACI,oBAAoB,oCAAQ,W;MAC5B,+G;K;sIAOmB,Y;MAAQ,OAAA,4BAAwB,K;K
;8FAEvD,Y;MAAsC,4BAAwB,iB;K;;4FAnB1E,Y;MACI,IAAI,8BAAJ,C;QACI,iG;OAoBJ,OAAO,qC;K;gDAGf,e

;MACI,qB;MACA,WAAW,YAAQ,W;MACnB,OAAO,IAAK,UAAZ,C;QACI,YAAY,IAAK,O;QACjB,QAAQ,KAAM,I;QACd,IAAI,YAAO,CAAP,CAAJ,C;UACI,YAAY,KAAM,M;UACIB,IAAK,S;UACL,OAAO,K;;MAGf,OA AO,I;K;kDAIX,Y;K;;IC3I+C,8B;MAAiC,oC;K;0CAEhF,iB;MAMI,IAAI,UAAU,IAAd,C;QAAoB,OAAO,I;MAC3 B,IAAI,0BAAJ,C;QAAsB,OAAO,K;MAC7B,OAAO,mCAAY,mBAAU,IAAV,EAAGB,KAaHb,C;K;4CAGvB,Y; MAG+B,OAAA,mCAAY,2BAaKb,IAAIB,C;K;;ICbT,0B;MAAuD,8B;MAAIC,4B;MACvD,4BAaKc,K;K;gCAk BIC,Y;MAEI,qB;MACA,4BAAa,I;MACb,OAAO,I;K;qCAGX,Y;K;iDAGA,uB;K;iFAG8B,Y;MAAQ,OAAA,oBA AM,O;K;sCAC5C,iB;MACyC,Q;MAAA,oCAAM,0BAAW,KAAX,CAAN,4D;K;sCACzC,0B;MAIW,IAAa,I;MA HpB,qB;MACA,0BAAW,KAAX,C;MAEoB,gBAAb,qBAAM,KAAN,C;MAAqB,qC;MAA5B,OAAO,CAAA,OfE8 Bjb,SsE9BI,2D;K;oCAGX,mB;MACI,qB;MACM,oBAAY,MAAK,OAAL,C;MACIB,qC;MACA,OAAO,I;K;sCA GX,0B;MACI,qB;MACM,oBAAY,QAAO,mCAAOB,KAAPB,CAAP,EAAMC,CAAnC,EAAsC,OAATC,C;MACIB ,qC;K;yCAGJ,oB;MACI,qB;MACA,IAAI,QAAS,UAAb,C;QAAwB,OAAO,K;MAE/B,uBAAA,oBxEioDoB,QMjr D0C,YkEgDrD,QIEhDqD,CNirD1C,C;MwEhoDpB,qC;MACA,OAAO,I;K;yCAGX,2B;MACI,qB;MACA,mCAAO B,KAAPB,C;MAEA,IAAI,UAAS,SAAb,C;QAAMB,OAAO,oBAAO,QAAP,C;MAC1B,IAAI,QAAS,UAAb,C;QA AwB,OAAO,K;MAE3B,IADE,KACf,e;QAAQ,OAAO,oBAAO,QAAP,C;WAcF,IAFE,KAeF,O;QAAK,uBIE7Dq D,YkE6D7C,QIE7D6C,CNirD1C,QwEpnD6B,oBxEonD7B,C;;QwEnnDR,uBAAoC,cAA5B,oBAA4B,EA AV,CA AU,EAAP,KA AO,CAAY,QIE9DE,YkE8DK,QIE9DL,CkE8DF,EAA4C,cAAN,oBAAM,EAAY,KA AZ,EAAMb,S AAnB,CAA5C,C;;MAG5D,qC;MACA,OAAO,I;K;2CAGX,iB;MACI,qB;MACA,0BAAW,KAAX,C;MACA,qC;M ACA,OAAW,UAAS,sBAAb,GACG,oBAAY,MADf,GAGG,oBAAY,QAAO,KAAP,EAAC,CAAd,CAAIB,CAAm C,CAAnC,C;K;uCAGR,mB;MAEkB,Q;MADd,qB;MACc,2B;MAAd,mD;QACI,IAAI,4BAAM,KAAN,GAAgB,O AAhB,CAAJ,C;UACU,oBAAY,QAAO,KAAP,EAAC,CAAd,C;UACIB,qC;UACA,OAAO,I;;MAGf,OAAO,K;K;8 CAGX,8B;MACI,qB;MACA,qC;MACM,oBAAY,QAAO,SAAP,EAaKb,UAAU,SAAV,IAAIB,C;K;gCAGtB,Y;M ACI,qB;MACA,uB9BhHuC,E;M8BiHvC,qC;K;wCAIJ,mB;MAA+C,OAAM,QAAN,oBAAM,EA AQ,OAAR,C;K; 4CAErD,mB;MAAmD,OAAM,YAAN,oBAAM,EAAY,OAAZ,C;K;mCAEzD,Y;MAA0B,uBAAC,oBAAd,C;K;OC AE1B,iB;MAGe,UAGL,MAHK,EAMO,M;MAPIB,IAAI,KAAM,OAAN,GAAa,SAAJB,C;QACI,OAAO,2D;OAG c,gBAAXB,eAAK,SAAL,IAAK,gBAAL,yB;MxEuwBL,UAAU,SAAV,EwEvwBsC,KxEuwBtC,EAD+F,CAC/F,E ADoH,CACpH,EADuI,gBACvI,C;MwErwBI,IAAI,KAAM,OAAN,GAAa,SAAJB,C;QACI,MAAM,SAAN,IAAc,6 E;OAGIB,OAAO,K;K;kCAGX,Y;MACI,OAAO,EAAS,MAAM,MAAK,oBAAL,C;K;yCAI1B,Y;MACI,IAAI,yBA AJ,C;QAAGB,MAAM,oC;K;+CAG1B,iB;MACI,oCAAa,kCAAYB,SAAZB,C;MADoB,Y;K;wDAIrC,iB;MACI,oC AAa,mCAA0B,SAAI B,C;MAD6B,Y;K;;IAI9C,+B;MAAA,mD;MAG8B,sB9BRa,E8BQb,C;MAH9B,Y;K;IAKA, kD;MAAA,mD;MAIKD,sB9BdP,E8BcO,C;MAJID,Y;K;IAMA,2C;MAAA,mD;MAGqD,sBIENa,YkEMR,QIENQ, CkEmB,C;MAHrD,Y;K;ICrBJ,0C;MACI,IAAI,6BAAJ,C;QACU,KAAY,MAAK,UAAL,C;;QAEIB,UAAU,KA AV ,EAAwC,CAAxC,EAAD,cAAN,KAAM,CAAJD,EAA4D,eAAW,UAX,CAA5D,C;;K;IAMiB,kD;MAAA,uB;QA AgB,OAAA,kBAAW,SAAQ,CAAR,EA AW,CAAX,C;O;K;IAFPD,4C;MACI,IAAI,6BAAJ,C;QACI,iBAAiB,gC;Q ACX,KAAY,MAAK,UAAL,C;;QAEIB,UAAU,KA AV,EAAwC,CAAxC,EAAD,cAAN,KAAM,CAAJD,EAA4D, UAA5D,C;;K;IAIR,gE;MACI,IAAI,aAAY,UAAU,CAAV,IAAZ,CAAJ,C;QACI,UAAU,KA AV,EAAwC,SAAXC, EAAMD,UAAU,CAAV,IAAnD,EAAGe,UAAhE,C;Q;IAMiB,gC;MAAGB,OAAE,iBAAF,CAAE,EAAU,CAAV,C; K;IAF3C,0B;MACI,IAAI,6BAAJ,C;QACI,iBAAiB,gB;QACX,KAAY,MAAK,UAAL,C;;QAEIB,UAAU,KA AV,E AAwC,CAAxC,EAAD,cAAN,KAAM,CAAJD,EAA4D,cAA5D,C;;K;;IAaa,kD;MAAoB,QAAC,IAAM,CAAP,KA Aa,IAAM,CAAnB,K;K;IARzC,uC;MACI,sC;QAAiC,OAAjC,yB;OACA,4BAA4B,K;MAE5B,YAAY,E;MAGZ,iB AAc,CAAd,UAsB,GAAtB,U;QAAiC,KAAY,MAAK,KAAL,C;MAC7C,iBAAiB,kC;MACX,KAAY,MAAK,UA AL,C;MACIB,mBAAC,CAAd,YAAsB,KAAM,OAA5B,Y;QACI,QAAQ,MAAM,UAAQ,CAAR,IAAN,C;QACR,Q AAQ,MAAM,OAAN,C;QACR,IAAI,CAAC,IAAM,CAAP,OAAC,IAAM,CAAPB,KAA0B,KA AK,CAAnC,C;UA AsC,OAAO,K;;MAEjD,4BAA4B,I;MAC5B,OAAO,I;K;IAIX,2D;MACI,aAAa,gBAAMb,KAAM,OAAzB,O;MAC b,aAAa,YAAU,KA AV,EAAiB,MAAJB,EAAYB,KAazB,EAAGC,YAAhC,EAA8C,UAA9C,C;MACb,IAAI,WAA W,KAaf,C;QACI,aAAU,KA AV,OAAiB,YAAjB,M;UAA+B,MAAM,CAAN,IAAW,OAAO,CAAP,C;Q;IAIID,4D; MAEI,IAAI,UAAS,GAAb,C;QACI,OAAO,K;OAGX,aAAa,CAAC,QAAQ,GAAR,IAAD,IAAGB,CAAhB,I;MACb ,WAAW,YAAU,KA AV,EAAiB,MAAJB,EAAYB,KAazB,EAAGC,MAAhC,EAAwC,UAAxC,C;MACX,YAAY,Y AAU,KA AV,EAAiB,MAAJB,EAAYB,SAAS,CAAT,IAAZB,EAAqC,GAARc,EAA0C,UAA1C,C;MAEZ,aAAiB,S

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,OAAQ,C;eACnC,sC;YAAmC,2BAAR,OAAQ,C;eACnC,uC;YAAmC,2BAAR,OAAQ,C;;YAEA,kBAAR,OAAQ,
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O,C;;QAEp,oBAAe,I;QACf,OAAO,C;;K;mEAI,f,Y;MACI,IAAI,eAAS,EAAb,C;QACI,aAAQ,oB;MACZ,OAAO,e
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B;MAAA,+D;MAAA,mB;QAMwD,uB;O;KANxD,C;2FAQA,yB;MAAA,+D;MAAA,mB;QAMoD,uB;O;KANpD,
C;IAQA,mC;MAKI,OAAI,QAAS,OAAT,KAAiB,CAArB,GAAwB,gBAAxB,GAAyC,iBAAU,sBAAkB,QAAIB,E
AAwC,IAAxC,CAAV,C;K;IAE7C,iC;MAKI,OAAI,QAAS,OAAT,KAAiB,CAArB,GAAwB,gBAAxB,GAAyC,iB
AAU,sBAAkB,QAAIB,EAAwC,IAAxC,CAAV,C;K;IAE7C,gC;MAI2D,OAAI,eAAJ,GAAqB,OAAO,OAAP,CAA
rB,GAA0C,W;K;IAErG,mC;MAImE,OAAS,cAAT,QAAS,C;K;gFAE5E,yB;MAAa,gE;MAbA,6B;QAYBI,WAAW
,eAduE,IAcvE,C;QWCX,iBAAc,CAAd,UXfkF,IWefU,U;UXA6B,eAf2D,IAevD,CWctB,KXDsb,CAAJ,C;;QAFyC
,OAGB/D,I;O;KA3BX,C;8FAaA,yB;MAAA,gE;MAAA,6B;QAYI,WAAW,eAAa,IAAb,C;QWCX,iBAAc,CAAd,U
XAO,IWAP,U;UXA6B,eAAI,KWctB,KXDsb,CAAJ,C;;QAC7B,OAAO,I;O;KAdX,C;wFAiBA,yB;Me1FA,+D;M
f0FA,gC;QetF0B,gBAaf,gB;QfsGkB,aW3FzB,W;QX2FA,OW1FO,SIZoC,Q;O;KfsF/C,C;yFAwBA,yB;Me3GA,4
E;MAAA,gE;Mf2GA,0C;QevGI,qBf2HyB,Qe3HzB,C;QAC8B,gBAAvB,ef0HkB,Qe1HIB,C;Qf0H4B,aWvHnC,W;
QXuHA,OWtHO,SIJ4C,Q;O;KfsGvD,C;IAiCI,mC;MAAQ,uBAAG,iBAAO,CAAP,IAAH,C;K;IAQR,qC;MAAQ,
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4B;QAKoD,uCAAQ,W;O;KAL5D,C;sFAOA,mC;MASI,OAAI,mBAAJ,GAAe,cAAf,GAAMC,S;K;4FAGvC,+B;
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W;K;IX+MX,yC;MAAkD,QAAM,cAAN,C;aAC9C,C;UAD8C,OACzC,W;aACL,C;UAF8C,OAEzC,OAAO,sBAA
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X,OAAO,OAAO,IAAd,C;QACI,UAAW,GAAY,GAAN,IAAM,KAAK,C;QAC5B,aAAa,sBAAI,GAJ,C;QACb,U
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,MAAM,CAAV,C;UACD,OAAO,MAAM,CAAN,I;;UAEP,OAAO,G;;MAEf,OAAO,EAAE,MAAM,CAAN,IAAF,
K;K;IAGX,4E;MAe8E,yB;QAAA,YAAiB,C;MAAG,uB;QAAA,UAAe,c;MAC7G,WAAW,cAAX,EAAiB,SAAjB,
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W,GAAY,GAAN,IAAM,KAAK,C;QAC5B,aAAa,sBAAI,GAJ,C;QACb,UAAU,UAAW,SAAQ,MAAR,EAAgB,
OAAhB,C;QAErB,IAAI,MAAM,CAAV,C;UACI,MAAM,MAAM,CAAN,I;aACL,IAAI,MAAM,CAAV,C;UACD,

OAAO,MAAM,CAAN,I;;UAEP,OAAO,G;;MAEf,OAAO,EAAE,MAAM,CAAN,IAAF,K;K;kGAGX,yB;MAAA,8D;MAAA,4D;MAAsBqC,8D;QAAA,qB;UAAE,qBAAC,iBAAS,EAAT,CAAd,EAA4B,WAA5B,C;S;O;MAAtBvC,+D;QakBI,yB;UAAA,YAAiB,C;QACjB,uB;UAAA,UAAe,c;QAGf,+BAAa,SAAb,EAAwB,OAAxB,EAAiC,oCAAjC,C;O;KAtBJ,C;IA6BA,mE;MAmBoC,yB;QAAA,YAAiB,C;MAAG,uB;QAAA,UAAe,c;MACnE,WAAW,cAAX,EAAiB,SAAjB,EAA4B,OAA5B,C;MAEA,UAAU,S;MACV,WAAW,UAAU,CAAV,I;MAEX,OAAO,OAAO,IAAd,C;QACI,UAAW,GAAY,GAAN,IAAM,KAAC,C;QAC5B,aAAa,sBAAI,GAAJ,C;QACb,UAAU,WAAW,MAAX,C;QAEV,IAAI,MAAM,CAAV,C;UACI,MAAM,MAAM,CAAN,I;aACL,IAAI,MAAM,CAAV,C;UACD,OAAO,MAAM,CAAN,I;;UAEP,OAAO,G;;MAEf,OAAO,EAAE,MAAM,CAAN,IAAF,K;K;IAGX,8C;MAMQ,gBAAY,OA AZ,C;QAAuB,MAAM,gCAAYB,gBAAa,SAAb,mCAAKD,OAAID,OAAzB,C;WAC7B,gBAAY,CAAZ,C;QAAiB,MAAM,8BAA0B,gBAAa,SAAb,yBAA1B,C;WACvB,cAAU,IAAV,C;QAAkB,MAAM,8BAA0B,cAAW,OAAx,gCAA2C,IAA3C,OAA1B,C;K;IAchC,8B;MAEoC,MAAM,wBAAoB,8BAApB,C;K;IAE1C,8B;MAEoC,MAAM,wBAAoB,8BAApB,C;K;;;wF2Gjb1C,yB;M1GgCA,wE;M0GhCA,uC;QAmBW,kB1GqBiD,oB;Q0GM9C,Q;QAAA,OAAK,0B;QAAf,OAAU,cAAV,C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,kBAaKB,sBAAY,GAAZ,C;UACIB,W1GuKJ,a0GvKgB,G1GuKhB,E0GrMyC,SA8BIB,CAAU,GAAV,EAAe,WAAf,EAA4B,CAA5B,EAA+B,uBAAuB,CAAC,WAAy,mBAAY,GAAZ,CAAnE,C1GuKvB,C;;Q0GrMA,OAGCO,W;O;KAnDX,C;4FAsBA,6C;MAwBc,Q;MAAA,OAAA,SAAK,iB;MAAf,OAAU,cAAV,C;QAAU,mB;QACN,UAAU,sBAAM,CAAN,C;QACV,kBAaKB,sBAAY,GAAZ,C;QACIB,W1GuKJ,a0GvKgB,G1GuKhB,E0GvKuB,UAAU,GAAV,EAAe,WAAf,EAA4B,CAA5B,EAA+B,uBAAuB,CAAC,WAAy,mBAAY,GAAZ,CAAnE,C1GuKvB,C;;M0GrKA,OAAO,W;K;iFAGX,yB;MAAA,gB;MAAA,8B;M1GtBA,wE;M0GsBA,6D;QAnCW,kB1GqBiD,oB;Q0GM9C,Q;QAAA,OAAK,0B;QAAf,OAAU,cAAV,C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,kBAaKB,sBAAY,GAAZ,C;U A8BwE,U;UA7B1F,W1GuKJ,a0GvKgB,G1GuKhB,E0G1IkC,UA7BD,GA6BC,EA7BoB,uBAAuB,CAAC,WAAy ,mBAAY,GAAZ,CA6BzC,GAAW,qBA7B3B,GA6B2B,EA7BT,CA6BS,CAAX,GAA6C,UA7BxD,WA6BwD,6D AA5D,EA7BiB,CA6BjB,C1G0IIC,C;;Q0G3IA,OA1BO,W;O;KAGX,C;kFA0BA,yB;MAAA,gB;MAAA,8B;MAA A,0E;QAICc,Q;QAAA,OAAK,0B;QAAf,OAAU,cAAV,C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,k BA6DQ,WA7DU,WAAy,GAAZ,C;UA6DuF,U;UAAjG,W1G2GZ,a0GvKgB,G1GuKhB,E0G3GiD,UA5DhB,GA4 DgB,EA5DK,uBAAuB,CA4DjE,WA5D8E,mBAAY,GAAZ,CA4D1B,GAAW,qBA5D1C,GA4D0C,EA5DxB,CA4 DwB,CAAX,GAA6C,UA5DvE,WA4DuE,6DAA5D,EA5DE,CA4DF,C1G2GjD,C;;Q0G5GA,OACY,W;O;KA7Bh B,C;iFAgCA,yB;MAAA,gB;MAAA,8B;M1GhFA,wE;M0GgFA,qD;QA7FW,kB1GqBiD,oB;Q0GM9C,Q;QAAA, OAAK,0B;QAAf,OAAU,cAAV,C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,kBAaKB,sBAAY,GAAZ, C;UAKFiD,U;UAjFnE,W1GuKJ,a0GvKgB,G1GuKhB,E0GtFgC,UajFsB,uBAAuB,CAAC,WAAy,mBAAY,GAA Z,CAiFhD,kBAA6B,UajFjC,WaiFiC,6DAAvC,EAjFmB,CAiFnB,C1GsFhC,C;;Q0GvFA,OA9EO,W;O;KA6DX, C;oFAoBA,yB;MAAA,gB;MAAA,8B;MAAA,kE;QAtFc,Q;QAAA,OAAK,0B;QAAf,OAAU,cAAV,C;UAAU,mB; UACN,UAAU,sBAAM,CAAN,C;UACV,kBA2GQ,WA3GU,WAAy,GAAZ,C;UA2GgE,U;UAA1E,W1G6DZ,a0G vKgB,G1GuKhB,E0G7D+C,UA1GO,uBAAuB,CA0GjE,WA1G8E,mBAAY,GAAZ,CA0GjC,kBAA6B,UA1GhD, WA0GgD,6DAAvC,EA1GI,CA0GJ,C1G6D/C,C;;Q0G9DA,OACY,W;O;KAvBhB,C;qFA0BA,yB;MAAA,gB;MA AA,8B;M1G9HA,wE;M0G8HA,uC;QA3IW,kB1GqBiD,oB;Q0GM9C,Q;QAAA,OAAK,0B;QAAf,OAAU,cAAV, C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,kBAaKB,sBAAY,GAAZ,C;UACC,oB;UAKIc,U;UAAjC,I AIIkD,uBAAuB,CAAC,WAAy,mBAAY,GAAZ,CAkItF,C;YADA,mBAjI+C,C;;YAiI/C,mBACKB,UAIIW,GAkIX ,EAAe,UAIIC,WakID,6DAAf,EAII6B,CAkI7B,C;;UAIIB,W1GuKJ,a0GvKgB,G1GuKhB,mB;;Q0GvCA,OA9HO ,W;O;KA2GX,C;sFAwBA,yB;MAAA,gB;MAAA,8B;MAAA,oD;QAxIc,Q;QAAA,OAAK,0B;QAAf,OAAU,cAA V,C;UAAU,mB;UACN,UAAU,sBAAM,CAAN,C;UACV,kBA6JQ,WA7JU,WAAy,GAAZ,C;UACC,oB;UA8Jc,U ;UAAjC,IA9JKD,uBAAuB,CA4JjE,WA5J8E,mBAAY,GAAZ,CA8JtF,C;YADA,mBA7J+C,C;;YA6J/C,mBACKB, UA9JW,GA8JX,EAAe,UA9JC,WA8JD,6DAAf,EA9J6B,CA8J7B,C;;UAFV,W1GWZ,a0GvKgB,G1GuKhB,mB;;Q 0GXA,OAAy,W;O;KAvBhB,C;IA6BA,6C;MarKc,Q;MAAA,OAAK,0B;MAAf,OAAU,cAAV,C;QAAU,mB;QA CN,UAAU,sBAAM,CAAN,C;QACV,kBA+KG,WA/Ke,WAAy,GAAZ,C;QA2GgE,U;QAoE/E,W1GPP,a0GvKgB ,G1GuKhB,E0GomC,CA9KmB,uBAAuB,CA8KtE,WA9KmF,mBAAY,GAAZ,CA0GjC,GAoErC,CAPeQc,GAA6 B,UA1GhD,WA0GgD,6DAoEnD,IAAM,CAAN,I1GPnC,C;;M0GOA,OAAO,W;K;I+DnPOB,oC;MAAC,kB;MAA uB,kB;K;;wCAN7D,Y;MAMsC,iB;K;wCANtC,Y;MAM6D,iB;K;0CAN7D,wB;MAAA,wBAMsC,qCANtC,EAM6

D,qCAN7D,C;K;sCAAA,Y;MAAA,OAMsC,mDANtC,IAM6D,wCAN7D,O;K;sCAAA,Y;MAAA,c;MAMsC,sD;MAAAuB,sD;MAN7D,a;K;oCAAA,iB;MAAA,4IAMsC,sCANtC,IAM6D,sCAN7D,I;K;wFpKEA,yB;MAAA,kC;MAAA,4C;MAAA,kD;QAMuF,wC;O;MANvF,4CAOI,Y;QAAuC,8B;O;MAP3C,8E;MAAA,2B;QAMuF,2C;O;KANvF,C;IAcsC,2C;MAAC,wC;K;0CACnC,Y;MAAqD,4BAAiB,wBAAjB,C;K;;IAIzD,yC;MAI4D,OAAI,oCAAJ,GAA2B,SAAK,KAAhC,GAA0C,I;K;IAEtG,uD;MAI0E,OAAI,oCAAJ,GAA2B,SAAK,KAAhC,GAA0C,S;K;IAGpH,8B;MAMoB,Q;MADhB,aAAa,gB;MACG,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACL,OAAP,MAAO,EA AO,OAAP,C;;MAEX,OAAO,M;K;IAGX,4B;MAUiB,Q;MAHb,mBAAmB,mCAAwB,EAAXB,C;MACnB,YAA Y,iBAAa,YAAb,C;MACZ,YAA Y,iBAAa,YAAb,C;MACC,2B;MAAb,OAAa,cAAb,C;QAAa,sB;QACT,KAAM,W AAI,IAAK,MAAT,C;QACN,KAAM,WAAI,IAAK,OAAT,C;;MAEV,OAAO,UAAS,KAAT,C;K;wFUxDX,qB;MA KqE,gB;K;IAErE,iC;MAMoE,4BAAiB,SAAJB,C;K;uFAEpE,gC;MAKI,OAAgB,mBAAhB,C;QAAgB,8B;QAAM, UAAU,OAAV,C;;K;IAMY,oC;MAAC,0B;MACnC,eAAoB,C;K;yCACpB,Y;MAAwC,OAAA,eAAS,U;K;sCACjD ,Y;MAA6E,Q;MAAhC,wBAAa,oBAAmB,mBAAnB,EAAM,2BAAnB,QAAb,EAA0C,eAAS,OAAAnD,C;K;;sF2J 5BjD,yB;MAAA,4E;MAAA,gB;MAAA,8B;MAAA,+C;QAUiC,Q;QAA7B,OAA6B,wCAAqB,QAAS,aAA9B,0D; O;KAVjC,C;wFAYA,yB;MAAA,4E;MAAA,gB;MAAA,8B;MAAA,+C;QAWiC,Q;QAA7B,OAA6B,wCAAqB,Q AAS,aAA9B,0D;O;KAXjC,C;sFAaA,+C;MAQI,SAAK,aAAI,QAAS,aAAb,EAAM,KAAnB,C;K;ICnCT,8C;MA UI,IAAI,wCAAJ,C;QACI,OAAO,SAAK,4BAAqB,GAARb,C;MAET,4B;M3KoTI,Q;MALX,YAA Y,oB2K/Sa,G3 K+Sb,C;MACZ,IAAI,iBAAiB,CAAC,4B2KhTG,G3KgTH,CAAtB,C;Q2KhTgC,MAAM,2BAAuB,wCAA vB,C;;Q 3KoTIC,2BAAO,sE;;M2KpTX,+B;K;IAGJ,8C;MAUQ,kBADE,SACF,kB;QADJ,OACkC,YAAT,SAAK,IAAI,EA AY,YAAZ,C;;QADIC,OA EY,uBAAM,SAAnB,EAAYB,YAAZB,C;K;IAGhB,gD;MAWQ,kBADE,SACF,yB;QA DJ,OACyC,cAAT,SAAK,IAAI,EAAY,YAAZ,C;;QADzC,OA EY,8BAA0B,SAA1B,EAAGC,YAAhC,C;K;;;;;IAc 0B,4C;MAAC,wB;MAAoC,0B;K;qEAApC,Y;MAAA,yB;K;0CACvC,iB;MAA4C,OAAI,OA AJ,QA AI,EAAO,KA AP,C;K;4CACHD,Y;MAA+B,OAAI,SAAJ,QA AI,C;K;4CACnC,Y;MAAkC,OAAA,QA AI,W;K;0FACf,Y;MAAQ, OAAA,QA AI,K;K;2CACnC,Y;MAAkC,OAAA,QA AI,U;K;qDACtC,e;MAA4C,OAAA,QA AI,mBAAY,GAAZ,C; K;uDACHD,iB;MAAgE,OAAA,QA AI,qBAAc,KAAd,C;K;6CACpE,e;MAA+B,OAAA,QA AI,WAAI,GAAJ,C;K;0 FACT,Y;MAAQ,OAAA,QA AI,K;K;4FACH,Y;MAAQ,OAAA,QA AI,O;K;6FACJ,Y;MAAQ,OAAA,QA AI,Q;K;8 DAEvD,e;MAAMd,gBAAJ,Q;MAAI,4B;M3K4PxC,Q;MALX,YAA Y,oB2KvPyD,G3KuPzD,C;MACZ,IAAI,iBA AiB,CAAC,4B2KxP+C,G3KwP/C,CAAtB,C;QACI,2B2KzPwE,mB;;Q3K4PxE,2BAAO,sE;;M2K5PoC,+B;K;;IA GN,mD;MAAC,wB;MAA2C,0B;K;4EAA3C,Y;MAAA,yB;K;iDAC1C,iB;MAA4C,OAAI,OA AJ,QA AI,EAAO,K AAP,C;K;mDACHD,Y;MAA+B,OAAI,SAAJ,QA AI,C;K;mDACnC,Y;MAAkC,OAAA,QA AI,W;K;iGACf,Y;MA AQ,OAAA,QA AI,K;K;kDACnC,Y;MAAkC,OAAA,QA AI,U;K;4DACtC,e;MAA4C,OAAA,QA AI,mBAAY,GAA Z,C;K;8DACHD,iB;MAAgE,OAAA,QA AI,qBAAc,KAAd,C;K;oDACpE,e;MAA+B,OAAA,QA AI,WAAI,GAAJ,C ;K;iGACf,Y;MAAQ,OAAA,QA AI,K;K;mGACH,Y;MAAQ,OAAA,QA AI,O;K;oGACU,Y;MAAQ,OAAA,QA AI, Q;K;sDAE5E,sB;MAAyC,OAAA,QA AI,aAAI,GAAJ,EAAS,KAAT,C;K;uDAC7C,e;MAAkC,OAAA,QA AI,cAA O,GAAP,C;K;yDACtC,gB;MAA2C,QA AI,gBAAO,IAAP,C;K;gDAC/C,Y;MAAuB,QA AI,Q;K;qEAE3B,e;MAAM D,gBAAJ,Q;MAAI,4B;M3KuOxC,Q;MALX,YAA Y,oB2K1OyD,G3KkOzD,C;MACZ,IAAI,iBAAiB,CAAC,4B2K nO+C,G3KmO/C,CAAtB,C;QACI,2B2KpOwE,mB;;Q3KuOxE,2BAAO,sE;;M2KvOoC,+B;K;;I3KvFnD,oB;MAA A,wB;MACI,8C;K;gCAEA,iB;MAA4C,oCAAsB,KAAM,U;K;kCACxE,Y;MAA+B,Q;K;kCAC/B,Y;MAAkC,W;K ;gFAEX,Y;MAAQ,Q;K;iCAC/B,Y;MAAkC,W;K;2CAEIC,e;MAA+C,Y;K;6CAC/C,iB;MAAsD,Y;K;mCACtD,e; MAAwC,W;K;mFACY,Y;MAAQ,6B;K;gFAC/B,Y;MAAQ,6B;K;kFACI,Y;MAAQ,8B;K;uCAEjD,Y;MAAiC,6B; K;;IAjBrC,gC;MAAA,+B;QAAA,c;OAAA,wB;K;IAoBA,oB;MAMuE,Q;MAA7B,OAA6B,uE;K;IAEvE,wB;MAa I,OAAI,KAAM,OAA N,GAAa,CAAjB,GAA0B,QAAN,KAAM,EAAM,qBAAc,YAA Y,KAAM,OAAIB,CAAd,CA AN,CAA1B,GAA6E,U;K;kFAEjF,yB;MAAA,oD;MAAA,mB;QA08C,iB;O;KAP9C,C;8FASA,yB;MAAA,wE;M AAA,mB;QAQ4D,2B;O;KAR5D,C;IAUA,+B;MAYiD,gBAA7C,qBAAoB,YAA Y,KAAM,OAAIB,CAApB,C;MA AqD,wB;MAArD,OUJO,S;K;wFVMX,yB;MAAA,4D;MAAA,mB;QA0sD,qB;O;KAPtD,C;IASA,4B;MAM8G,gB AAvC,eAAc,YAA Y,KAAM,OAAIB,CAAd,C;MAA+C,wB;MAA/C,OUrB5D,S;K;4FVuBX,yB;MAAA,wE;MAA A,mB;QAK8D,2B;O;KAL9D,C;IAOA,8B;MAU+E,OAA M,QAAN,KAAM,EAAM,qBAAc,YAA Y,KAAM,OAAI B,CAAd,CAAN,C;K;sFAErF,yB;MchBA,wE;MdgBA,gC;QcZiC,gBAAtB,oB;Qd8BiB,aU7DxB,W;QV6DA,OU5 DO,SI8B2C,Q;O;KdYtD,C;uFA0BA,yB;McnCA,uE;MdmCA,0C;Qc/ByC,gBAA9B,mBdqDiB,QcrDjB,C;QdqD2B

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B,uCAAoC,YAA1D,C;;K;IAOqC,4E;MAAA,oB;QACzC,wCAAW,C;QAAX,OACA,yB;O;K;oDALR,+B;MACI,
mBAAy,K;MACZ,eAAQ,C;MACR,OAA6C,0CAAtC,c;K;IAUsC,+E;MAAA,oB;QACzC,wCAAW,C;QAAX,OA
CA,yB;O;K;yDANR,kC;MACI,IAAI,CAAC,QAAS,UAAAd,C;QAAYB,M;MACzB,sBAAe,Q;MACf,eAAQ,C;MAC
R,OAA6C,6CAAtC,c;K;2DAMX,kB;MzHjBO,Q;MADP,eyHoBI,MzHpBJ,C;MACO,QyHmBH,MzHnBG,+D;My
HoBH,eAAQ,C;K;kGAIR,Y;MAAQ,0C;K;;IxK1LhB,oD;MAQuF,wC;K;IARvF,8CASI,Y;MAAuC,8B;K;IAT3C,g
F;sFAAA,yB;MAAA,kC;MAAA,0C;MAAA,kD;QAQuF,wC;O;MARvF,4CASI,Y;QAAuC,8B;O;MAT3C,8E;MA
AA,2B;QAQuF,2C;O;KARvF,C;IAiBgE,+C;MAAA,mB;QAAE,sB;O;K;IALIE,kC;MAKuD,OAakB,2CAAT,+BA
AS,E;K;IAEzE,8B;MAK6D,OAAI,Qb2rPtD,YAAQ,Ca3rP0C,GAAwB,eAAxB,GAAsD,WAAT,QAAS,C;K;IAEn
H,yB;MAG8C,kC;K;IAE9C,yB;MAAA,6B;K;uCACI,Y;MAA6C,kC;K;2CAC7C,a;MAA4B,kC;K;2CAC5B,a;MA
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,e;O;KANpE,C;IAGB4F,mH;MAAA,wC;MAAA,6B;MAAA,yB;MAAA,wC;MAAA,wD;MAAA,kC;K;;kDAAA,
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V,OAAO,UAAS,KAAT,C;K;IAGX,+B;MAQqD,6BAAS,4BAAT,C;K;IAW0B,+G;MAAA,wC;MAAA,6B;MAAA
,yB;MAAA,0C;MAAA,4C;MAAA,0B;MAAA,kC;K;;;mDAAA,Y;;;kCAC9D,0C;cACb,gB;;cAAA,IAAO,iBPY

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,W;MACxB,gBA Ae,C;K;0DAEf,Y;MAEI,OAAO,gBAAW,kCAAX,IAAYB,aAAS,UAAzC,C;QACI,aAAS,O;QAC
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AI,oCAAJ,C;UACI,MAAM,I;;UAEN,OAAO,iBAAK,GAAL,C;;K;6CAKnB,8B;MACI,iBAAU,WAAK,cAAK,O
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AiB,G;K;+BA6DID,Y;MAAyC,OAAQ,CA7DX,SAAL,GAAiB,GA6DD,Y;K;+;+BA1UrD,Y;MAAA,c;MAG4D,q
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,C;0EAYA,yB;MAAA,0B;MAAA,+B;MAAA,4B;QAW0C,sBAAW,OAAL,SAAK,SAAX,C;O;KAX1C,C;Igc9W
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D,+B;Me5KA,oD;MAdA,wB;QAMuD,OAcd,eAAe,IAAf,Ef+KjB,eAAW,oBe7LgB,Kf6LrB,KAAK,CAAL,YAA
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C;MAsDA,wB;QAMkD,OA1DI,YAAY,IAAZ,EA0DA,KA1DA,C;O;KAoDtD,C;0FAQA,yB;MjBsIA,WAS6D,wB
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E,eAAe,IAAf,Ef+KjB,eAAW,oBe/HQ,Kf+Hb,KAAK,CAAL,YAAN,Ce/KiB,CAsLf,Kf4Da,SAAZ,C;O;Ke1MxC,
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,C;O;KgBtNpC,C;0FASA,yB;MAhEA,oD;MAGEA,wB;QAQ6C,OAIES,eAAe,IAAf,EAkEL,KAIEK,C;O;KA0DtD
,C;0EAUA,yB;MAAA,+B;MAAA,mB;QAM0C,sBAAM,SAAK,MAAX,C;O;KAN1C,C;0EAQA,yB;MAAA,+B;
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N,C;O;KAPpD,C;0FASA,yB;MAAA,+B;MAAA,2B;QA0oD,sBAAM,6BAAU,QAAY,CAAN,C;O;KAPpD,C;0F
ASA,yB;MAAA,+B;MAAA,wB;QAEmD,sBAAM,IAAK,KAAL,KAAC,KAAM,KAApB,CAAN,C;O;KAFnD,C;w
FAGA,yB;MAAA,+B;MAAA,wB;QAEkD,sBAAM,IAAK,KAAL,IAAa,KAAM,KAAAnB,CAAN,C;O;KAFID,C;0F
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EAGA,yB;MAAA,+B;MAAA,mB;QAEiC,sBAAM,SAAK,MAAX,C;O;KAFjC,C;gFAIA,yB;MAAA,0B;MAAA,
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AAK,S;O;KAV1C,C;8EAWA,Y;MAUiC,OAAA,SAAK,Q;K;gFACtC,Y;MASmC,gB;K;kFAEnC,yB;MjBmEJ,0B;
MAAA,+B;MiBnEI,mB;QASqC,OjBqEC,eAAW,OiBrEZ,SjBqEY,SAAX,C;O;KiB9EtC,C;oFAUA,yB;Mf0DJ,4B;
MAAA,iC;Me1DI,mB;QASuC,Of4DC,gBAAY,Qe5Db,Sf4Da,SAAZ,C;O;KerExC,C;gFAUA,yB;MhBqEJ,6B;Mg
BrEI,mB;QASmC,OhBuEC,cgBvED,ShBuEW,QAAY,C;O;KgBhFpC,C;kFAUA,Y;MAEqC,W;K;kFAErC,yB;MA
SA,kD;MATA,mB;QAQqC,OASE,cAAc,SAAd,C;O;KAjBvC,C;oFASA,yB;MAAA,kD;MAAA,mB;QAQuC,qBA
Ac,SAAd,C;O;KARvC,C;+BAUA,Y;MAAyC,qBAAc,SAAd,C;K;+;+BAnW7C,Y;MAAA,c;MAG4D,qD;MAH5D
,a;K;6BAAA,iB;MAAA,2IAG4D,oCAH5D,G;K;wEAuWA,yB;MAAA,+B;MAAA,4B;QAW0C,sBAAW,oBAAL,
SAAK,CAAX,C;O;KAX1C,C;0EAYA,yB;MAAA,+B;MAAA,4B;QAW2C,sBAAW,oBAAL,SAAK,CAAX,C;O;K
AX3C,C;0EAYA,yB;MAAA,+B;MAAA,4B;QAWyC,sBAAW,oBAAL,SAAK,CAAX,C;O;KAXzC,C;0EAYA,yB;
MAAA,+B;MAAA,4B;QAU0C,sBAAM,SAAN,C;O;KAV1C,C;yEAYA,yB;MAAA,kD;MAAA,4B;QAS2C,qBAA
mB,SAAnB,C;O;KAT3C,C;0EAUA,yB;MAAA,kD;MAAA,4B;QAS4C,qBAAc,SAAd,C;O;KAT5C,C;liB9ZA,6B;
MACqB,sB;K;uCAKjB,iB;MAM6C,OjBsYP,UiBtYO,aAAQ,KAAr,CjBsYP,C;K;uCiBpYtC,wB;MAOI,aAAQ,K
AAR,IAAiB,KjBoRc,K;K;kFiBhRL,Y;MAAQ,OAAA,YAAQ,O;K;oCAE9C,Y;MAC8E,+BAAS,YAAT,C;K;IAGx
D,oC;MAAiC,wB;MAAhC,oB;MACnB,eAAoB,C;K;4CACpB,Y;MAAyB,sBAAQ,YAAM,O;K;8CACvC,Y;MAA
yD,Q;MAA9B,IAAI,eAAQ,YAAM,OAAIB,C;QAAA,OjBgXO,UiBhXiB,aAAM,mBAAN,EAAM,2BAAN,OjBgX
jB,C;;QiBhX+C,MAAM,2BAAuB,YAAM,WAA7B,C;K;;0CAG3F,mB;MAIS,Q;MAAL,IAAI,eAAC,0EAAD,QA
AJ,C;QAAiC,OAAO,K;MAExC,OAAe,WAAR,YAAQ,EAAS,OjB8PO,KiB9PhB,C;K;+CAGnB,oB;MACY,Q;MA
A2B,gBAA3B,gE;MAA2B,c;;QhB0nDvB,U;QADhB,IAAI,wCAAsB,mBAA1B,C;UAAqC,aAAO,I;UAAP,e;SACr
B,6B;QAAhB,OAAgB,gBAhB,C;UAAgB,2B;UgB1nD6B,2BhB0nDR,OgB1nDQ,Q;UAAA,W;YAAuB,oBAAR,
YAAQ,EhB0nD/B,ODh4CF,KiB1PiC,C;WhB0nD9C,IAAI,OAAJ,C;YAAyB,aAAO,K;YAAP,e;;QAC/C,aAAO,I;;

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gTX, egNhToB, kBhNuMvB, cgNvMuB, ChNgTpB, C; O; KgNvT1C, C; 4FASA, yB; MAAA, wD; MhNoSA, +B; MgNpS
A, 4B; QAOoD, OhNuSV, egNvSmB, iBhN8LtB, cgN9LsB, ChNuSnB, C; O; KgN9S1C, C; +EASA, yB; MAAA, 4C; MhN
2RA, +B; MgN3RA, sC; QAA2D, OhNwRjB, egNxR0B, WhN+K7B, cgN/K6B, EAAW, QAAX, ChNwR1B, C; O; KgNrS1
C, C; iFAeA, yB; M/GgEA, 4C; MjG4MA, +B; MgN5QA, sC; QAA4D, OhNyQIB, eiGzMuB, WjGgG1B, ciGhG0B, EAAW
, C+GhEK, Q/GgEL, IAAX, CjGyMvB, C; O; KgNtR1C, C; oFAeA, yB; MjOwJI, 6B; MiO1SJ, gD; MAKJA, 4B; QAM8C, O
AlJO, ahO+RhB, CDcE, cAAU, cAAL, GAAiB, GAAtB, CCdF, MgO/RgB, C; O; KA4IrD, C; oGAQA, yB; M/G1GA, iB; M
+G0GA, 4B; QAMsD, O/G1GK, MAAO, OIHuM3B, c0N1Ge, GAAY, GxG7FA, CwG6Fb, GAA6C, EAA7C, I; O; KOO
rD, C; sGAQA, yB; MPbA, kE; MOaA, 4B; QAMuD, OPbkB, sB1NkGlC, c0NIGgB, GAAW, GAAO, C; O; KOOzE, C; 8FA
QA, yB; MAAA, 0D; MjO+LA, 0B; MAAA, +B; MiO/LA, 4B; QAOqD, OjOmMZ, eAAW, OiOnMS, kBjOgGnB, cAAL, G
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B; MAAA, 4C; MjOqJA, +B; MiOrJA, sC; QAA2D, OjOkJjB, eiOIJ0B, WjOmD7B, ciOnD6B, EAAW, QAAX, CjOkJ1B, C
; O; KiO/J1C, C; kFAeA, yB; MAAA, 8C; MjOsIA, +B; MiOtIA, sC; QAA4D, OjOmIIB, eiOnI2B, YjOoC9B, ciOpC8B, EAA
Y, QAAZ, CjOmI3B, C; O; KiOhJ1C, C; oFAeA, yB; M/NgFI, 6B; M+N3SJ, gD; MA2NA, 4B; QAM+C, OA3NM, ahO+Rh
B, CCeE, cAAU, cAAL, GAAiB, KAAtB, CDfF, MgO/RgB, C; O; KAqNrD, C; oGAQA, yB; M/GnLA, iB; M+GmLA, 4B; Q
AMuD, O/GnLI, MAAO, OhHkNzB, cwN3CpC, GAAY, KxGvKiD, CwGuK9D, GAA+C, EAA/C, I; O; KOMJ, C; sGAQ
A, yB; MPZA, kE; MOYA, 4B; QAMwD, OPZoB, sBxNmCn, cwNnCe, GAAW, KAAS, C; O; KOM5E, C; 8FAQA, yB; M
AAA, 0D; M/NuHA, 4B; MAAA, iC; M+NvHA, 4B; QAOuD, O/N2HZ, gBAAY, Q+N3HQ, kB/NwBrB, cAAL, GAAiB, K
+NxBS, C/N2HR, CAAZ, C; O; K+NII3C, C; 4FASA, yB; MAAA, wD; M/N8GA, 4B; MAAA, iC; M+N9GA, 4B; QAOsD,
O/NkHX, gBAAY, Q+NIHO, iB/NepB, cAAL, GAAiB, K+NfQ, C/NkHP, CAAZ, C; O; K+NzH3C, C; gFAUA, yB; MAA
A, 4C; M/NyFA, iC; M+NzFA, sC; QAA6D, O/NsFhB, gB+NtF0B, W/NX9B, c+Nw8B, EAAW, QAAX, C/NsF1B, C; O; K
+NnG7C, C; kFAeA, yB; MAAA, 8C; M/N0EA, iC; M+N1EA, sC; QAA8D, O/NuEjB, gB+NvE2B, Y/N1B/B, c+N0B+B, E
AAAY, QAAZ, C/NuE3B, C; O; K+NpF7C, C; ICtRA, qC; MAEI, SjOuIoD, ciOvI3C, CjOuI2C, EiOvIvC, CjOuIuC, C; MiOt
IpD, SjOsIoD, ciOtI3C, CjOsI2C, EiOtIvC, CjOsIuC, C; MiOrIpD, OjOmDkE, YiOnDvD, EjOmDwE, KAAjB, EiOnDjD,
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A9B, CiNrDxD, KAAX, GjN+EwD, UiN/EnC, EjN+E8C, KAAK, UiN/E9C, EjN+E0D, KAAZ, CAAhB, CiN/ExD, GjNk
EuD, UAAW, CAaV, UiN/EtB, EjN+EiC, KAAK, UiN/EjC, EjN+E6C, KAAZ, CAAhB, CABU, MAAK, KiNIE3B, CjNkE
sC, KAAX, CAAhB, C; K; liN/D3D, uD; MAmBI, WAAO, CAAP, C; QAD8E, OjOwBZ, YiOvBID, KjOuBmE, KAAjB, Ei
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O, CAAP, C; QAF8E, OjOwBZ, YiOtBID, KjOsBmE, KAAjB, EiOtBzC, GjOsBsE, KAA7B, CiOtBID, KAF8D, GAehD,
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MAmBI, sBAAO, CAAP, C; QADkF, OjNqF, aiNpND, KjNOqE, KAAIB, EiNP1C, GjNOwE, KAA9B, CiNpND, KADkE,
GACpD, GADoD, GjNkC1B, UiNjCjB, GjNiC4B, KAAK, UiNjC3B, mBAAiB, GAAjB, EAAsB, KAAtB, EjNkWP, UiNI
WoC, IjNkWP, CiNIWO, CjNiCuC, KAAZ, CAAhB, C; aiNhCxD, sBAAO, CAAP, C; QAFkF, OjNqF, aiNNnD, KjNMq
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AhB, C; ; QiNIB/C, MAAa, gCAAYB, eAAzB, C; K; IhOIDC, sB; MAETB, 8B; MAFyD, gB; K; IAEzD, 4B; MAAA, gC; MAC
LiBAGqC, WAAO, CAAP, C; MAErC, iBAGqC, WAAO, MAAP, C; MAErC, kBAGmC, C; MAEnC, iBAGkC, E; K; ; IAn
BtC, wC; MAAA, uC; QAAA, sB; OAAA, gC; K; wGAsBA, iB; MAM0D, OAAa, 0BAoO3C, SAAL, GAAiB, KA7OqB, EA
AU, KF4O3C, KAAL, GAAiB, GE5OqB, C; K; oGAEvE, iB; MAOoE, OAAa, 0BAoO3C, SAAL, GAAiB, KApO+B, EAA
U, KAoOrD, KAAL, GAAiB, KApO+B, C; K; wGAEjF, yB; MA2PA, 6B; MD5PA, 8C; MCCA, wB; QAMyD, ODAS, YAA
iB, CC8PhD, cAAU, SAAL, GAAiB, KAAtB, CD9PgD, MAAjB, ECAe, KDAc, KAA7B, C; O; KCNIE, C; wGAQA, yB; M
A6PA, aAS6D, 0B; MAT7D, +B; Me9PA, gD; MfCA, wB; QAM0D, OeAS, aAAk, CfgQhD, eAAW, oBAAL, SAAK, CA

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B,0BAAAtB,KAAO,WAAe,EAAU,KAAO,WAAjB,C;K;IACzE,8B;MACqD,OAAC,gCAAUb,iBAAU,gCAAV,C;K
;IAE7E,4B;MACoD,ORiZZ,SAvGI,oBQ1SS,ER0Sd,KAAK,CAAL,iBQ1Sc,KR0ST,oBQ1SuB,ER0S5B,KAAK,C
AAL,iBQ1Sc,CrIzH,QAAV,C;K;IQhZxC,+B;MACuD,OR+Yf,SAvGI,oBQxSY,ERwSjB,KAAK,CAAL,iBQxSiB
,QRwSZ,oBQxS0B,ERwS/B,KAAK,CAAL,iBQxSiB,CR+YN,QAAV,C;K;IQ1YxC,6B;MAEI,eAAe,EQkSoB,K;
MRjSnC,cAAc,EQiSqB,K;MRhSnC,IAAI,qBAAU,CAAd,C;QACI,OQ6C+D,aR7CpD,EQ6CsE,KAAIB,ER7C/C,E
Q6C6E,KAA9B,CR7CpD,IAAJ,GAAa,aAAb,GAA2B,a;OAIc,IAAI,uBAAy,CAAhB,C;QACI,OAAO,UAAm,aA
AW,OAAX,CAAN,C;OAIx,eAAiB,4BAAc,CAAd,CAAD,KAAoB,OAAPB,CAAD,WAAkC,CAAIC,C;MACf,UA
AU,kBAAW,kBAAW,OAAX,CAAX,C;MACV,OAAO,UAAm,iCQkCsD,aAAkB,CRICzD,UAAm,GAAN,CQkC
yD,MAAIB,EAA8B,CRICvD,UAAm,OAAN,CQkCuD,MAA9B,CRICvC,KAAJ,GAAC,CAAIC,GAAYC,CAAPD
,EAAN,C;K;IAIX,gC;MAKe,Q;MAHX,eAAe,EQ8QoB,K;MR7QnC,cAAc,EQ6QqB,K;MR5QnC,IAAI,qBAAU,C
AAd,C;QACW,IQyBwD,aRzBpD,EQyBsE,KAAIB,ERzB/C,EQyB6E,KAA9B,CRzBpD,IAAJ,C;UACH,S;;UAEA,
OQgDgD,URhDhD,EQgD2D,KAAK,URhD3D,EQgDuE,KAAZ,CAAhB,C;;QRnDpD,W;OAQJ,IAAI,uBAAy,CA
AhB,C;QACI,OAAO,UAAm,gBAAW,OAAX,CAAN,C;OAIx,eAAiB,4BAAc,CAAd,CAAD,KAAoB,OAAPB,C
AAD,WAAkC,CAAIC,C;MACf,UAAU,kBAAW,kBAAW,OAAX,CAAX,C;MACV,OAAO,UAAm,aQUsD,aAAk
B,CRV9D,UAAm,GAAN,CQU8D,MAAIB,EAA8B,CRV5D,UAAm,OAAN,CQU4D,MAA9B,CRV5C,KAAJ,GA
AkC,OAAC,KAAN,CAAN,C;K;IAGX,yB;MAEI,IAAE,QAAF,CAAE,CAAF,C;QADyC,OAC5B,W;;QACb,SRw
SuC,aQxSiC,4BAAK,URwS0C,KAAb,CQxSvC,C;UAFyC,OAEP,4BAAK,U;;UACvC,SRuSuC,aQvSiC,4BAAK,
URuS0C,KAAb,CQvSvC,C;YAHyC,OAGP,4BAAK,U;eACvC,SAAK,UAAAL,C;YAJyC,ORkVN,SQ9UX,YAAF,
CAAE,CR8UW,C;;YQIVM,ORgBY,SAAU,CAkU5B,SQ7UP,YAAnB,IAAI,UAAe,CR6UO,CAIU4B,MAAK,GA
AW,CAkU5C,SQ7UY,UR6UZ,CAIU4C,MAAX,IAAf,C;;;K;IQRzD,0B;MAEI,IAAE,QAAF,CAAE,CAAF,C;QA
D2C,OAC9B,2B;;QACb,SQkSuC,cRISIC,6BAAM,UQkS0C,KAAAd,CRISvC,C;UAF2C,OAER,6BAAM,U;;UACz
C,SQiSuC,cRjSiC,6BAAM,UQiS0C,KAAAd,CRjSvC,C;YAH2C,OAGR,6BAAM,U;eACzC,4C;YAJ2C,OQwVL,U
RpVd,uBAAF,CAAE,CQoVc,C;;YRxVK,OQUY,UAAW,CA8U5B,URjVF,uBAA3B,IAAI,oBAAuB,CQiVE,CA9
U4B,MAAK,KAAW,CRHzB,gCQGyB,MAAX,CAAhB,C;;;K;IRC3D,yB;MAC4C,QAAC,CAAqB,GAAf,UAAP,

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=====

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#

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#

builds/unix/pkg.m4

#

docs/FTL.TXT

docs/GPLv2.TXT

#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

src/bdf/bdf.c

src/bdf/bdf.h

src/bdf/bdfdrivr.c

src/bdf/bdfdrivr.h

src/bdf/bdferror.h

src/bdf/bdflib.c

src/bdf/module.mk

src/bdf/README

src/bdf/rules.mk

#

src/pcf/module.mk

src/pcf/pcf.c

src/pcf/pcf.h

src/pcf/pcfdrivr.c

src/pcf/pcfdrivr.h

src/pcf/pcferror.h

```
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftandom/ftandom.c
#
subprojects/dlg
#
# EOF
```

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 */
```

Found in path(s):

```
*/opt/cola/permits/1263516679_1643662545.79/0/dropwizard-jetty-1-3-23-sources-
jar/io/dropwizard/jetty/NetUtil.java
```

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```

Found in path(s):

```
*/opt/cola/permits/1263516679_1643662545.79/0/dropwizard-jetty-1-3-23-sources-
jar/io/dropwizard/jetty/LocalIpFilter.java
```

1.107 jackson-jaxrs-base 2.15.2

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1.108 jetty-continuation 9.4.51.v20230217

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javafx.mail.glassfish

Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.109 error_prone_annotations 2.1.3

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`/opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java`

* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/NoAllocation.java
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* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/CheckReturnValue.java
* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/DoNotCall.java
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- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/RestrictedApi.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/DoNotMock.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/CompatibleWith.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/FormatMethod.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/FormatString.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/MustBeClosed.java

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- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/ForOverride.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/RequiredModifiers.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/Var.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
- * /opt/cola/permits/1112636230_1607122994.91/0/error-prone-annotations-2-1-3-sources-6-

jar/com/google/errorprone/annotations/CompileTimeConstant.java
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jar/com/google/errorprone/annotations/Immutable.java

1.110 fastdoubleparser 0.8.0

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Upstream-Name: XZ Utils

Upstream-Contact:

Lasse Collin <lasse.collin@tukaani.org>

<https://tukaani.org/xz/lists.html>

Source:

<https://tukaani.org/xz>

<https://git.tukaani.org/xz.git>

Comment:

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To: Jonathan Nieder <jrnieder@gmail.com>

Subject: Re: XZ utils for Debian

Date: Sun, 19 Jul 2009 13:28:23 +0300

Message-Id: <200907191328.23816.lasse.collin@tukaani.org>

[...]

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changelog.gz (commit 975d8fd) explains:
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Other-Authors: Roland McGrath, Akim Demaille, Paul Eggert,
David Mackenzie, Bruno Haible, and many others.

Origin: configure.ac from XZ Utils,
visibility.m4 serial 1 (gettext-0.15),
Autoconf 2.52g

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Source: <https://p11-glue.github.io/p11-glue/p11-kit.html>

Files: *

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Upstream-Name: sysvinit

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Files: *

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Manoj Srivastava <srivasta@debian.org>
arch-tag: d4250e44-a0e0-4ee0-adb9-2bd74f6eeb27
This package was debianized by Thom May <thom@debian.org> on
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From `strings/apr_fnmatch.c`, `include/apr_fnmatch.h`, `misc/unix/getopt.c`,
`file_io/unix/mktemp.c`, `strings/apr_strings.c`:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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The following was received February 23, 2000 From: "Linn, John" February 19, 2000

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The statement was downloaded from <http://www.ietf.org/ietf-ftp/IPR/RSA-MD-all> on January 8th, 2012.

This package was debianized by Colin Walters <walters@debian.org> on Sun, 13 Oct 2002 15:01:50 -0400

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Upstream-Name: Libidn2

Upstream-Contact: Simon Josefsson <simon@josefsson.org>

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Upstream-Name: Nettle

Upstream-Contact: Niels Mller <nisse@lysator.liu.se>

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SHA3

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RSA

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Upstream-Name: libassuan

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Files: *

Makefile.am

src/Makefile.am

src/assuan-buffer.c

src/assuan-error.c

src/assuan-inquire.c

src/assuan-io.c

src/assuan-listen.c

src/assuan-pipe-server.c

src/assuan-socket-connect.c

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src/assuan-uds.c

src/client.c

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src/posix-fd-t.inc.h

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m4/lt~obsolete.m4
m4/onceonly.m4
m4/socklen.m4
m4/sys_socket_h.m4
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This gmp package was built for Debian by

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Philipp Matthias Hahn <pmhahn@debian.org>

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fuzz/gnutls_ocsp_resp_parser_fuzzer.c fuzz/gnutls_server_fuzzer.c
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fuzz/gnutls_psk_server_fuzzer.c
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tests/cert-tests/certtool-subca.sh tests/cert-tests/certtool-utf8.sh
tests/cert-tests/crq.sh tests/cert-tests/inhibit-anypolicy.sh
tests/cert-tests/pkcs12-utf8.s tests/cert-tests/pkcs7-broken-sigs.sh
tests/cert-tests/pkcs7-constraints2.sh tests/cert-tests/pkcs7-constraints.sh
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tests/ocsp-tests/ocsp-load-chain.sh
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tests/cert-tests/illegal-rsa.sh tests/cert-tests/invalid-sig.sh
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Files: tests/ocsp-tests/ocsp-tls-connection.sh

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Comment: <https://github.com/benhoyt/inih>

~

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2003, Clint Adams <schizo@debian.org> Mon, 10 Mar 2003 02:10:32 -0500

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Manoj Srivastava <srivasta@debian.org>
arch-tag: d4250e44-a0e0-4ee0-adb9-2bd74f6eeb27
This is the Debian GNU/Linux prepackaged version of the GNU compiler collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C, Objective-C++, and Modula-2 compilers, documentation, and support libraries. In addition, Debian provides the gm2 compiler, either in the same source package, or built from a separate same source package. Packaging is done by the Debian GCC Maintainers <debian-gcc@lists.debian.org>, with sources obtained from:

`ftp://gcc.gnu.org/pub/gcc/releases/` (for full releases)

`svn://gcc.gnu.org/svn/gcc/` (for prereleases)

`ftp://sourceware.org/pub/newlib/` (for newlib)

[git://git.savannah.gnu.org/gm2.git](https://git.savannah.gnu.org/gm2.git) (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See [changelog.Debian.gz](https://changelog.debian.org)

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

| Language | Compiler package | Library package | Documentation |
|---------------|------------------|-----------------|-------------------|
| Ada | gnat-10 | libgnat-10 | gnat-10-doc |
| BRIG | gccbrig-10 | libhsail-rt0 | |
| C | gcc-10 | | gcc-10-doc |
| C++ | g++-10 | libstdc++6 | libstdc++6-10-doc |
| D | gdc-10 | | |
| Fortran 95 | gfortran-10 | libgfortran5 | gfortran-10-doc |
| Go | gccgo-10 | libgo0 | |
| Objective C | gobjc-10 | libobjc4 | |
| Objective C++ | gobjc++-10 | | |
| Modula-2 | gm2-10 | libgm2 | |

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

| Language | Sources | Development | Debugging | Position-Independent |
|----------|------------------|-------------------|-------------------|----------------------|
| C++ | | libstdc++6-10-dbg | libstdc++6-10-pic | |
| D | libphobos-10-dev | | | |

Additional packages include:

All languages:

| | |
|---------------------------|-------------------------------------|
| libgcc1, libgcc2, libgcc4 | GCC intrinsics (platform-dependent) |
| gcc-10-base | Base files common to all compilers |
| gcc-10-soft-float | Software floating point (ARM only) |
| gcc-10-source | The sources with patches |

Ada:

libgnat-util10-dev, libgnat-util10 GNAT version library

C:

| | |
|----------------------|---------------------------------------|
| cpp-10, cpp-10-doc | GNU C Preprocessor |
| libssp0-dev, libssp0 | GCC stack smashing protection library |
| libquadmath0 | Math routines for the __float128 type |
| fixincludes | Fix non-ANSI header files |

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library

libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
- libgfortran
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- * Cygnus Support, drepper@cygnus.com.

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log10q.c:

Cephes Math Library Release 2.2: January, 1991

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D:

gdc-10 GNU D Compiler
libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

The D front-end for GCC:

- d/*

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The DMD Compiler implementation of the D programming language:

- d/dmd/*

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The Zlib data compression library:

- `d/phobos/etc/c/zlib/*`

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The Phobos standard runtime library:

- `d/phobos/*`

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gcc/m2/gm2-libiberty:

gcc/m2/mc-boot/:

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Upstream-Name: nghttp2

Upstream-Contact: Tatsuhiro Tsujikawa <t-tujikawa@users.sourceforge.net>

Source: <https://github.com/tatsuhiro-t/nghttp2>

Files: *

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man/bitstring.3bsd
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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a

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Files: *

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Upstream-Contact: freetype-devel@nongnu.org

Source: <https://www.freetype.org/download.html>

Files-Excluded: docs/reference/assets/javascripts

Comment: The files in this path have been removed because they are minified

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lib/gssapi/generic/gssapi_err_generic.et
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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c

lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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It was downloaded from <ftp://ftp.gnu.org/gnu/findutils>

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://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 <http://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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is 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

2.2	2.1.1	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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=====
Mersenne Twister

The `_random` module includes code based on a download from
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following are the verbatim comments from the original code:

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)`.

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<http://www.math.keio.ac.jp/matumoto/emt.html>

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Sockets

The ``socket'` module uses the functions, ``getaddrinfo'`, and ``getnameinfo'`, which are coded in separate source files from the WIDE Project, [`http://www.wide.ad.jp/about/index.html'](http://www.wide.ad.jp/about/index.html).

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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

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@version 3.0 (December 2000)

.
Optimised ANSI C code for the Rijndael cipher (now AES)

.
@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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mpi/hppa1.1/udiv-qrnd.S, mpi/hppa1.1/mpih-mul2.S,
mpi/hppa1.1/mpih-mul1.S, mpi/Makefile.am, tests/prime.c,
tests/register.c, tests/ac.c, tests/basic.c, tests/tsexp.c,
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This package was put together by Klee Dienes <klee@debian.org> from sources from <ftp.python.org/pub/python>, based on the Debianization by the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://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 <http://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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is 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
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes

2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
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2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
3.0	2.6	2008	PSF	yes
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This package was put together by Chris Fearnley <cjf@netaxs.com>, from sources obtained from:
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tirpc/rpc/svc_auth.h

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aclocal.m4
compile
config.guess
config.sub
configure
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doc/Makefile.in
install-sh
ltmain.sh
m4/libtool.m4
m4/ltoptions.m4
m4/ltsugar.m4
m4/ltversion.m4
m4/lt~obsolete.m4
man/Makefile.in

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man/rpc_gss_get_mech_info.3t
man/rpc_gss_get_mechanisms.3t
man/rpc_gss_get_principal_name.3t
man/rpc_gss_get_versions.3t
man/rpc_gss_getcred.3t
man/rpc_gss_is_installed.3t
man/rpc_gss_max_data_length.3t
man/rpc_gss_mech_to_oid.3t
man/rpc_gss_qop_to_num.3t
man/rpc_gss_seccreate.3t
man/rpc_gss_set_callback.3t
man/rpc_gss_set_defaults.3t
man/rpc_gss_set_svc_name.3t
man/rpc_gss_svc_max_data_length.3t
man/rpcsec_gss.3t

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src/authgss_prot.c
src/svc_auth_gss.c
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tirpc/rpc/auth_gss.h

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tirpc/rpc/rpcsec_gss.h
tirpc/rpc/svc_auth_gss.h

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jQuery v3.5.1

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Files-Excluded-regen-configure: bin/*

Upstream-Name: perl

Source: <http://www.perl.com/CPAN/src/5.0/>

Comment:

This package was initially debianized by Brendan O'Dea <bod@debian.org> on Thu, 17 Aug 2000 16:10:54 +1000. The packaging has since been modified by various others, including Dominic Hargreaves <dom@earth.li> and Niko Tyni <ntyni@debian.org>.

.

Upstream Authors:

.

Larry Wall et. al. (see /usr/share/doc/perl/AUTHORS).

.

Last checked against: Perl 5.32.1

Files: *

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dist/base/*

dist/constant/*

dist/Devel-SelfStubber/*

dist/Dumpvalue/*

dist/Env/*

cpan/ExtUtils-Manifest/*

dist/I18N-Collate/*

dist/Safe/*

ext/Fcntl/*

ext/FileCache/*

ext/GDBM_File/*

ext/IPC-Open3/*

ext/NDBM_File/*

ext/ODBM_File/*

ext/Opcode/*

ext/PerlIO-encoding/*

ext/PerlIO-scalar/*

ext/PerlIO-via/*

ext/POSIX/*

ext/re/*

cpan/Socket/*

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cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_0.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_1.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod

cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_3.pod

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cpan/Locale-Maketext-Simple/t/po_with_i_default/fr.po

cpan/Locale-Maketext-Simple/t/po_with_i_default/en.po

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cpan/podlators/t/data/basic.cap

cpan/podlators/t/data/basic.clr

cpan/podlators/t/data/basic.man

cpan/podlators/t/data/basic.ovr

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cpan/podlators/t/docs/pod.t
cpan/podlators/t/docs/synopsis.t
cpan/podlators/t/lib/Test/RRA.pm
cpan/podlators/t/lib/Test/RRA/Config.pm
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cpan/podlators/t/style/strict.t

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cpan/Win32API-File/*

cpan/ExtUtils-Install/*

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but, as discussed in

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This package was put together by me, Mark Baker <mbaker@iee.org> from the original sources obtained from `ftp.csx.cam.ac.uk:/pub/software/programming/pcre`.

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Written by: Philip Hazel
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Upstream-Name: editline

Upstream-Contact: Jess Thrysoee <jess@thrysoee.dk>

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This is the Debian GNU/Linux prepackaged version of the `ss` command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Upstream-Contact: Colin Watson <cjwatson@debian.org>

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Source: <https://github.com/facebook/zstd>

Files-Excluded: appveyor.yml

build/*

programs/windres/*

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Mesa 3-D Graphics Library v21.0.3

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Device drivers	src/mesa/drivers/*	MIT, generally

Gallium code src/gallium/ MIT

Ext headers GL/glex.h Khronos
GL/glxext.h Khronos
GL/wglex.h Khronos
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include/GL/gl.h :

Mesa 3-D graphics library

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include/GL/wglxext.h :

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Little Color Management System (LCMS) v2.12

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<pre>

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To: Stephen Frost <sfrost@debian.org>
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- * To: Stephen Frost <sfrost@snowman.net>
- * Subject: Re: OpenLDAP Licenseing issues
- * From: "Kurt D. Zeilenga" <Kurt@OpenLDAP.org>
- * Date: Wed, 28 May 2003 10:55:44 -0700
- * Cc: Steve Langasek <vorlon@netexpress.net>, debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
- * In-reply-to: <20030528162613.GB8524@ns.snowman.net>
- * Message-id: <5.2.0.9.0.20030528094229.02924780@127.0.0.1>
- * Old-return-path: <Kurt@OpenLDAP.org>

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counsel office (<http://www.umich.edu/~vpgc/>).

Regards, Kurt

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Source: <http://www.bzip.org/>

Files: *

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Source: <https://ftp.gnu.org/gnu/gzip>

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xwd v1.0.7

xwd utility

<pre>

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Upstream-Name: libfido2

Upstream-Contact: Yubico Open Source Maintainers <ossmaint@yubico.com>

Source: <https://github.com/yubico/libfido2>

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Harfbuzz v2.8

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This is the Debian prepackaged version of "unzip", Info-Zip's fast, portable, zipfile decompression utility.

This package is currently maintained by Santiago Vila <sanvila@debian.org> and built from sources obtained from:

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The changes were fairly minimal, and consisted solely of adding various debian/* files to the distribution, plus several miscellaneous fixes as reflected in the Debian changelog.

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Nicols Lichtmaier <nick@debian.org> on Sat, 18 Oct 1997 21:23:12 -0300

Nol Kthe <noel@debian.org> on Mon, 18 Feb 2002 09:53:00 +0100

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From `strings/apr_fnmatch.c`, `include/apr_fnmatch.h`, `misc/unix/getopt.c`,
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```
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```

From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.

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```
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```

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Upstream-Name: libssh2

Upstream-Contact: Daniel Stenberg <daniel@haxx.se>

Source: <https://libssh2.org/>

Files: *

```
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Upstream-Name: xxhash

Source: <https://github.com/Cyan4973/xxHash>

Comment: The library files `xxhash.c` and `xxhash.h` are BSD licensed.

The utility `xxhsum` is GPL licensed.

Files: *

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This is the Debian GNU/Linux prepackaged version of libxcrypt.

It has been packaged by Marco d'Itri <md@linux.it>.

Original sources were obtained from:

<https://github.com/besser82/libxcrypt>

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test-getrandom-interface.c, test-symbols-compat.sh,
test-symbols-renames.sh, test-symbols-static.sh,
build-aux/gen-crypt-h, build-aux/gen-crypt-symbol-vers-h,
build-aux/gen-libcrypt-map, build-aux/skip-if-exec-format-error,
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test-crypt-md5.c, test-crypt-sha256.c, test-crypt-sha512.c,
test-des-cases.h, test-des-obsolete{,_r}.c, test-gensalt.c,
test-crypt-nthash.c (adaption of test-crypt-des.c),
test-crypt-sunmd5.c (adaption of test-crypt-des.c),
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Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: zlib

Upstream-Contact: zlib@gzip.org

Source: <http://zlib.net/>

Comment: This is the pre-packaged Debian Linux version of the zlib compression
library. It was packaged by Michael Alan Dorman <mdorman@debian.org>
from sources originally retrieved from <ftp.uu.net> in the directory
[/pub/archiving/zip/zlib](#) as the file [zlib-1.0.4.tar.gz](#).

The deflate format used by zlib was defined by Phil Katz. The deflate
and zlib specifications were written by Peter Deutsch. Thanks to all the
people who reported problems and suggested various improvements in zlib;
they are too numerous to cite here.

Files-Excluded:

contrib/ada
contrib/amd64
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contrib/blast
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contrib/gcc_gvmat64
contrib/infbck9
contrib/inflate86
contrib/iostream
contrib/iostream2
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.

Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

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Upstream-Name: serf

Source: <https://serf.apache.org/>

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lib/compat/gettext.h
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lib/compat/strlen.c

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dselect/methods/Dselect/Ftp.pm
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Files:

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Files: lib/compat/md5.*

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This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu/pub/linux/packages/ext2fs/

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ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
svn://gcc.gnu.org/svn/gcc/ (for prereleases)
ftp://sourceware.org/pub/newlib/ (for newlib)
git://git.savannah.gnu.org/gm2.git (for Modula-2)

The current gcc-9 source package is taken from the SVN gcc-9-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-9	libgnat-9	gnat-9-doc
BRIG	gccbrig-9	libhsail-rt0	
C	gcc-9	gcc-9-doc	
C++	g++-9	libstdc++6	libstdc++6-9-doc
D	gdc-9		
Fortran 95	gfortran-9	libgfortran3	gfortran-9-doc
Go	gccgo-9	libgo0	
Objective C	gobjc-9	libobjc2	
Objective C++	gobjc++-9		
Modula-2	gm2-9	libgm2	

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

Language Sources Development Debugging Position-Independent

C++ libstdc++6-9-dbg libstdc++6-9-pic
D libphobos-9-dev

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4 GCC intrinsics (platform-dependent)
gcc-9-base Base files common to all compilers
gcc-9-soft-float Software floating point (ARM only)
gcc-9-source The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn9 GNAT version library

C:

cpp-9, cpp-9-doc GNU C Preprocessor
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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- libatomic
- libdecnumber
- libgomp
- libitm
- libssp
- libstdc++-v3
- libobjc
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- The libgnat-9 Ada support library and libgnatvsn library.
- Various config files in gcc/config/ used in runtime libraries.
- libvtv

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D:

gdc-9 GNU D Compiler
libphobos-9-dev D standard runtime library

The D source package is made up of the following components.

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- d/*

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The Phobos standard runtime library:

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This package was originally put together by Michael Vogt

<mvo@debian.org>

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This package was debianized by Matthias Klose <doko@debian.org>
on Mon, 10 Mar 2008 05:46:40 +0000.

It was downloaded from <ftp://sourceware.org/pub/libffi/>

Upstream Authors:

Anthony Green <green@redhat.com>

GCC developers

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Upstream-Name: auditd

Source: <https://people.redhat.com/sgrubb/audit/>

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Paul Eggert <eggert@twinsun.com>.

This package is maintained for Debian by Janos Lenart <ocsi@debian.org>, and
was built from the sources found at:

<ftp://ftp.gnu.org/gnu/tar/>

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Upstream-Name: libnsl

Upstream-Contact: Thorsten Kukuk <kukuk@thkukuk.de>

Source: <https://github.com/thkukuk/libnsl>

Files: debian/*

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configure.ac

config.h.in

libnsl.pc.in

Makefile.am

NEWS

README

src/Makefile.am

src/do_ypcall.c

src/internal.h

src/libnsl.map

src/nisplus/nis_error.c

src/taddr2host.c

src/taddr2ipstr.c

src/taddr2port.c

src/yp_first.c

src/yp_get_default_domain.c

src/yp_maplist.c

src/yp_master.c

src/yp_match.c

src/yp_next.c

src/yp_order.c

src/ypbinderr_string.c

src/yperr_string.c

src/ypprot_err.c

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Files: src/libc-lock.h

src/nisplus/nis_add.c

src/nisplus/nis_addmember.c

src/nisplus/nis_call.c

src/nisplus/nis_callback.c

src/nisplus/nis_checkpoint.c

src/nisplus/nis_clone_dir.c

src/nisplus/nis_clone_obj.c

src/nisplus/nis_clone_res.c

src/nisplus/nis_creategroup.c

src/nisplus/nis_defaults.c

src/nisplus/nis_destroygroup.c

src/nisplus/nis_domain_of.c

src/nisplus/nis_domain_of_r.c
src/nisplus/nis_file.c
src/nisplus/nis_findserv.c
src/nisplus/nis_free.c
src/nisplus/nis_getservlist.c
src/nisplus/nis_hash.c
src/nisplus/nis_intern.h
src/nisplus/nis_ismember.c
src/nisplus/nis_local_names.c
src/nisplus/nis_lookup.c
src/nisplus/nis_mkdir.c
src/nisplus/nis_modify.c
src/nisplus/nis_ping.c
src/nisplus/nis_print.c
src/nisplus/nis_print_group_entry.c
src/nisplus/nis_remove.c
src/nisplus/nis_removemember.c
src/nisplus/nis_rmdir.c
src/nisplus/nis_server.c
src/nisplus/nis_subr.c
src/nisplus/nis_table.c
src/nisplus/nis_util.c
src/nisplus/nis_verifygroup.c
src/nisplus/nis_xdr.c
src/nisplus/nis_xdr.h
src/rpcsvc/nislib.h
src/rpcsvc/ypclnt.h

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Files: src/rpcsvc/nis_callback.h

src/rpcsvc/nis_callback.x
src/rpcsvc/nis_object.x
src/rpcsvc/nis_tags.h
src/rpcsvc/nis.h
src/rpcsvc/nis.x
src/rpcsvc/yp.h
src/rpcsvc/yp.x
src/rpcsvc/yp_prot.h
src/rpcsvc/yppasswd.h
src/rpcsvc/yppasswd.x
src/rpcsvc/ypupd.h
src/yp_xdr.c

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src/Makefile.in

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config.guess

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Files: compile

depcomp

missing

test-driver

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Files: ltmain.sh

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Files: config.rpath

m4/gettext.m4

m4/host-cpu-c-abi.m4

m4/iconv.m4

m4/intlmacosx.m4

m4/lib-ld.m4

m4/lib-link.m4

m4/lib-prefix.m4

m4/libtool.m4

m4/ltoptions.m4

m4/ltsugar.m4

m4/ltversion.m4

m4/lt~obsolete.m4

m4/nls.m4
m4/po.m4
m4/progtest.m4

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Files: ABOUT-NLS

po/Makefile.in.in
po/Makevars
po/POTFILES.in
po/Rules-quot
po/boldquot.sed
po/en@boldquot.header
po/en@quot.header
po/insert-header.sin
po/libnsl.pot
po/quot.sed
po/remove-potcdate.sin
po/stamp-po

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://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 <http://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.

All Python releases are Open Source (see <http://www.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.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
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
2.2 and above	2.1.1	2001-now	PSF	yes

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This is the Debian GNU/Linux packaged version of the GNU core
utilities.

This package is maintained by Michael Stone <mstone@debian.org> and
built from sources obtained from:
<ftp://ftp.gnu.org/gnu/coreutils/coreutils-8.24.tar.xz>

This debian package was first created by Michael Stone <mstone@debian.org>,
from coreutils 4.5.1.

Changes:

- * added Debian GNU/Linux package maintenance system files
- * at times, bug fixes awaiting inclusion in the upstream source

Authors

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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: ph10
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Upstream-Contact: Manoj Srivastava <srivasta@debian.org>

Source: <https://anonscm.debian.org/users/srivasta/debian/ucf.git>

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Source: <https://github.com/rockdaboot/libpsl>

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Upstream-Name: keyutils

Upstream-Contact: David Howells <dhowells@redhat.com>

Source: <http://people.redhat.com/~dhowells/keyutils/>

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Upstream-Name: dash

Upstream-Contact: dash@vger.kernel.org

Source: <http://gondor.apana.org.au/~herbert/dash/>

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Files: contrib/credential/gnome-keyring/git-credential-gnome-keyring.c

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Files: contrib/hg-to-git/hg-to-git.py

Copyright: 2007, Stelian Pop <stelian@popies.net>

Name: hg-to-git.py - A Mercurial to GIT converter

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Files: contrib/mw-to-git/git-*.perl contrib/mw-to-git/t/*

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1.112 jakarta-jws-api 2.1.0

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1.113 jaxb-core 2.3.3

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1.114 metrics-json 4.1.31

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.json

Build-Jdk-Spec: 1.8

Bundle-Description: A set of Jackson modules which provide serializers for most Metrics classes.

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Bundle-ManifestVersion: 2

Bundle-Name: Jackson Integration for Metrics

Bundle-SymbolicName: io.dropwizard.metrics.json

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.json;uses:="com.codahale.metrics, com.fasterxml.jackson.core,com.fasterxml.jackson.databind";version="4.1.31"

Implementation-Title: Jackson Integration for Metrics

Implementation-Version: 4.1.31

Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.metrics.health;version="[4.1,5)";resolution:=optional,com.fasterxml.jackson.core;version="[2.9,3)",com.fasterxml.jackson.databind;version="[2.9,3)",com.fasterxml.jackson.databind.module;version="[2.9,3)",com.fasterxml.jackson.databind.ser;version="[2.9,3)",com.fasterxml.jackson.databind.ser.std;version="[2.9,3)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1313278063_1650562367.15/0/metrics-json-4-1-31-jar/META-INF/MANIFEST.MF

1.115 javax-ejb-api 3.2

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1.122 jersey-container-servlet 2.25.1

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## Mesa 3-D Graphics Library v4.1
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Mesa 3-D graphics library

Version: 4.1

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*

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1.125 luajit 2.0.3

1.125.1 Available under license :

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1.126 feign-jaxrs 10.7.4

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1.127 okhttp 4.10.0

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1.128 jna 5.12.1

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1.129 jackson-annotations 2.15.2

1.129.1 Available under license :

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1.132 javax-ws-rs-api 2.1.1

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1.135 jackson-jaxrs 2.15.2

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1.136 curl 7.60.0

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1.138 metrics-jmx 4.1.31

1.138.1 Available under license :

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.jmx

Build-Jdk-Spec: 1.8

Bundle-Description: A set of classes which allow you to report metrics via JMX.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Integration with JMX

Bundle-SymbolicName: io.dropwizard.metrics.jmx

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.jmx;uses:="com.codahale.metrics,j

avax.management";version="4.1.31"
Implementation-Title: Metrics Integration with JMX
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.1,5)",javax.management
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1302235718_1649326543.63/0/metrics-jmx-4-1-31-jar/META-INF/MANIFEST.MF

1.139 dropwizard-request-logging 2.0.29

1.139.1 Available under license :

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1.140 jersey-entity-filtering 2.25.1

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1.141 dropwizard-jetty 2.0.29

1.141.1 Available under license :

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1.142 metrics 4.0.5

1.143 failureaccess 1.0.1

1.144 log4j-over-slf4j 1.7.26

1.145 jsch 0.1.54

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1.146 commons-codec 1.14

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1.147 netty-codec 4.1.87.Final

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1.148 isorelax 20090621

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* @(#) \$Id: IslandSchema.java,v 1.5 2003/05/30 23:46:32 kkawa Exp \$

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* /opt/cola/permits/1135864262_1613618257.27/0/isorelax-20090621-sources-1-jar/org/iso_relax/dispatcher/IslandSchema.java

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* @(#) \$Id: DispatcherImpl.java,v 1.5 2003/05/30 23:46:32 kkawa Exp \$

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Found in path(s):

* /opt/cola/permits/1135864262_1613618257.27/0/isorelax-20090621-sources-1-jar/org/iso_relax/dispatcher/impl/DispatcherImpl.java

1.149 metrics-jetty 4.0.5

1.149.1 Available under license :

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1.150 zeromq 4.9.0

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1.151 jackson-datatype-joda 2.15.0

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1.152 metrics-annotation 4.1.31

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.annotation

Build-Jdk-Spec: 1.8

Bundle-Description: A dependency-less package of just the annotations used by other Metrics modules.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Annotations for Metrics

Bundle-SymbolicName: io.dropwizard.metrics.annotation

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.annotation;version="4.1.31"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.1.31
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1304518996_1649672863.66/0/metrics-annotation-4-1-31-jar/META-INF/MANIFEST.MF

1.153 libressl 2.1.0

1.153.1 Available under license :

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1.154 javax-el 2.2.6

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1.155 httpcomponents-core 4.4.14

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1.156 jersey-media-json-jackson 2.25.1

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1.157 feign-slf4j 10.7.4

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Found in path(s):

* /opt/cola/permits/1615679771_1679900757.4775505/0/feign-slf4j-10-7-4-sources-1-jar/META-INF/maven/io.github.openfeign/feign-slf4j/pom.xml

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* /opt/cola/permits/1615679771_1679900757.4775505/0/feign-slf4j-10-7-4-sources-1-jar/feign/slf4j/Slf4jLogger.java

1.158 jersey-media-jaxb 2.25.1

1.158.1 Available under license :

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http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.159 jcl-over-slf4j 1.7.30

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- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/LogFactory.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SLF4JLogFactory.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/LogConfigurationException.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/Log.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SimpleLog.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/NoOpLog.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SLF4JLocationAwareLog.java
- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SLF4JLog.java

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Found in path(s):

- * /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/META-INF/maven/org.slf4j/jcl-over-slf4j/pom.xml

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* /opt/cola/permits/1135880174_1613624046.95/0/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/package.html

1.160 dropwizard-core 2.0.29

1.160.1 Available under license :

Apache-2.0

1.161 jersey-apache-connector 2.25.1

1.162 jackson-datatype-guava 2.15.0

1.162.1 Available under license :

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1.163 jackson 2.15.0

1.163.1 Available under license :

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

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1.164 ant-launcher 1.10.12

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1.165 xerces-j 2.12.2

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1.166 jackson-jaxrs-base 2.9.10

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1.168 jetty-proxy 9.4.51.v20230217

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Eclipse

The following artifacts are EPL.

* org.eclipse.jetty.orbit;org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.169 zlib 1.2.3

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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jloup@gzip.org madler@alumni.caltech.edu

*/

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1.170 sigar 1.6.4.131

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1.171 hamcrest 1.3

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1.172 jackson-annotations 2.14.1

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1.175 oshi-core 6.3.2

1.175.1 Available under license :

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/**

* macOS, previously Mac OS X and later OS X) is a series of proprietary graphical operating systems developed and

* marketed by Apple Inc. since 2001. It is the primary operating system for Apple's Mac computers.

*/

Found in path(s):

* /opt/cola/permits/1724816290_1687336748.07874/0/oshi-core-6-3-2-sources-jar/oshi/software/os/mac/MacOperatingSystem.java

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/**

* AIX (Advanced Interactive eXecutive) is a series of proprietary Unix operating systems developed and sold by IBM for

* several of its computer platforms.

*/

Found in path(s):

* /opt/cola/permits/1724816290_1687336748.07874/0/oshi-core-6-3-2-sources-jar/oshi/software/os/unix/aix/AixOperatingSystem.java

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/**

* Microsoft Windows, commonly referred to as Windows, is a group of several proprietary graphical operating

system

* families, all of which are developed and marketed by Microsoft.

*/

Found in path(s):

*/opt/cola/permits/1724816290_1687336748.07874/0/oshi-core-6-3-2-sources-jar/oshi/software/os/windows/WindowsOperatingSystem.java

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/**

* Parse memory buffer returned from sysctl kern.cptime or kern.cptime2 to an array of 5 or 6 longs depending on
* version.

* <p>

* Versions 6.4 and later have a 6-element array while earlier versions have only 5 elements. Additionally

* kern.cptime uses a native-sized long (32- or 64-bit) value while kern.cptime2 is always a 64-bit value.

*

* @param m A buffer containing the array.

* @param force64bit True if the buffer is filled with 64-bit longs, false if native long sized values

* @return The array

*/

Found in path(s):

*/opt/cola/permits/1724816290_1687336748.07874/0/oshi-core-6-3-2-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdCentralProcessor.java

1.176 stax 4.2.1

1.176.1 Available under license :

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1.177 jersey-media-multipart 2.25.1

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1.178 metrics-json 4.0.5

1.178.1 Available under license :

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1.179 simpleclient-servlet 0.15.0

1.179.1 Available under license :

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* /opt/cola/permits/1301334058_1649241769.97/0/simpleclient-servlet-0-15-0-sources-jar/META-INF/maven/io.prometheus/simpleclient_servlet/pom.xml

1.180 simpleclient-common 0.15.0

1.180.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1301334093_1649241777.51/0/simpleclient-common-0-15-0-sources-jar/META-INF/maven/io.prometheus/simpleclient_common/pom.xml

1.181 awsjavasdk 1.12.49

1.181.1 Available under license :

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*/
/**
* <p>
* One or more filters.
* </p>
* <ul>
* <li>
* <p>
* <code>create-time</code> - The time the launch template version was created.
* </p>
* </li>
* <li>
* <p>
* <code>ebs-optimized</code> - A boolean that indicates whether the instance is optimized for Amazon EBS
I/O.
* </p>
* </li>
* <li>
* <p>
* <code>iam-instance-profile</code> - The ARN of the IAM instance profile.
* </p>
* </li>
* <li>
* <p>
* <code>image-id</code> - The ID of the AMI.
* </p>
* </li>
* <li>
* <p>
* <code>instance-type</code> - The instance type.
* </p>
* </li>
* <li>
* <p>
* <code>is-default-version</code> - A boolean that indicates whether the launch template version is the default
* version.
* </p>
* </li>
* <li>
* <p>
* <code>kernel-id</code> - The kernel ID.
* </p>

```

- *
- *
- * <p>
- * <code>ram-disk-id</code> - The RAM disk ID.
- * </p>
- *
- *
- */

Found in path(s):

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/DescribeLaunchTemplateVersionsRequest.java
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*/

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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/ConnectionNotificationStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/ImportSnapshotResultStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/CopyImageRequestMarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/CapacityReservationTargetResponse.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/ProductCodeStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/ExportClientVpnClientConfigurationRequest.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/PrefixListEntryStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/CreateNetworkInterfaceResult.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-

jar/com/amazonaws/services/ec2/model/transform/DescribeVpnConnectionsRequestMarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/DescribeIamInstanceProfileAssociationsRequest.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/ScheduledInstanceRecurrenceRequestStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/waiters/SnapshotCompleted.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/DeleteLaunchTemplateVersionsResult.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/DescribeAccountAttributesRequestMarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
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ler.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/DeleteNetworkInsightsAnalysisResultStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/EnableEbsEncryptionByDefaultRequest.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/IpPermission.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/LaunchTemplateOverridesStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/waiters/DescribeVpcPeeringConnectionsFunction.java
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jar/com/amazonaws/services/ec2/model/transform/ScheduledInstancesLaunchSpecificationStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/ImportVolumeTaskDetails.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/AllocationStrategy.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/DhcpConfiguration.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/IKEVersionsRequestListValueStaxUnmarshaller.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/DeleteSecurityGroupResult.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/GetManagedPrefixListAssociationsRequestMarshaller.java
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jar/com/amazonaws/services/ec2/model/FleetReplacementStrategy.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/TrafficMirrorSession.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/ModifyInstanceCreditSpecificationRequest.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/LoadPermissionModificationsStaxUnmarshaller.java
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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/LoadPermission.java
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/**
 * <p>
 * Describes the ID format settings for your resources on a per-Region basis, for example, to view which resource
 * types are enabled for longer IDs. This request only returns information about resource types whose ID formats
can
 * be modified; it does not return information about other resource types.
 * </p>
 * <p>
 * The following resource types support longer IDs: <code>bundle</code> | <code>conversion-task</code> |
 * <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |
 * <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |
<code>image</code> |
 * <code>import-task</code> | <code>instance</code> | <code>internet-gateway</code> | <code>network-
acl</code> |
```

```

* <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
* | <code>prefix-list</code> | <code>reservation</code> | <code>route-table</code> |
* <code>route-table-association</code> | <code>security-group</code> | <code>snapshot</code> |
<code>subnet</code>
* | <code>subnet-cidr-block-association</code> | <code>volume</code> | <code>vpc</code> |
* <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-
connection</code> |
* <code>vpn-connection</code> | <code>vpn-gateway</code>.
* </p>
* <p>
* These settings apply to the IAM user who makes the request; they do not apply to the entire AWS account. By
* default, an IAM user defaults to the same settings as the root user, unless they explicitly override the settings
* by running the <a>ModifyIdFormat</a> command. Resources created with longer IDs are visible to all IAM
users,
* regardless of these settings and provided that they have permission to use the relevant <code>Describe</code>
* command for the resource type.
* </p>
*
* @param describeIdFormatRequest
* @return A Java Future containing the result of the DescribeIdFormat operation returned by the service.
* @sample AmazonEC2Async.DescribeIdFormat
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat"
target="_top">AWS API
* Documentation</a>
*/
* <p>
* Disassociates an IAM role from an Certificate Manager (ACM) certificate. Disassociating an IAM role from an
ACM
* certificate removes the Amazon S3 object that contains the certificate, certificate chain, and encrypted private
* key from the Amazon S3 bucket. It also revokes the IAM role's permission to use the KMS key used to encrypt
the
* private key. This effectively revokes the role's permission to use the certificate.
* </p>
*
* @param disassociateEnclaveCertificateIamRoleRequest
* @return A Java Future containing the result of the DisassociateEnclaveCertificateIamRole operation returned
by
* the service.
* @sample AmazonEC2Async.DisassociateEnclaveCertificateIamRole
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-
15/DisassociateEnclaveCertificateIamRole"
* target="_top">AWS API Documentation</a>
*/
* <p>
* Modifies the ID format for the specified resource on a per-Region basis. You can specify that resources should

```

* receive longer IDs (17-character IDs) when they are created.

* </p>

* <p>

* This request can only be used to modify longer ID settings for resource types that are within the opt-in period.

* Resources currently in their opt-in period include: <code>bundle</code> | <code>conversion-task</code> | <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> | <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> | <code>image</code> | <code>import-task</code> | <code>internet-gateway</code> | <code>network-acl</code> | <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-attachment</code> | <code>prefix-list</code> | <code>route-table</code> | <code>route-table-association</code> | <code>security-group</code> | <code>subnet</code> | <code>subnet-cidr-block-association</code> | <code>vpc</code> | <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-connection</code> | <code>vpn-connection</code> | <code>vpn-gateway</code>.

* </p>

* <p>

* This setting applies to the IAM user who makes the request; it does not apply to the entire AWS account. By default, an IAM user defaults to the same settings as the root user. If you're using this action as the root user, then these settings apply to the entire account, unless an IAM user explicitly overrides these settings for themselves. For more information, see Resource IDs in the <i>Amazon Elastic Compute Cloud User Guide</i>.

* </p>

* <p>

* Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and provided that they have permission to use the relevant <code>Describe</code> command for the resource type.

* </p>

*

* @param modifyIdFormatRequest

* @return A Java Future containing the result of the ModifyIdFormat operation returned by the service.

* @sample AmazonEC2Async.ModifyIdFormat

* @see AWS API Documentation

*/

Found in path(s):

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/AmazonEC2Async.java

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*/

/**

* <p>

* Describes the ID format settings for your resources on a per-Region basis, for example, to view which resource

* types are enabled for longer IDs. This request only returns information about resource types whose ID formats can

can

* be modified; it does not return information about other resource types.

* </p>

* <p>

* The following resource types support longer IDs: `bundle` | `conversion-task` |

* `customer-gateway` | `dhcp-options` | `elastic-ip-allocation` |

* `elastic-ip-association` | `export-task` | `flow-log` |

`image` |

* `import-task` | `instance` | `internet-gateway` | `network-`

`acl` |

* `network-acl-association` | `network-interface` | `network-interface-`

`attachment`

* | `prefix-list` | `reservation` | `route-table` |

* `route-table-association` | `security-group` | `snapshot` |

`subnet`

* | `subnet-cidr-block-association` | `volume` | `vpc` |

* `vpc-cidr-block-association` | `vpc-endpoint` | `vpc-peering-`

`connection` |

* `vpn-connection` | `vpn-gateway`.

* </p>

* <p>

* These settings apply to the IAM user who makes the request; they do not apply to the entire AWS account. By

* default, an IAM user defaults to the same settings as the root user, unless they explicitly override the settings

* by running the `ModifyIdFormat` command. Resources created with longer IDs are visible to all IAM

users,

* regardless of these settings and provided that they have permission to use the relevant `Describe`

* command for the resource type.

* </p>

*

* @param describeIdFormatRequest

* @return Result of the DescribeIdFormat operation returned by the service.

* @sample AmazonEC2.DescribeIdFormat

```

* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat"
target="_top">AWS API
* Documentation</a>
*/
/**
* <p>
* Disassociates an IAM role from an Certificate Manager (ACM) certificate. Disassociating an IAM role from an
ACM
* certificate removes the Amazon S3 object that contains the certificate, certificate chain, and encrypted private
* key from the Amazon S3 bucket. It also revokes the IAM role's permission to use the KMS key used to encrypt
the
* private key. This effectively revokes the role's permission to use the certificate.
* </p>
*
* @param disassociateEnclaveCertificateIamRoleRequest
* @return Result of the DisassociateEnclaveCertificateIamRole operation returned by the service.
* @sample AmazonEC2.DisassociateEnclaveCertificateIamRole
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-
15/DisassociateEnclaveCertificateIamRole"
* target="_top">AWS API Documentation</a>
*/
/**
* <p>
* Modifies the ID format for the specified resource on a per-Region basis. You can specify that resources should
* receive longer IDs (17-character IDs) when they are created.
* </p>
* <p>
* This request can only be used to modify longer ID settings for resource types that are within the opt-in period.
* Resources currently in their opt-in period include: <code>bundle</code> | <code>conversion-task</code> |
* <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |
* <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |
<code>image</code> |
* <code>import-task</code> | <code>internet-gateway</code> | <code>network-acl</code> |
* <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
* | <code>prefix-list</code> | <code>route-table</code> | <code>route-table-association</code> |
* <code>security-group</code> | <code>subnet</code> | <code>subnet-cidr-block-association</code> |
<code>vpc</code>
* | <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-
connection</code> |
* <code>vpn-connection</code> | <code>vpn-gateway</code>.
* </p>
* <p>
* This setting applies to the IAM user who makes the request; it does not apply to the entire AWS account. By
* default, an IAM user defaults to the same settings as the root user. If you're using this action as the root
* user, then these settings apply to the entire account, unless an IAM user explicitly overrides these settings for
* themselves. For more information, see <a
* href="https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/resource-ids.html">Resource IDs</a> in the

```


<i>Amazon

* Elastic Compute Cloud User Guide</i>.

* </p>

* <p>

* Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and

* provided that they have permission to use the relevant <code>Describe</code> command for the resource type.

* </p>

*

* @param modifyIdFormatRequest

* @return Result of the ModifyIdFormat operation returned by the service.

* @sample AmazonEC2.ModifyIdFormat

* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/ModifyIdFormat"

target="_top">AWS API

* Documentation

*/

Found in path(s):

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/AmazonEC2.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/AmazonEC2Client.java

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* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/auth/policy/actions/EC2Actions.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/util/package-info.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/DryRunResult.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-jar/com/amazonaws/services/ec2/model/transform/GeneratePreSignURLRequestHandler.java

* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-

```
jar/com/amazonaws/services/ec2/util/S3UploadPolicy.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/transform/EC2RequestHandler.java
* /opt/cola/permits/1724816285_1687336765.104345/0/aws-java-sdk-ec2-1-12-49-sources-
jar/com/amazonaws/services/ec2/model/DryRunSupportedRequest.java
```

1.182 jackson-module-parameter-names

2.15.2

1.182.1 Available under license :

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1.184 guice-multibindings 4.0

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1.185 jackson-xc 2.9.10

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1.186 asm 5.0.3

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*/

/**

* Creates a new { @link AnalyzerAdapter}. <i>Subclasses must not use this

* constructor</i>. Instead, they must use the

* { @link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}

* version.

*

* @param owner

* the owner's class name.

* @param access

* the method's access flags (see { @link Opcodes}).

* @param name

- * the method's name.
- * @param desc
- * the method's descriptor (see { @link Type Type}).
- * @param mv
- * the method visitor to which this adapter delegates calls. May
- * be <tt>null</tt>.
- * @throws IllegalStateException
- * If a subclass calls this constructor.
- */

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/**

- * Creates a new { @link GeneratorAdapter}. <i>Subclasses must not use this
- * constructor</i>. Instead, they must use the
- * { @link #GeneratorAdapter(int, MethodVisitor, int, String, String)}

```

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

```

Found in path(s):

```

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*/

/**

* Creates a new JSRInliner. *<i>*Subclasses must not use this
* constructor*</i>*. Instead, they must use the
* { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
* version.
*
* @param mv
* the `MethodVisitor` to send the resulting inlined
* method code to (use `null` for none).
* @param access
* the method's access flags (see { @link Opcodes}). This
* parameter also indicates if the method is synthetic and/or
* deprecated.

```

* @param name
*     the method's name.
* @param desc
*     the method's descriptor (see { @link Type}).
* @param signature
*     the method's signature. May be <tt>null</tt>.
* @param exceptions
*     the internal names of the method's exception classes (see
*     { @link Type#getInternalName() getInternalName}). May be
*     <tt>null</tt>.
* @throws IllegalStateException
*     If a subclass calls this constructor.
*/

```

Found in path(s):

```

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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*/

```

```

/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 *     a reference to the annotated type. See {@link TypeReference}.
 * @param typePath
 *     the path to the annotated type argument, wildcard bound, array
 *     element type, or static inner type within 'typeRef'. May be
 *     <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 *     the first instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (inclusive).
 * @param end
 *     the last instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (exclusive). This
 *     array must have the same size as the 'start' array.
 * @param index
 *     the local variable's index in each range. This array must have
 *     the same size as the 'start' array.
 * @param desc
 *     the class descriptor of the annotation class.
 */

```

Found in path(s):

```

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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*/

/**

* Constructs a new {@link Textifier}. *Subclasses must not use this*

* constructor. Instead, they must use the {@link #Textifier(int)}

* version.

*

* @throws IllegalStateException

* If a subclass calls this constructor.

*/

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/**
 * Constructs a new {@link ClassNode}. Subclasses must not use this
 * constructor. Instead, they must use the {@link #ClassNode(int)}
 * version.
 *
 * @throws IllegalStateException
 *         If a subclass calls this constructor.
 */

```

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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/InstructionAdapter.java
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1.187 jaxb2-reflection 2.3.3

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1.190 drop-wizard-metrics 1.3.23

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1.191 javassist 3.25.0-GA

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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AnnotationsAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/DuplicateMemberException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/NestHostAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPool.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassPoolTail.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassPath.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformNewClass.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/SourceFileAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/SecurityActions.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/TypeChecker.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassMap.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/FieldDecl.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LongVector.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/web/Webserver.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtMethod.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ClassFileWriter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Stmnt.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Sample.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/RuntimeSupport.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/SerializedProxy.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/HotSwapAgent.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/Parser.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewArray.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-

jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/reflect/Reflection.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/convert/Transformer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Cast.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/ConstantAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/convert/TransformWriteField.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtBehavior.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/analysis/MultiType.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/Keyword.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Desc.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/util/proxy/FactoryHelper.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/NewExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtConstructor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/rmi/ObjectNotFoundException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/Mnemonic.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/CastExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/EnclosingMethodAttribute.java

* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtArray.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/CompileError.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/FramePrinter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CannotCompileException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformAfter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Analyzer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ExceptionTable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/CodeAnalyzer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/BinExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Util.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/Proxy.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Type.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedMethod.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/KeywordTable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/NestMembersAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotReflectException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CallExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/Dump.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/CodeIterator.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Instanceof.java

* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPoolFactory.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/Opcode.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Loader.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Handler.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtClass.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/InstanceOfExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/SerialVersionUID.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/FieldAccess.java
No license file was found, but licenses were detected in source scan.

/*

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Found in path(s):

* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-

```
jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/DoubleMemberValue.java
```

1.192 httpcore-nio 4.4.5

1.192.1 Available under license :

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">

<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
<link rel="apple-touch-icon" sizes="72x72" href="/favicons/apple-touch-icon-72x72.png">
<link rel="apple-touch-icon" sizes="76x76" href="/favicons/apple-touch-icon-76x76.png">
<link rel="apple-touch-icon" sizes="114x114" href="/favicons/apple-touch-icon-114x114.png">
<link rel="apple-touch-icon" sizes="120x120" href="/favicons/apple-touch-icon-120x120.png">
<link rel="apple-touch-icon" sizes="144x144" href="/favicons/apple-touch-icon-144x144.png">
<link rel="apple-touch-icon" sizes="152x152" href="/favicons/apple-touch-icon-152x152.png">
<link rel="apple-touch-icon" sizes="180x180" href="/favicons/apple-touch-icon-180x180.png">
<link rel="icon" type="image/png" href="/favicons/favicon-32x32.png" sizes="32x32">
<link rel="icon" type="image/png" href="/favicons/favicon-194x194.png" sizes="194x194">
<link rel="icon" type="image/png" href="/favicons/favicon-96x96.png" sizes="96x96">
<link rel="icon" type="image/png" href="/favicons/android-chrome-192x192.png" sizes="192x192">
<link rel="icon" type="image/png" href="/favicons/favicon-16x16.png" sizes="16x16">
<link rel="manifest" href="/favicons/manifest.json">
<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
```

```
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
```

```
<meta name="theme-color" content="#303284">
```

```
<title>Apache License, Version 2.0</title>
```

```
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700'
rel='stylesheet' type='text/css'>
```

```
<link href="/css/min.bootstrap.css" rel="stylesheet">
```

```
<link href="/css/styles.css" rel="stylesheet">
```

```
<!-- Licensed to the Apache Software Foundation (ASF) under one or more contributor license agreements. See
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licenses this file to you under the Apache License, Version 2.0 (the "License"); you may not use this file
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distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing
permissions and limitations under the License. -->
```

```
</head>
```

```
<body>
```

```
<!-- Navigation -->
```

```
<header>
```

```
<nav class="navbar navbar-default navbar-fixed-top">
```

```
<div class="container">
```

```
<div class="navbar-header">
```

```
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
```

```
<span class="sr-only">Toggle navigation</span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
<span class="icon-bar"></span>
```

```
</button>
```

```
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
```

```
</div>
```

```
<div class="collapse navbar-collapse" id="mainnav-collapse">
```

```
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo;&nbsp;&nbsp;&nbsp;<a
href="/licenses/">Licenses</a></div>
```

```
<ul class="nav navbar-nav navbar-right">
```

```
<li class="dropdown">
```

```
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
```

```
<ul class="dropdown-menu" role="menu">
```

```
<li><a href="/foundation">Overview</a></li>
```

```
<li><a href="/foundation/members.html">Members</a></li>
```

```
<li><a href="/foundation/how-it-works.html">Process</a></li>
```

```
<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
```

```
<li><a href="/foundation/glossary.html">Glossary</a></li>
```

```
<li><a href="/foundation/preFAQ.html">FAQ</a></li>
```

```

    <li><a href="/foundation/contact.html ">Contact</a></li>
  </ul>
</li>
<li><a href="/index.html#projects-list">Projects</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="http://people.apache.org/">Overview</a></li>
    <li><a href="http://people.apache.org/committer-index.html">Committers</a></li>
    <li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>
    <li><a href="/foundation/how-it-works.html#roles">Roles</a></li>
    <li><a href="http://planet.apache.org/">Planet Apache</a></li>
  </ul>
</li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Get Involved <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
    <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
<li><a href="/dyn/closer.cgi">Download</a></li>
<li class="dropdown">
  <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
    <li><a href="/foundation/contributing.html">Donations</a></li>
    <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
    <li><a href="/foundation/thanks.html">Thanks</a></li>
  </ul>
</li>
</ul>
</div>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
<div class="row">
  <div class="col-md-6 col-sm-5 col-xs-12">
    
  </div>
  <div class="col-md-3 col-sm-3 col-xs-6">
    <a href="http://apache.org/foundation/contributing.html" title="Support Apache">

```

```

    
  </a>
</div>
<div class="col-md-3 col-sm-4 col-xs-6">
  <div class="input-group" style="margin-bottom: 5px;">
    <script>
(function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
  var gcse = document.createElement('script');
  gcse.type = 'text/javascript';
  gcse.async = true;
  gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
    '//cse.google.com/cse.js?cx=' + cx;
  var s = document.getElementsByTagName('script')[0];
  s.parentNode.insertBefore(gcse, s);
})();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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</pre></div></div>

<!-- Footer -->

<footer class="bg-primary">

<div class="container">

<div class="row">

<div class="col-sm-1">

</div>

<div class="col-sm-2">

<h5 class="white">Community</h5>

<ul class="list-unstyled white" role="menu">

Overview

Conferences

Summer of Code

Getting Started

The Apache Way

Travel Assistance

Get Involved

Community FAQ

Memorials

</div>

```
<div class="col-sm-2">
<h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org/">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/">ASF News</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
<li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
<li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
<h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/records/">Public Records</a></li>
  <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
<li><a href="/licenses/exports/">Export Information</a></li>
<li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
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Foundation.</p>
</div>
</div>
</div>

</footer>

<!-- / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>
```

1.193 jetty-security 9.4.51.v20230217

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The following artifacts are EPL.

* org.eclipse.jetty.orbit;org.eclipse.jdt.core

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* org.eclipse.jetty.orbit;javax.security.auth.message

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* org.eclipse.jetty.orbit;javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

- org.ow2.asm:asm-commons
- org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

- org.apache.taglibs:taglibs-standard-spec
- org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.194 commons-compress 1.21

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1.195 pcre 10.42

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1.196 jackson-dataformat-xml 2.15.2

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1.197 dropwizard-logging 1.3.23

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1.198 log4j-api 2.17.1

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1.199 zlib 1.2.13

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

1.200 kubernetes-client 4.13.3

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```

```
io.fabric8.kubernetes.client.URLFromEnvVarsImpl  
io.fabric8.kubernetes.client.URLFromIngressImpl  
io.fabric8.kubernetes.client.URLFromNodePortImpl  
io.fabric8.kubernetes.client.URLFromClusterIPImpl
```

Found in path(s):

```
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-  
INF/services/io.fabric8.kubernetes.client.ServiceToURLProvider  
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-->

Found in path(s):

* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-INF/maven/io.fabric8/kubernetes-client/pom.xml

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Found in path(s):

* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-handler-services.vm

* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-operation.vm

* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-handler.vm

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```

```
io.fabric8.kubernetes.client.AppsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.AdmissionRegistrationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1AdmissionRegistrationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1beta1AdmissionRegistrationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.AutoscalingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.ApiextensionsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.AuthorizationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1AutoscalingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V2beta1AutoscalingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V2beta2AutoscalingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.BatchAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.ExtensionsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.MetricAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.NetworkAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.PolicyAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.RbacAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.SchedulingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.SettingsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.StorageAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1APIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1ApiextensionsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1beta1ApiextensionsAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1AuthorizationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1beta1AuthorizationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1NetworkAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1beta1NetworkAPIGroupExtensionAdapter
```

Found in path(s):

```
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-INF/services/io.fabric8.kubernetes.client.ExtensionAdapter
```

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Found in path(s):

- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Createable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/StatusUpdatable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/CertUtils.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/VisitFromServerGetWatchDeleteRecreateWaitApplicable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/serializationmixins/ObjectMetaMixIn.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AutoscalingAPIGroupClient.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/core/v1/ReplicationControllerRollingUpdater.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionsAPIGroupExtensionAdapter.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Waitable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Uploadable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionAPIGroupDSL.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/Lister.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/StatefulSetOperationsImpl.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/CascadingEditReplacePatchDeletable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/run/RunConfig.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExecWatch.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/WatchListDeletable.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/StorageAPIGroupClient.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Resource.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/batch/v1beta1/CronJobOperationsImpl.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionsAPIGroupClient.java
- * /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

jar/io/fabric8/kubernetes/client/dsl/Requirable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/DeploymentOperationsImpl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/V1APIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/urls/NonBlockingInputStreamPumper.java
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/DefaultKubernetesClient.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/AutoAdaptableKubernetesClient.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/RawCustomResourceOperationsImpl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

jar/io/fabric8/kubernetes/client/extended/run/RunConfigUtil.java
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/CodeGen.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Editable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Deletable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/WatchAndWaitable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/ApiextensionsAPIGroupClient.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/ReplicaSetOperationsImpl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/CopyOrReadable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/APIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/ClusterOperationsImpl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/StatefulSetRollingUpdater.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/BatchAPIGroupClient.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/RollingOperationContext.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/internal/KubeConfigUtils.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/extended/leaderelection/resourceLock/LockException.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/V1beta1NetworkAPIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Evictable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Filterable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Execable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/informers/impl/DefaultSharedIndexInformer.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/CustomResourceList.java
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* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/lib/FileSystem.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/lib/FilenameUtils.java

1.201 j2objc-annotations 1.3

1.201.1 Available under license :

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*/

```
package java.security;
```

```
import java.io.Serializable;
```

```
/**
```

- * Legacy security code; do not use.

```
*/
```



```

public abstract class Permission implements Guard, Serializable {
    public Permission(String name) { }

    public final String getName() { return null; }

    public void checkGuard(Object obj) throws SecurityException { }

    public PermissionCollection newPermissionCollection() {
        return new AllPermissionCollection();
    }

    public abstract String getActions();

    public abstract boolean implies(Permission permission);
}

```

```

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* file name: UBiDiProps.java

* encoding: US-ASCII

* tab size: 8 (not used)

* indentation:4

*

* created on: 2005jan16

* created by: Markus W. Scherer

*

* Low-level Unicode bidi/shaping properties access.

* Java port of ubidi_props.h/c.

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`Replaceable` is an interface representing a string of characters that supports the replacement of a range of itself with a new string of characters. It is used by APIs that change a piece of text while retaining metadata. Metadata is data other than the Unicode characters returned by `char32At()`. One example of metadata is style attributes; another is an edit history, marking each character with an author and revision number.

An implicit aspect of the `Replaceable` API is that during a replace operation, new characters take on the metadata of the old characters. For example, if the string "the **bold** font" has range (4, 8) replaced with "strong", then it becomes "the **strong** font".

`Replaceable` specifies ranges using a start offset and a limit offset. The range of characters thus specified includes the characters at offset `start..limit-1`. That is, the start offset is inclusive, and the limit offset is exclusive.

`Replaceable` also includes API to access characters in the string: `length()`, `charAt()`, `char32At()`, and `extractBetween()`.

For a subclass to support metadata, typical behavior of `replace()` is the following:

- Set the metadata of the new text to the metadata of the first character replaced
- If no characters are replaced, use the metadata of the previous character
- If there is no previous character (i.e. `start == 0`), use the following character
- If there is no following character (i.e. the replaceable was empty), use default metadata
- If the code point U+FFFF is seen, it should be interpreted as a special marker having no metadata

If this is not the behavior, the subclass should document any differences.

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@author Alan Liu
@stable ICU 2.0

<code>ReplaceableString</code> is an adapter class that implements the
<code>Replaceable</code> API around an ordinary <code>StringBuffer</code>.

<p>Note: This class does not support attributes and is not
intended for general use. Most clients will need to implement
{ @link Replaceable } in their text representation class.

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@see Replaceable
@author Alan Liu
@stable ICU 2.0

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1.203 dropwizard-logging 2.0.29

1.203.1 Available under license :

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1.204 dropwizard-validation 2.0.29

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1.205 dom 1.0

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ElementEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASObject.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASContentModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASObjectList.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASBuilder.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/NodeEditAS.java

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/package.html

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```

```
*/
```

```
/**
```

```
* Checks if this content model has had its min/maxOccurs values reduced for
* purposes of speeding up UPA. If so, this content model should not be used
* for any purpose other than checking unique particle attribution
```

```
*
```

```
* @return a boolean that says whether this content has been compacted for UPA
```

```
*/
```

Found in path(s):

```
*/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
```

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```
/*
```

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```

```
*/
```

```
/**
```

```
* DOM Level 3 LS CR - Experimental.
```

```
* Create a new LSParser. The newly constructed parser may
```

```
* then be configured by means of its DOMConfiguration
```

```
* object, and used to parse documents by means of its parse
```

```
* method.
```

```
* @param mode The mode argument is either
```

```
* MODE_SYNCHRONOUS or MODE_ASYNCHRONOUS, if
```

```
* mode is MODE_SYNCHRONOUS then the
```

```
* LSParser that is created will operate in synchronous
```

```
* mode, if it's MODE_ASYNCHRONOUS then the
```

- * `LSParser` that is created will operate in asynchronous
- * mode.
- * @param schemaType An absolute URI representing the type of the schema
- * language used during the load of a `Document` using the
- * newly created `LSParser`. Note that no lexical checking
- * is done on the absolute URI. In order to create a
- * `LSParser` for any kind of schema types (i.e. the
- * `LSParser` will be free to use any schema found), use the value
- * `null`.
- * **Note:** For W3C XML Schema [[XML Schema Part 1](http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/)]
- * , applications must use the value
- * `"http://www.w3.org/2001/XMLSchema"`. For XML DTD [[XML 1.0](http://www.w3.org/TR/2000/REC-xml-20001006/)],
- * applications must use the value
- * `"http://www.w3.org/TR/REC-xml"`. Other Schema languages
- * are outside the scope of the W3C and therefore should recommend an
- * absolute URI in order to use this method.
- * @return The newly created `LSParser` object. This
- * `LSParser` is either synchronous or asynchronous
- * depending on the value of the `mode` argument.
- * **Note:** By default, the newly created `LSParser`
- * does not contain a `DOMErrorHandler`, i.e. the value of
- * the "[error-handler](http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler)"
- * configuration parameter is `null`. However, implementations
- * may provide a default error handler at creation time. In that case,
- * the initial value of the `"error-handler"` configuration
- * parameter on the new created `LSParser` contains a
- * reference to the default error handler.
- * @exception DOMException
- * NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
- * not supported.
- */

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- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
- jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java

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jar/org/apache/xerces/dom/DOMImplementationListImpl.java
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*/
/**
* used to check the 3 constraints against each complex type
* (should be each model group):
* Unique Particle Attribution, Particle Derivation (Restriction),
* Element Declarations Consistent.
*/

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XSConstraints.java
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- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDDocumentInfo.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ShadowedSymbolTable.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLImgElementImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLImgElement.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTimerElementImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSParticle.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLWmlElementImpl.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AnySimpleDV.java
- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLTimerElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/CaseInsensitiveMap.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAnchorElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/HTMLSerializer.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHtmlElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/DefaultNamespaceContext.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSException.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLMetaElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLQuoteElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeTextReader.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMInputImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/ObjectFactory.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerHandler.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableSectionElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMStateSet.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/Base64BinaryDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTitleElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ElementDefinitionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLElementDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/AbstractDOMParser.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/NamespaceSupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DOMLocatorImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/util/LSInputListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XSDeclarationPool.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/models/CMBinOp.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/ExtendedSchemaDVFactoryImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/XML11DTDValidator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/EntityDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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jar/org/apache/xerces/impl/XMLEntityManager.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XSAttributeDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xinclude/XIncludeNamespaceSupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLOptGroupElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/DVFactoryException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLDocumentImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/SchemaDateTimeException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLOptionElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLPElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLOptionElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLParamElementImpl.java
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jar/org/apache/xerces/dom/TreeWalkerImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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jar/org/apache/html/dom/HTMLModElementImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/NodeImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/dtd/XML11IDREFDatatypeValidator.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

jar/org/apache/xerces/parsers/XMLGrammarParser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/XMLSimpleType.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/SchemaNamespaceSupport.java
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jar/org/apache/xerces/impl/dv/xs/AbstractDateTimeDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/YearDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/DurationDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XSModelGroupImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/DayDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XMLSchemaValidator.java
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jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DOMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XPointerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DatatypeMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_fr.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/SAXMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XIncludeMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLSerializerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_ja.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/JAXPValidationMessages.properties
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1.206 ant 1.10.12

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javafx.security.auth.message

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* org.eclipse.jetty.orbit:javafx.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.212 jersey-client 2.25.1

1.212.1 Available under license :

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http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.213 jakarta-xml-soap-api 1.4.2

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The project maintains the following source code repositories:

- * <https://github.com/eclipse-ee4j/jws-api>
- * <https://github.com/eclipse-ee4j/jax-ws-api>
- * <https://github.com/eclipse-ee4j/saaj-api>

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1.214 simpleclient-dropwizard 0.15.0

1.214.1 Available under license :

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Manifest-Version: 1.0

Bnd-LastModified: 1644098880357

Build-Jdk: 11.0.13

Built-By: fabian

Bundle-Description: Collector of data from Dropwizard metrics library.

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: Prometheus Java Simpleclient Dropwizard

Bundle-SymbolicName: io.prometheus.simpleclient_dropwizard

Bundle-Version: 0.15.0

Created-By: Apache Maven Bundle Plugin

Export-Package: io.prometheus.client.dropwizard.samplebuilder;uses:="io.

```
prometheus.client";version="0.15.0",io.prometheus.client.dropwizard;use
s:="com.codahale.metrics,io.prometheus.client,io.prometheus.client.drop
wizard.samplebuilder";version="0.15.0"
Import-Package: com.codahale.metrics;version="[4.2,5)",io.prometheus.cli
ent;version="[0.15,1)"
Tool: Bnd-2.1.0.20130426-122213
```

Found in path(s):

```
* /opt/cola/permits/1615679726_1679900666.1889737/0/simpleclient-dropwizard-0-15-0-2-jar/META-
INF/MANIFEST.MF
```

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Found in path(s):

```
* /opt/cola/permits/1615679726_1679900666.1889737/0/simpleclient-dropwizard-0-15-0-2-jar/META-
INF/maven/io.prometheus/simpleclient_dropwizard/pom.xml
```

1.215 javassist 3.27.0-GA

1.215.1 Available under license :

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```
/*
```

```
* Javassist, a Java-bytecode translator toolkit.
```

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*
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```
*/
```

Found in path(s):

```
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Proxy.java
```

```
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/Visitor.java
```

```
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/Member.java
```

```
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/reflect/CannotInvokeException.java
```

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/LoaderClassPath.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/AppletServer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ArrayInit.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Mnemonic.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SignatureAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtArray.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformNewClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Parser.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/proxy/DefineClassHelper.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/SubroutineScanner.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtMember.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ExceptionTable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/ConstructorCall.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/CodeGen.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-

jar/javassist/compiler/JvstTypeChecker.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/convert/TransformReadField.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Loader.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPoolTail.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPath.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Javac.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/ControlFlow.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Opcodes.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/web/Webserver.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/LongVector.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/CastExpr.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Translator.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/NewArray.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassClassPath.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/MethodHandler.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/convert/TransformNew.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/Cast.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/SyntaxError.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/TokenId.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-

jar/javassist/util/proxy/RuntimeSupport.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Pair.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/convert/TransformWriteField.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ConstPool.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/MultiType.java
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```
/*  
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*/
```

Found in path(s):

* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-

```
jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/annotation/DoubleMemberValue.java
```

1.216 jackson-jaxrs 2.15.0

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1.219 joda-time 2.8.1

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* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
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* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetEncoderHandler.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetDecoder.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetDecoderHandler.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuAbstractCharsetHandler.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/ReferenceCountedFileDescriptor.java
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jar/com/zaxxer/nuprocess/internal/BasePosixProcess.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
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* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/windows/WindowsProcess.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/linux/EpollEvent.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/internal/IEventProcessor.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/linux/ProcessEpoll.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/linux/LibEpoll.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/NuProcess.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/windows/ProcessCompletions.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/windows/NuKernel32.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/NuProcessBuilder.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/linux/LinProcessFactory.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/NuAbstractProcessHandler.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
jar/com/zaxxer/nuprocess/osx/LibKevent.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-
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jar/com/zaxxer/nuprocess/NuProcessHandler.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/OsxProcess.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/WinProcessFactory.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/BaseEventProcessor.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcessFactory.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LinuxProcess.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/ProcessKqueue.java
* /opt/cola/permits/1487555659_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/OsxProcessFactory.java
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1.237 slf4j-jdk14 1.7.30

1.237.1 Available under license :

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 */
```

Found in path(s):

```
* /opt/cola/permits/1136045091_1613664852.54/0/slf4j-jdk14-1-7-30-sources-1-
jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1136045091_1613664852.54/0/slf4j-jdk14-1-7-30-sources-1-
jar/org/slf4j/impl/JDK14LoggerAdapter.java
* /opt/cola/permits/1136045091_1613664852.54/0/slf4j-jdk14-1-7-30-sources-1-
jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1136045091_1613664852.54/0/slf4j-jdk14-1-7-30-sources-1-
jar/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/1136045091_1613664852.54/0/slf4j-jdk14-1-7-30-sources-1-
jar/org/slf4j/impl/JDK14LoggerFactory.java
```


1.238 dropwizard-lifecycle 1.3.23

1.238.1 Available under license :

Apache-2.0

1.239 jetty-webapp 9.4.51.v20230217

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with

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<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

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org.ow2.asm:asm-commons

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Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.240 commons-lang3 3.8.1

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1.241 junixsocket-common 2.3.2

1.241.1 Available under license :

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```
/**
 * junixsocket
 *
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```


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- */

Found in path(s):

- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocket.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/Closeables.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/SuppressFBWarnings.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/NativeUnixSocket.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketImpl.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketCapability.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketFactory.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXServerSocket.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/NativeLibraryLoader.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketAddress.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketCredentials.java

1.242 javax-inject 2.5.0-b32

1.242.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/pom.xml
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*/

Found in path(s):

- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Provider.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/package-info.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Singleton.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Scope.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Named.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Inject.java
- * /opt/cola/permits/1142539714_1615393722.4/0/javax-inject-2-5-0-b32-sources-5-jar/javax/inject/Qualifier.java

1.243 jackson-dataformat-yaml 2.15.2

1.243.1 Available under license :

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

1.244 archaius-core 0.7.1

1.245 jackson-datatype-joda 2.14.1

1.245.1 Available under license :

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1.246 animal-sniffer-annotation 1.14

1.246.1 Available under license :

```
<!DOCTYPE html>
<html lang="en" dir="ltr">
<head profile="http://www.w3.org/1999/xhtml/vocab">
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1" />
  <link rel="shortcut icon" href="https://opensource.org/files/osi_favicon.png" type="image/png" />
  <meta name="HandheldFriendly" content="true" />
  <link rel="shortlink" href="/node/66" />
  <meta name="Generator" content="Drupal 7 (http://drupal.org)" />
  <link rel="canonical" href="/licenses/MIT" />
  <meta name="MobileOptimized" content="width" />
  <title>The MIT License | Open Source Initiative</title>
  <link type="text/css" rel="stylesheet" href="https://opensource.org/files/css/css_xE-rWrJf-fncB6ztZfd2huxqgxu4WO-qwma6Xer30m4.css" media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_4p37TiWeuzRfdymI_IPgCuu6wEwSDhUquxUkHLI7QnU.css"
media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_MnXiytJtb186Ydycnpwpw34cuUsHaKc80ey5LiQXhSY.css"
media="all" />
  <link type="text/css" rel="stylesheet" href="//maxcdn.bootstrapcdn.com/bootstrap/3.2.0/css/bootstrap.min.css"
media="all" />
  <link type="text/css" rel="stylesheet" href="https://opensource.org/files/css/css_KGZcOm3i1wmtbgZsjo-3V9FM4wZ-5UDcpJ7Vfzmt45E.css" media="all" />
  <link type="text/css" rel="stylesheet"
href="https://opensource.org/files/css/css_G9cu63kkDQ56GYuF3QrqJxma5HT-bUVZckUWKUzFCF4.css"
media="all" />
```

```

<!--[if (lt IE 9)]>
<link type="text/css" rel="stylesheet" href="https://opensource.org/sites/all/themes/bootstrap-
business/css/ie8.css?ooglib" media="all" />
<![endif]-->

<!-- HTML5 element support for IE6-8 -->
<!--[if lt IE 9]>
  <script src="//html5shiv.googlecode.com/svn/trunk/html5.js"></script>
<![endif]-->
<script type="text/javascript" src="//code.jquery.com/jquery-1.10.2.min.js"></script>
<script type="text/javascript">
<!--//--><![CDATA[//><!--
window.jQuery || document.write("<script
src='/sites/all/modules/jquery_update/replace/jquery/1.10/jquery.min.js'\>\x3C/script>")
//--><![>
</script>
<script type="text/javascript"
src="https://opensource.org/files/js/js_aczm2rRgH_slWBPnvD3KMrK7rwa1i99HOq8IUAb99Co.js"></script>
<script type="text/javascript" src="//maxcdn.bootstrapcdn.com/bootstrap/3.2.0/js/bootstrap.min.js"></script>
<script type="text/javascript">
<!--//--><![CDATA[//><!--
jQuery(document).ready(function($) {
  $(window).scroll(function() {
    if($(this).scrollTop() != 0) {
      $("#toTop").fadeIn();
    } else {
      $("#toTop").fadeOut();
    }
  });

  $("#toTop").click(function() {
    $("body,html").animate({scrollTop:0},800);
  });

});
//--><![>
</script>
<script type="text/javascript"
src="https://opensource.org/files/js/js_ruOYJN6FkJU2O5L1dAKVnDloSn5R6LjnLW88zFxs1Uw.js"></script>
<script type="text/javascript" src="https://opensource.org/files/js/js_JQHTvV_SkyFIN3f2BnQwnusF-
eI6tkX8wrKak2siiZU.js"></script>
<script type="text/javascript">
<!--//--><![CDATA[//><!--
jQuery.extend(Drupal.settings,
{ "basePath":"\", "pathPrefix":"\", "ajaxPageState":{"theme":"bootstrap_business", "theme_token":"s2vZViqeD3l9Fq1
EBk624uZGzbS0vJ_7HPPuTvDaaeA", "js":{"\"\\code.jquery.com\\jquery-

```

```

1.10.2.min.js":1,"0":1,"misc/jquery.once.js":1,"misc/drupal.js":1,"\\maxcdn.bootstrapcdn.com/bootstrap/3.2.0/js
bootstrap.min.js":1,"1":1,"sites/all/libraries/superfish/jquery.hoverIntent.minified.js":1,"sites/all/libraries/supe
rfish/sftouchscreen.js":1,"sites/all/libraries/superfish/sfsmallscreen.js":1,"sites/all/libraries/superfish/suppositi
on.js":1,"sites/all/libraries/superfish/superfish.js":1,"sites/all/libraries/superfish/supersubs.js":1,"sites/all/mod
ules/superfish/superfish.js":1,"sites/all/themes/bootstrap-
business/js/jquery.browser.min.js":1,"css":{"modules/system/system.base.css":1,"modules/system/system.men
us.css":1,"modules/system/system.messages.css":1,"modules/system/system.theme.css":1,"modules/aggregator/ag
gregator.css":1,"modules/comment/comment.css":1,"modules/field/theme/field.css":1,"sites/all/modules/mol
lom/mollom.css":1,"modules/node/node.css":1,"modules/search/search.css":1,"modules/user/user.css":1,"sites/
all/modules/views/css/views.css":1,"sites/all/modules/ctools/css/ctools.css":1,"\\maxcdn.bootstrapcdn.com/
bootstrap/3.2.0/css/bootstrap.min.css":1,"sites/all/libraries/superfish/css/superfish.css":1,"sites/all/themes/bo
otstrap-business/css/style.css":1,"sites/all/themes/bootstrap-
business/color/colors.css":1,"sites/all/themes/bootstrap-business/css/local.css":1,"sites/all/themes/bootstrap-
business/css/ie8.css":1}},urlIsAjaxTrusted":{"\\licenses/mit-
license.php":true},"superfish":{"1":{"id":"1","sf":{"animation":{"opacity":"show","height":"show"},"speed":"\u002
7fast\u0027","autoArrows":false,"dropShadows":true,"disableHI":false},"plugins":{"touchscreen":{"mode":"windo
w_width"},"smallscreen":{"mode":"window_width","addSelected":false,"menuClasses":false,"hyperlinkClasses":fa
lse,"title":"Navigation"},"supposition":true,"bgiframe":false,"supersubs":{"minWidth":"12","maxWidth":"27","extr
aWidth":1}}}}});
//--><!]]>
</script>
</head>
<body class="html not-front not-logged-in no-sidebars page-node page-node- page-node-66 node-type-page" >
<div id="skip-link">
  <a href="#main-content" class="element-invisible element-focusable">Skip to main content</a>
</div>
<div id="toTop"><span class="glyphicon glyphicon-chevron-up"></span></div>

<!-- #header-top -->
<div id="header-top" class="clearfix">
  <div class="container">

    <!-- #header-top-inside -->
    <div id="header-top-inside" class="clearfix">
      <div class="row">

        <div class="col-md-8">
          <!-- #header-top-left -->
          <div id="header-top-left" class="clearfix">
            <div class="region region-header-top-left">
              <div id="block-menu-secondary-menu" class="block block-menu clearfix">

<div class="content">
  <ul class="menu"><li class="first leaf"><a href="/" title="">Home</a></li>
<li class="leaf"><a href="/blog" title="">From the Board</a></li>

```

```

<li class="leaf"><a href="/contact" title="">Contact</a></li>
<li class="last leaf"><a href="/civicrm/contribute/transact?reset=1&id=2" title="">Donate</a></li>
</ul> </div>
</div>
</div>
</div>
<!-- EOF:#header-top-left -->
</div>

<div class="col-md-4">
<!-- #header-top-right -->
<div id="header-top-right" class="clearfix">
<div class="region region-header-top-right">
<div id="block-search-form" class="block block-search clearfix">

<div class="content">
<form action="/licenses/mit-license.php" method="post" id="search-block-form" accept-charset="UTF-
8"><div><div class="container-inline">
<h2 class="element-invisible">Search form</h2>
<div class="form-item form-type-textfield form-item-search-block-form">
<input onblur="if (this.value == &#039;&#039;) { this.value = &#039;Search this website...&#039;;}" onfocus="if
(this.value == &#039;Search this website...&#039;) { this.value = &#039;&#039;;}" type="text" id="edit-search-
block-form--2" name="search_block_form" value="Search this website..." size="15" maxlength="128"
class="form-text" />
</div>
<div class="form-actions form-wrapper" id="edit-actions"><input value="" type="submit" id="edit-submit"
name="op" class="form-submit" /></div><input type="hidden" name="form_build_id" value="form-
3fdl1mgwpFzazdhVEs8DfK2cR3DKGD4vTlh3TguBqjQ" />
<input type="hidden" name="form_id" value="search_block_form" />
</div>
</div></form> </div>
</div>
</div>
</div>
<!-- EOF:#header-top-right -->
</div>

</div>
</div>
<!-- EOF: #header-top-inside -->

</div>
</div>
<!-- EOF: #header-top -->

<!-- header -->
<header id="header" role="banner" class="clearfix">

```

```

<div class="container">

  <!-- #header-inside -->
  <div id="header-inside" class="clearfix">
    <div class="row">
      <div class="col-md-8">

        <div id="logo">
          <a href="/" title="Home" rel="home">  </a>
        </div>

        <div id="site-name">
          <a href="/" title="Home">Open Source Initiative</a>
        </div>

      </div>

      <div class="col-md-4">

        </div>
      </div>
    </div>
  <!-- EOF: #header-inside -->

</div>
</header>
<!-- EOF: #header -->

<!-- #main-navigation -->
<div id="main-navigation" class="clearfix">
  <div class="container">

    <!-- #main-navigation-inside -->
    <div id="main-navigation-inside" class="clearfix">
      <div class="row">
        <div class="col-md-12">
          <nav role="navigation">
            <div class="region region-navigation">
<div id="block-superfish-1" class="block block-superfish clearfix">

<div class="content">
  <ul id="superfish-1" class="menu sf-menu sf-navigation sf-horizontal sf-style-none sf-total-items-6 sf-parent-
items-6 sf-single-items-0"><li id="menu-37-1" class="first odd sf-item-1 sf-depth-1 sf-total-children-4 sf-parent-
children-2 sf-single-children-2 menuparent"><a href="/about" title="About the Open Source Initiative" class="sf-

```


depth-1 menuparent">About<li id="menu-75-1" class="first odd sf-item-1 sf-depth-2 sf-no-children">History<li id="menu-82-1" class="middle even sf-item-2 sf-depth-2 sf-total-children-7 sf-parent-children-0 sf-single-children-7 menuparent">Board<li id="menu-83-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Board - Annotated<li id="menu-96-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">Minutes<li id="menu-185-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Organization & Operations<li id="menu-95-1" class="middle even sf-item-4 sf-depth-3 sf-no-children">Articles of Incorporation<li id="menu-1475-1" class="middle odd sf-item-5 sf-depth-3 sf-no-children">Board Elections<li id="menu-84-1" class="middle even sf-item-6 sf-depth-3 sf-no-children">Bylaws<li id="menu-1317-1" class="last odd sf-item-7 sf-depth-3 sf-no-children">Conflict of Interest<li id="menu-1843-1" class="middle odd sf-item-3 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">Trademark & Logo<li id="menu-184-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Trademark Guidelines<li id="menu-183-1" class="last even sf-item-2 sf-depth-3 sf-no-children">Logo Guidelines<li id="menu-126-1" class="last even sf-item-4 sf-depth-2 sf-no-children">Terms of Service<li id="menu-65-1" class="middle even sf-item-2 sf-depth-1 sf-total-children-5 sf-parent-children-3 sf-single-children-2 menuparent">Licenses<li id="menu-61-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-1 sf-parent-children-0 sf-single-children-1 menuparent">Open Source Definition<li id="menu-62-1" class="firstandlast odd sf-item-1 sf-depth-3 sf-no-children">OSD - Annotated<li id="menu-77-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">Licenses by Category<li id="menu-72-1" class="middle odd sf-item-3 sf-depth-2 sf-no-children">Licenses by Name<li id="menu-66-1" class="middle even sf-item-4 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">License Review Process<li id="menu-67-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Licence Proliferation<li id="menu-69-1" class="last even sf-item-2 sf-depth-3 sf-no-children">LP report to the Board<li id="menu-99-1" class="last odd sf-item-5 sf-depth-2 sf-total-children-4 sf-parent-children-0 sf-single-children-4 menuparent">Open Standards<li id="menu-101-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">The Open Standards Requirement<li id="menu-102-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">Open Standards Requirement Compliance<li id="menu-100-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Open Standards Requirement Rationale<li id="menu-103-1" class="last

even sf-item-4 sf-depth-3 sf-no-children">OSR Frequently Asked Questions<li id="menu-1842-1" class="middle odd sf-item-3 sf-depth-1 sf-total-children-3 sf-parent-children-2 sf-single-children-1 menuparent">Membership<li id="menu-914-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-1 sf-parent-children-0 sf-single-children-1 menuparent">Individuals<li id="menu-897-1" class="firststandlast odd sf-item-1 sf-depth-3 sf-no-children">Join<li id="menu-675-1" class="middle even sf-item-2 sf-depth-2 sf-total-children-3 sf-parent-children-0 sf-single-children-3 menuparent">Affiliates<li id="menu-676-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Become an Affiliate<li id="menu-677-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">List of Affiliates<li id="menu-2071-1" class="last odd sf-item-3 sf-depth-3 sf-no-children">Affiliate Criteria<li id="menu-1436-1" class="last odd sf-item-3 sf-depth-2 sf-no-children">Sponsors & Support<li id="menu-1841-1" class="middle even sf-item-4 sf-depth-1 sf-total-children-4 sf-parent-children-1 sf-single-children-3 menuparent">Community<li id="menu-63-1" class="first odd sf-item-1 sf-depth-2 sf-total-children-4 sf-parent-children-0 sf-single-children-4 menuparent">Mailing lists<li id="menu-78-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">General Code of Conduct<li id="menu-1072-1" class="middle even sf-item-2 sf-depth-3 sf-no-children">Licensing Code of Conduct<li id="menu-2111-1" class="middle odd sf-item-3 sf-depth-3 sf-no-children">Disclaimer for OSI Public Forums<li id="menu-2110-1" class="last even sf-item-4 sf-depth-3 sf-no-children">Policy on Public Communications and Archives<li id="menu-2032-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">Volunteers<li id="menu-1846-1" class="middle odd sf-item-3 sf-depth-2 sf-no-children">Wiki<li id="menu-1524-1" class="last even sf-item-4 sf-depth-2 sf-no-children">OSI Store<li id="menu-1840-1" class="middle odd sf-item-5 sf-depth-1 sf-total-children-5 sf-parent-children-1 sf-single-children-4 menuparent">Resources<li id="menu-342-1" class="first odd sf-item-1 sf-depth-2 sf-no-children">FAQ<li id="menu-38-1" class="middle even sf-item-2 sf-depth-2 sf-no-children">OSI Board Blog<li id="menu-45-1" class="middle odd sf-item-3 sf-depth-2 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">Getting Help<li id="menu-76-1" class="first odd sf-item-1 sf-depth-3 sf-no-children">Bibliography<li id="menu-125-1" class="last even sf-item-2 sf-depth-3 sf-no-children">Open Source Case for Business<li id="menu-1514-1" class="middle even sf-item-4 sf-depth-2 sf-no-children">Working Groups<li id="menu-12-1" class="last odd sf-item-5 sf-depth-2 sf-no-children">Open Source

Education<li id="menu-1844-1" class="last even sf-item-6 sf-depth-1 sf-total-children-2 sf-parent-children-0 sf-single-children-2 menuparent">News & Events<li id="menu-1845-1" class="first odd sf-item-1 sf-depth-2 sf-no-children">Newsletters<li id="menu-1999-1" class="last even sf-item-2 sf-depth-2 sf-no-children">Events </div>

</div>

</div>

</nav>

</div>

</div>

</div>

<!-- EOF: #main-navigation-inside -->

</div>

</div>

<!-- EOF: #main-navigation -->

<!-- #page -->

<div id="page" class="clearfix">

<!-- #main-content -->

<div id="main-content">

<div class="container">

<!-- #messages-console -->

<!-- EOF: #messages-console -->

<div class="row">

<section class="col-md-12">

<!-- #main -->

<div id="main" class="clearfix">

<!-- EOF:#content-wrapper -->

<div id="content-wrapper">

<h1 class="page-title">The MIT License</h1>

<!-- #tabs -->

```
<div class="tabs">
  </div>
<!-- EOF: #tabs -->

<!-- #action links -->
<!-- EOF: #action links -->

<div class="region region-content">
  <div id="block-system-main" class="block block-system clearfix">

<div class="content">
  <article id="node-66" class="node node-page clearfix">

<div class="content">
  <div class="field field-name-body field-type-text-with-summary field-label-hidden"><div class="field-
items"><div class="field-item even"><p style="font-weight:bold">
SPDX short identifier: MIT
</p>

<div align="right">
<button onclick="myFunction()">Further resources on the <b>MIT License</b></button>

<p id="demo"></p>

<script>
<!--/--><![CDATA[// ><!--
function myFunction() {
  var x;
  if (confirm("Disclaimer: While the OSI acknowledges these as potentially helpful resources for the community, it
does not endorse any content, contributors or license interpretations from these websites. Any links to these
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any of the mentioned resources, but instead provides them as separate third-party resource to help inform your
opinion. Any content from or links to these resources are separate from the OSI, exist for purely informational
purposes and creates no attorney-client relationship between you, the OSI or the resources. If you have questions
about how licenses apply to you or your organization, you should seek legal advice. ") == true) {
    x = "<br><p>The following are other community resources that may be helpful:<br><br><a
href=https://tldrlegal.com/license/mit-license style='font-weight: bold;';>The MIT License on TLDRLegal<br><a
href=http://www.gnu.org/licenses/license-list.en.html>GNU License List<br><a
href=https://en.wikipedia.org/wiki/Comparison_of_free_and_open-source_software_licenses>Wikipedia License
List<br><a href=http://oss-watch.ac.uk/apps/licdiff/>OSSWatch License Diff<br><a
href=choosealicense.com>Choosealicense";
  } else {
    x = " ";
  }
  document.getElementById("demo").innerHTML = x;
```

}

//--><![]>
</script></div>

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</div></div></div> </div>

</article> </div>

</div>

</div>

</div>

<!-- EOF:#content-wrapper -->

</div>

<!-- EOF:#main -->

</section>

</div>

</div>

</div>

```

<!-- EOF:#main-content -->

</div>
<!-- EOF:#page -->

<footer id="subfooter" class="clearfix">
  <div class="container">

    <!-- #subfooter-inside -->
    <div id="subfooter-inside" class="clearfix">
      <div class="row">
        <div class="col-md-12">
          <!-- #subfooter-left -->
          <div class="subfooter-area">

            <div class="region region-footer">
              <div id="block-block-11" class="block block-block clearfix">

                <div class="content">
                  <div class="filler" style="vertical-align: middle; display: inline-block;">
                <p style="margin: 0pt auto; display: table-cell; text-align: center; vertical-align: middle;">
                <a href="https://twitter.com/OpenSourceOrg" style="margin: 0pt auto; display: table-cell; text-align: center;
                vertical-align: middle;"></a>

                <a href="https://plus.google.com/+opensourceinitiative" style="margin: 0pt auto; display: table-cell; text-align:
                center; vertical-align: middle;"></a>

                <a href="https://www.linkedin.com/company/open-source-initiative-osi-" style="margin: 0pt auto; display: table-
                cell; text-align: center; vertical-align: middle;"></a>

                <a href="http://wiki.opensource.org" style="margin: 0pt auto; display: table-cell; text-align: center; vertical-align:
                middle;"></a>

                <a href="http://creativecommons.org/licenses/by/4.0/" style="margin: 0pt auto; display: table-cell; text-align:
                center; vertical-align: middle;"></a>

                <script id="fbwiuwz">
                <!--//--><![CDATA[// ><!--
                (function(i){var

```

```
f,s=document.getElementById(i);f=document.createElement('iframe');f.src='//api.flattr.com/button/view/?uid=osi&url=http%3A%2F%2Fopensource.org';f.title='Flattr';f.height=70;f.width=70;f.style.borderWidth=0;s.parentNode.insertBefore(f,s;)}('fbwiuwz');
//--><![ ]>
</script></p>
</div>
```

```
<br /><div class="license" style="vertical-align: middle; display: inline-block;">
<p>
Opensource.org site content is licensed under a <a rel="license"
href="http://creativecommons.org/licenses/by/4.0/">Creative Commons Attribution 4.0 International License</a>.
</p>
<p>
<a href="..ToS">Terms of Service</a>
</p>
</div>
</div>
</div>
<div id="block-block-7" class="block block-block clearfix">
```

```
<div class="content">
<script src="https://www.google-analytics.com/urchin.js" type="text/javascript">
<!--/--><![CDATA[// ><!--
```

```
//--><![ ]>
</script><script type="text/javascript">
<!--/--><![CDATA[// ><!--
```

```
_uacct = "UA-3916956-1";
urchinTracker();
```

```
//--><![ ]>
</script> </div>
</div>
</div>
```

```
</div>
<!-- EOF: #subfooter-left -->
</div>
</div>
</div>
<!-- EOF: #subfooter-inside -->
```

```
</div>
</footer>
<!-- EOF:#subfooter -->
```

</body>
</html>

1.247 jackson-module-afterburner 2.15.0

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ASM: a very small and fast Java bytecode manipulation framework

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Jackson JSON processor

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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.248 checker-qual 3.1.0

1.248.1 Available under license :

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1.249 dropwizard-core 1.3.23

1.249.1 Available under license :

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1.250 activation-api 1.2.2

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* Project home: <https://projects.eclipse.org/projects/ee4j.jaf>

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

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JUnit (4.12)

1.251 junit 4.13.2

1.251.1 Available under license :

JUnit

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1.252 joda-time 2.10.14

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1.253 asm 9.4

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```
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/signature/SignatureReader.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Context.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/ModuleWriter.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/ClassWriter.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Label.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/FieldWriter.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/TypeReference.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Symbol.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/MethodTooLargeException.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Type.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/MethodVisitor.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Frame.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Handle.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/ConstantDynamic.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Attribute.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/AnnotationWriter.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/RecordComponentVisitor.java  
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-  
jar/org/objectweb/asm/MethodWriter.java
```

* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/ByteVector.java
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/signature/SignatureWriter.java
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/ClassTooLargeException.java
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* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/RecordComponentWriter.java
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* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/Edge.java
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* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/ModuleVisitor.java
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/TypePath.java
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/FieldVisitor.java
* /opt/cola/permits/1519295482_1671725028.6043975/0/asm-9-4-sources-1-jar/org/objectweb/asm/ClassReader.java

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1.254 dropwizard-lifecycle 2.0.29

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1.255 protobuf 3.21.12

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* Small patch to handle trailing slashes in --proto_path flag.

Johan Euphrosine <propy@aminche.com>

* Small patch to fix Python CallMethod().

Ulrich Kunitz <kune@deine-taler.de>
* Small optimizations to Python serialization.

Leandro Lucarella <llucax@gmail.com>
* VI syntax highlighting tweaks.
* Fix compiler to not make output executable.

Dilip Joseph <dilip.antony.joseph@gmail.com>
* Heuristic detection of sub-messages when printing unknown fields in text format.

Brian Atkinson <nairb774@gmail.com>
* Added @Override annotation to generated Java code where appropriate.

Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>
* Tru64 support.

Monty Taylor <monty.taylor@gmail.com>
* Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>
* Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>
* MS Visual Studio error format option.
* Detect unordered_map in stl_hash.m4.

Brian Olson <brianolson@google.com>
* gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>
* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
* Added generation of field number constants.

Wink Saville <wink@google.com>
* Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>
* Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>
* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>
* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>

- * Fixed detection of sched_yield on Solaris.

- * Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

- * Fixed minor IBM xLC compiler build issues

- * Added atomicops for AIX (POWER)

Nipunn Koorapati <nipunn1313@gmail.com>

- * Provide a type alias field ValueType on EnumTypeWrapper

- * Match service argument names to abstract interface

1.256 libssh2 1.7.0

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1.257 annotations 3.0.0

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* /opt/cola/permits/1309839528_1650278640.46/0/dropwizard-auth-ldap-1-0-4-sources-1-jar/META-INF/maven/com.yammer.dropwizard/dropwizard-auth-ldap/pom.xml

1.259 jaxb-api 2.3.1

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Manifest-Version: 1.0

Created-By: 11.0.16.1 (Azul Systems, Inc.)

Build-Jdk-Spec: 11

Bnd-LastModified: 1673019830620

Bundle-ContactAddress: <https://github.com/google/gson>

Bundle-Description: Gson JSON library

Bundle-Developers: google;organization=Google;organizationUrl="https://www.google.com"

Bundle-DocURL: <https://github.com/google/gson/gson>

Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICENSE-2.0.txt"

Bundle-ManifestVersion: 2

Bundle-Name: Gson

Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8

Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:git:https://github.com/google/gson.git/gson",developer-connection="scm:git:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"

Bundle-SymbolicName: com.google.gson

Bundle-Vendor: Google Gson Project

Bundle-Version: 2.10.1

Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.google.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.10.1",com.google.gson.reflect;version="2.10.1",com.google.gson.stream;version="2.10.1"

Import-Package: sun.misc;resolution:=optional,com.google.gson.annotations

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-6.4.0.202211291949

Multi-Release: true

Found in path(s):

* /opt/cola/permits/1570533427_1676891842.8285189/0/gson-2-10-1-jar/META-INF/MANIFEST.MF

1.261 error_prone_annotations 2.0.2

1.261.1 Available under license :

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Found in path(s):

* /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/concurrent/LockMethod.java

* /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java

* /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java

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Found in path(s):

- * /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
- * /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
- * /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/RequiredModifiers.java
- * /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/ForOverride.java
- * /opt/cola/permits/1615679756_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/CompileTimeConstant.java

1.262 jersey-server 2.25.1

1.262.1 Available under license :

CDDL+GPL License

http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.263 jersey-container-servlet-core 2.25.1

1.263.1 Available under license :

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http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.264 aop-alliance 1.0

1.264.1 Available under license :

Public Domain

1.265 hibernate-validator 5.4.3.Final

1.265.1 Available under license :

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* Hibernate Validator, declare and validate application constraints

*

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/util/TypeHelper.java
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* Hibernate Validator, declare and validate application constraints
*
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* See the license.txt file in the root directory or <<http://www.apache.org/licenses/LICENSE-2.0>>.
*/

/**
* Retrieves constraint related meta data for the parameters of the given
* executable.
*
* @param executable The executable of interest.
*
* @return A list with parameter meta data for the given executable.
*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java

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

/*

* Hibernate Validator, declare and validate application constraints

*

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/cfg/context/DefaultConstraintMapping.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/engine/ServiceLoaderBasedConstraintMappingContributor.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/context/ConstructorConstraintMappingContext.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/constraints/ScriptAssert.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForMap.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfPrimitives.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/defs/NotBlankDef.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/hv/pl/REGONValidator.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/metadata/descriptor/ParameterDescriptorImpl.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/util/privilegedactions/NewInstance.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/cfg/context/ParameterConstraintMappingContextImpl.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintValidatorManager.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/defs/DecimalMaxDef.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/constraintvalidation/HibernateConstraintValidatorContext.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/util/Version.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/bv/DigitsValidatorForNumber.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/hv/pl/NIPValidator.java

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-

jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfChar.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/ConstraintDefinitionTarget.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/MaxValidatorForNumber.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfDouble.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/metadata/raw/ExecutableElement.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/xml/ValidationXmlParser.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/valuehandling/package-info.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/scriptengine/ScriptEvaluatorFactory.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/groups/GroupWithInheritance.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/cfg/context/PropertyConstraintMappingContextImpl.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/HibernateValidatorPermission.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/MethodConstraintMappingContext.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/valuehandling/OptionalValueUnwrapper.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/privilegedactions/ConstructorInstance.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/CreditCardNumberDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForInstant.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/Constrainable.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/constraints/SafeHtml.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/annotationfactory/AnnotationProxy.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredConstructors.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredConstructor.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/BeginState.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/cfg/context/ConstraintContextImplBase.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/spi/resourceloading/ResourceBundleLocator.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-

jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/InterpolationTermState.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/stereotypes/ThreadSafe.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/cfg/context/ConstraintMappingContextImplBase.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/metadata/facets/Validatable.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForCalendar.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/metadata/raw/ConfigurationSource.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/DefaultParameterNameProvider.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForOffsetDateTime.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/money/MinValidatorForMonetaryAmount.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/hv/NotBlankValidator.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/constraintdefinition/ConstraintDefinitionContribution.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/ConstraintDefinitionContext.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/spi/group/DefaultGroupSequenceProvider.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/classhierarchy/Filters.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/IdentitySet.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/xml/MappingXmlParser.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/annotationfactory/AnnotationFactory.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/ValidationContext.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/xml/ConstrainedTypeBuilder.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForOffsetDateTime.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/pl/PESELDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/MaxValidatorForCharSequence.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/ScriptAssertDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/money/DecimalMinValidatorForMonetaryAmount.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-

jar/org/hibernate/validator/internal/util/privilegedactions/GetMethod.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfLong.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/pl/REGONDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/group/GroupSequenceProvider.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/IgnoreJava6Requirement.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/messageinterpolation/el/MapBasedVariableMapper.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/bv/NotNullValidator.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/AnnotationIgnoreOptions.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintValidatorFactoryImpl.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/DigitsDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/br/TituloEleitoralDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/metadata/descriptor/ConstraintDescriptorImpl.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/context/Cascadable.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/util/logging/formatter/CollectionOfClassesObjectFormatter.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/NotEmptyDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/cfg/defs/br/CNPJDef.java
* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/context/ReturnValueTarget.java
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/defs/SafeHtmlDef.java
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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/engine/ValidatorFactoryImpl.java

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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArrayOfInt.java

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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-
jar/org/hibernate/validator/internal/constraintvalidators/hv/ParameterScriptAssertValidator.java
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```
/*  
* Hibernate Validator, declare and validate application constraints  
*  
* License: Apache License, Version 2.0  
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.  
*/  
/**  
* <p>  
* A method-level constraint, that evaluates a script expression against the  
* annotated method or constructor. This constraint can be used to implement  
* validation routines that depend on several parameters of the annotated
```

* executable.

* </p>

* <p>

* Script expressions can be written in any scripting or expression language,

* for which a JSR 223

* ("Scripting for the JavaTM Platform") compatible engine can be

* found on the classpath. To refer to a parameter within the scripting

* expression, use its name as obtained by the active

* { @link javax.validation.ParameterNameProvider}. By default, { @code arg0}, { @code arg1} etc.

* will be used as parameter names.

* </p>

* <p>

* The following listing shows an example using the JavaScript engine which

* comes with the JDK:

* </p>

```
* { @code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
```

* </pre>

* <p>

* Can be specified on any method or constructor.

* </p>

*

* @author Gunnar Morling

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java

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~ Hibernate Validator, declare and validate application constraints

~

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/META-INF/validation-configuration-1.0.xsd

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/metadata/core/package.html

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/cfg/package.html

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/metadata/provider/package.html

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/cfg/defs/br/package.html

* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/internal/metadata/facets/package.html

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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/spi/group/package.html

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* /opt/ws_local/PERMITS_SQL/1082127590_1597868309.02/0/hibernate-validator-5-4-3-final-sources-2-jar/org/hibernate/validator/spi/resourceloading/package.html

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1.266 ion-java 1.0.2

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1.267 automation 1.11-8

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/*

* dk.brics.automaton

*

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Found in path(s):

* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/ShuffleOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/Datatypes.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/RegExp.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/State.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/AutomatonProvider.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/TransitionComparator.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/MinimizationOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/BasicOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/Transition.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/StatePair.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/RunAutomaton.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/SpecialOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/BasicAutomata.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/DatatypesAutomatonProvider.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/Automaton.java

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/*

```
* dk.brics.automaton - AutomatonMatcher
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*/
```

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```
*/opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/AutomatonMatcher.java
```

1.268 kotlin 1.6.20

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- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Nothing.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Throwable.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/CharSequence.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Iterator.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KDeclarationContainer.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Comparable.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KParameter.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Any.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/annotation/Annotations.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Number.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Function.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Char.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Boolean.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Unit.kt

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- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/String.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/Library.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KVisibility.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/ArrayIntrinsics.kt
- * /opt/cola/permits/1316146529_1672939813.606877/0/kotlin-stdlib-1-6-20-sources-jar/kotlin/internal/InternalAnnotations.kt

1.269 snake-yaml 2.0

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```
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 */
```

Found in path(s):

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/Parser.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/ValueToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/AliasEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
```

jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/StreamStartEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/CommentEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/Construct.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/introspector/Property.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/Production.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/scanner/Scanner.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/composer/ComposerException.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/emitter/Emitable.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/DumperOptions.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/representer/Represent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/Node.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/reader/ReaderException.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/scanner/Constant.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-

jar/org/yaml/snakeyaml/nodes/NodeId.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/ParserImpl.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/util/UriEncoder.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/Yaml.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/ParserException.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/error/MarkedYAMLException.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/representer/Representer.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedTagInspector.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/LoaderOptions.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedPrefixesTagInspector.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/SerializerException.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/Mark.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/YAMLException.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitter.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayStack.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/EnumUtils.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/TypeDescription.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/Resolver.java

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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java

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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java

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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/Composer.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Tag.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/StreamReader.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/internal/Logger.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/Event.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java

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* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java
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/**
 * A Base64 encoder/decoder.
 *
 * <p>
 * This class is used to encode and decode data in Base64 format as described in RFC 1521.
 *
 * <p>
 * Project home page: <a href="http://www.source-code.biz/base64coder/java/">www.
 * source-code.biz/base64coder/java</a><br>
 * Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland<br>
 * Multi-licensed: EPL / LGPL / GPL / AL / BSD.
 */
```

Found in path(s):

* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java

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1.272 jackson-module-afterburner 2.9.10

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1.274 libpng 1.6.38

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Equivalence.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SortedMapDifference.java

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Atomics.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/AbstractListeningExecutorService.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/GwtTransient.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LoadingCache.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/AsyncFunction.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/RemovalListeners.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/UncheckedExecutionException.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/WellBehavedMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/net/HostAndPort.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/ForwardingExecutorService.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/RemovalListener.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/math/package-info.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Uninterruptibles.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/hash/HashingOutputStream.java
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jar/jersey/repackaged/com/google/common/hash/Crc32cHashFunction.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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jar/jersey/repackaged/com/google/common/base/Preconditions.java
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jar/jersey/repackaged/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/MapMaker.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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jar/jersey/repackaged/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/RegularImmutableTable.java
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jar/jersey/repackaged/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/Count.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/AbstractRangeSet.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/ForwardingSortedMultiset.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/Striped64.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ComputingConcurrentHashMap.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SingletonImmutableList.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/annotations/VisibleForTesting.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/util/concurrent/Futures.java
```

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/TimeLimiter.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/AppendableWriter.java
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*

* As of 2010/06/11, this method is identical to the (package private) hash

* method in OpenJDK 7's java.util.HashMap class.

*/

Found in path(s):

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Striped.java

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedSet.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Multimap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ConcurrentHashMultiset.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ExplicitOrdering.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ArrayListMultimap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/UsingToStringOrdering.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/MutableClassToInstanceMap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/package-info.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractIterator.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Interner.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedMap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Maps.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Sets.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Supplier.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMapEntry.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/MapConstraints.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/FinalizableReference.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Constraint.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Multiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/EnumHashBiMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/FinalizableReferenceQueue.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SetMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/AnnotatedSubscriberFinder.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ReverseOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/OutputSupplier.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/LineBuffer.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ImmutableList.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/FinalizableWeakReference.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Multimaps.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/AbstractIterator.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingConcurrentMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Predicates.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/LinkedHashMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/AsyncEventBus.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/CountingOutputStream.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/package-info.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractSortedSetMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingCollection.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/MapConstraint.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/package-info.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMapBasedMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/NullsFirstOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SortedSetMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/HashMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/EventBus.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingIterator.java

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/LexicographicalOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/CharStreams.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Flushables.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ClassToInstanceMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ComparatorOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingObject.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Ordering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Files.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/SynchronizedEventSubscriber.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Predicate.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Iterators.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Function.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Throwables.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/EnumBiMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractBiMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/AbstractFuture.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ByFunctionOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/LittleEndianDataInputStream.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Suppliers.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TreeMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/LittleEndianDataOutputStream.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Closeables.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Constraints.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/CompoundOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/AllowConcurrentEvents.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ReverseNaturalOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingQueue.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/EventSubscriber.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/ExecutionList.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractSetMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/package-info.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/LineReader.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/MultiInputStream.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ImmutableSet.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractListMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/CountingInputStream.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ObjectArrays.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/FinalizablePhantomReference.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/package-info.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/LinkedHashMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/Subscribe.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/NaturalOrdering.java

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Resources.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Objects.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Multisets.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TreeMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Lists.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SingletonImmutableSet.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/NullsLastOrdering.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Iterables.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/RegularImmutableSet.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMapBasedMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Charsets.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/SubscriberFindingStrategy.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingList.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/EmptyImmutableSet.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/MapDifference.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Functions.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ListMultimap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/eventbus/DeadEvent.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSet.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/ListenableFuture.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/BiMap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/FinalizableSoftReference.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/LinkedListMultimap.java
* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Defaults.java
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* This method was rewritten in Java from an intermediate step of the Murmur hash function in

* <http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp>, which contained the

* following header:

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* This following method is a modified version of one found in

* <http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30>

* which contained the following notice:

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TreeRangeMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/reflect/TypeCapture.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/UnmodifiableSortedMultiset.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/RegularImmutableSortedMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LongAddables.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/AsyncSettableFuture.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/FilteredKeyListMultimap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ImmutableEnumMap.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Closer.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TransformedIterator.java

* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/reflect/MutableTypeToInstanceMap.java
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-

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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
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* /opt/cola/permits/1132255413_1667977202.9796696/0/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/reflect/ImmutableTypeToInstanceMap.java

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1.277 junixsocket-native-common 2.3.2

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1.278 mime-pull 1.9.6

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1.279 jetty-client 9.4.51.v20230217

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- * org.eclipse.jetty.orbit:javax.security.auth.message

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- * org.eclipse.jetty.orbit:javax.mail.glassfish

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- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

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- * java.sun.security.ssl

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- org.ow2.asm:asm-commons
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org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
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org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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1.280 jsr305 3.0.0

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Payload.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/DecimalMin.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Past.java

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~

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml

1.282 jackson-module-afterburner 2.15.2

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1.283 feign-jackson 8.15.1

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 */
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1041687872_1590954410.55/0/feign-jackson-8-15-1-sources-
jar/feign/jackson/JacksonDecoder.java
* /opt/ws_local/PERMITS_SQL/1041687872_1590954410.55/0/feign-jackson-8-15-1-sources-
jar/feign/jackson/JacksonEncoder.java
```

1.284 javax-el 3.0.0

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1.287 rxjava 1.1.2

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* Modified from http://www.javacodegeeks.com/2013/08/simple-and-lightweight-pool-implementation.html
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*/

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

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

JCTools has now published artifacts (<https://github.com/JCTools/JCTools/issues/17>) so RxJava could add JCTools as a "shadow" dependency (<https://github.com/ReactiveX/RxJava/issues/1735>).

RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnSubscribe.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSwitchIfEmpty.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnUnsubscribe.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/CachedThreadScheduler.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observables/BlockingObservable.java

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[core/src/main/java/org/jctools/queues/LinkedQueueNode.java](https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/LinkedQueueNode.java)

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/atomic/LinkedQueueNode.java

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*/

Found in path(s):

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*/

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/UtilityFunctions.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Observable.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaSingleExecutionHook.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/atomic/SpscExactAtomicArrayQueue.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/producers/QueuedValueProducer.java

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 * Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
 * modify Scheduler functionality without redefining Schedulers wholesale.
 *
 * Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
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 * See {@link RxJavaPlugins} or the RxJava GitHub Wiki for information on configuring plugins:
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*
* Originally from <https://code.google.com/p/guava-libraries/source/browse/guava/src/com/google/common/annotations/Beta.java>
*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/annotations/Beta.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/ScalarSynchronousSingle.java

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/package.html

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* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/queues/atomic/SpScUnboundedAtomicArrayQueue.java
*/
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/atomic/SpScUnboundedAtomicArrayQueue.java
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Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/observables/AsyncOnSubscribe.java
```

```
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/SingleSubscriber.java
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* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/queues/QueueProgressIndicators.java
*/
```

Found in path(s):

```
*/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/unsafe/QueueProgressIndicators.java
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* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/queues/SpscLinkedQueue.java
*/
```

Found in path(s):

```
*/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/unsafe/SpscLinkedQueue.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func0.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeLast.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorElementAt.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeoutBase.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/TestSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/Observers.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/SerialSubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/NotificationLite.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorIgnoreElements.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func5.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMapNotification.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnBackpressureBuffer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorToFuture.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeRedo.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipWhile.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnBackpressureDrop.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/TakeLastQueueProducer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action5.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

jar/rx/internal/operators/CompletableOnSubscribeMergeIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subscriptions/MultipleAssignmentSubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CachedObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDoOnEach.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSkip.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/plugins/RxJavaObservableExecutionHook.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/exceptions/OnErrorNotImplementedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDematerialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Producer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/ActionN.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSequenceEqual.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorToObservableSortedList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorTakeLastTimed.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func8.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/observables/SyncOnSubscribe.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func4.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/package-info.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/BackpressureDrainManager.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Subscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/ImmediateScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/TestScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/ScalarSynchronousObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorTimeout.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func9.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action3.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeFromIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorObserveOn.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

jar/rx/subscriptions/BooleanSubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/FuncN.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observables/ConnectableObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/TestObserver.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnErrorThrowable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/RefCountSubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeConcatArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observables/GroupedObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/TestSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/SubscriptionList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action1.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/BehaviorSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/Timestamped.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAll.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/IndexedRingBuffer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/schedulers/EventLoopsScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeUsing.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnCompletedFailedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/UnsubscribeFailedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Completable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/Subscribers.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTake.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorThrottleFirst.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAny.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func7.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnErrorFailedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

jar/rx/internal/operators/OperatorCast.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorReplay.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntil.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action9.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSubscribeOn.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeWhile.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeJoin.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeConcatIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorLatest.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDelay.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action7.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorToIterator.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeAmb.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action4.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func2.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorScan.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMerge.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func1.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action0.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMerge.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimestamp.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorZipIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action2.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func3.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/SafeSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorNext.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/Subject.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeTimeout.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/schedulers/GenericScheduledExecutorService.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorToMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorUnsubscribeOn.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/Subscriptions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorToObservableList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeGroupJoin.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaObservableExecutionHookDefault.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorFilter.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/TimeInterval.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/package-info.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Observer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/Exceptions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeFromArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaErrorHandler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorMostRecent.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/SerializedSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeToObservableFuture.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorGroupBy.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/SerializedSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeAutoConnect.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/CompositeException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaPlugins.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

jar/rx/internal/operators/UnicastSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMaterialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Notification.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeInterval.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/RxRingBuffer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeRange.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/MissingBackpressureException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/NewThreadScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAsObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Functions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeDefer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/LinkedList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/AsyncSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BufferUntilSubscriber.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSingle.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Function.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action8.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeoutWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorZip.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSerialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/SerializedObserver.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntilPredicate.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func6.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CompletableOnSubscribeConcat.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action6.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Scheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/SleepingAction.java
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jar/rx/schedulers/ExecutorScheduler.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeDelaySubscription.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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jar/rx/internal/operators/OperatorDelayWithSelector.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
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jar/rx/internal/util/RxThreadFactory.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDistinct.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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jar/rx/internal/schedulers/NewThreadWorker.java
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jar/rx/internal/operators/OperatorMapPair.java
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jar/rx/internal/operators/OperatorDebounceWithTime.java
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jar/rx/internal/operators/OnSubscribeRefCount.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/FrontPadding.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorWindowWithSize.java
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jar/rx/internal/operators/OperatorTakeTimed.java
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jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
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jar/rx/internal/operators/OperatorDistinctUntilChanged.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/schedulers/ScheduledAction.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorBufferWithTime.java
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jar/rx/internal/operators/OperatorPublish.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSampleWithTime.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorWindowWithTime.java
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jar/rx/internal/operators/OperatorDebounceWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSkipTimed.java
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jar/rx/internal/operators/OperatorWithLatestFrom.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorWindowWithObservableFactory.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorOnBackpressureLatest.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorWindowWithObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorRetryWithPredicate.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSkipUntil.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

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jar/rx/internal/operators/OperatorBufferWithSize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/PlatformDependent.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/SynchronizedQueue.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDoAfterTerminate.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorMulticast.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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*
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* Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
core/src/main/java/org/jctools/util/UnsafeAccess.java
*/
```

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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1.289 metrics-jersey2 4.0.5

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1.290 jna 5.13.0

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1.291 metrics-health-checks 4.1.31

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.health

Build-Jdk-Spec: 1.8

Bundle-Description: An addition to Metrics which provides the ability to run application-specific health checks, allowing you to check your application's health in production.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Health Checks

Bundle-SymbolicName: io.dropwizard.metrics.healthchecks

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.health;uses:="com.codahale.metrics";version="4.1.31",com.codahale.metrics.health.jvm;uses:="com.codahale.metrics.health,com.codahale.metrics.jvm";version="4.1.31",com.codahale.metrics.health.annotation;version="4.1.31"

Implementation-Title: Metrics Health Checks

Implementation-Version: 4.1.31

Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics;version="[4.1,5)",com.codahale.metrics.health,com.codahale.metrics.health.annotation,com.codahale.metrics.jvm;version="[4.1,5)";resolution:=optional

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1304518989_1649672861.67/0/metrics-healthchecks-4-1-31-jar/META-INF/MANIFEST.MF

1.292 jetty-util 9.4.51.v20230217

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The following artifacts are EPL.

* org.eclipse.jetty.orbit;org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

* org.eclipse.jetty.orbit;javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

* org.eclipse.jetty.orbit;javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

- org.ow2.asm:asm-commons
- org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

- org.apache.taglibs:taglibs-standard-spec
- org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.293 commons-lang3 3.4

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1.294 jta 1.2

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* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/JtaService.java
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jar/org/atteo/moonshine/jta/TransactionalInterceptor.java

* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transaction.java

* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transactional.java

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* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/JtaConnectionFactoryWrapper.java

* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalService.java

* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/PoolOptions.java

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1.295 kubernetes-model 4.13.3

1.295.1 Available under license :

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* /opt/cola/permits/1615679807_1681857298.9323602/0/kubernetes-model-admissionregistration-4-13-3-sources-2-jar/META-INF/maven/io.fabric8/kubernetes-model-admissionregistration/pom.xml

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* /opt/cola/permits/1615679807_1681857298.9323602/0/kubernetes-model-admissionregistration-4-13-3-sources-2-jar/io/fabric8/kubernetes/api/model/admission/AdmissionRequest.java

1.296 httpcomponents-core 4.4.13

1.296.1 Available under license :

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1.297 guice 5.1.0

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1.298 woodstox-core 6.4.0

1.298.1 Available under license :

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1.299 xsdlib 2013.6.1

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jar/com/sun/msv/datatype/xsd/IDREFTType.java
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_ja.properties

* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_fr.properties

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jar/com/sun/msv/datatype/regexp/InternalImpl.java

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- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/RegularExpression.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Op.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/ParseException.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Match.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/REUtil.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Token.java

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Messages_ja.properties

1.300 jetty-util-ajax 9.4.51.v20230217

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.301 javassist 3.21.0-GA

1.301.1 Available under license :

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

/*

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*/

Found in path(s):

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/CodeGen.java

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformAccessArrayField.java

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/CompileError.java

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/FramePrinter.java
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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CannotCompileException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/SyntheticAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/AssignExpr.java

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtNewMethod.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassClassPath.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/ByteStream.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/ASTList.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/MethodHandler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/NewExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/Transformer.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/stackmap/TypeTag.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtBehavior.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/Cast.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Subroutine.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/ConstPool.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ProceedHandler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/Descriptor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/InstanceOfExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/Handler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformCall.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/CallExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtMember.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Visitor.java

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiType.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/runtime/Desc.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/MethodDecl.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/ConstantAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/ProxyFactory.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtNewWrappedMethod.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/NewExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassPath.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/NotFoundException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformReadField.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/Javac.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Metaobject.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/IntQueue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/Mnemonic.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/SecurityActions.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Type.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Pair.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/KeywordTable.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/stackmap/MapMaker.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/ClassFileWriter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/ExprEditor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/RemoteException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtClassType.java

```
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/Expr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/ClassMetaobject.java
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```
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```

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```
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/MemberValueVisitor.java
```

* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/ShortMemberValue.java

1.302 jersey-bean-validation 2.35

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The project maintains the following source code repositories:

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Source Code

The project maintains the following source code repositories:

* <https://github.com/eclipse-ee4j/jersey>

Third-party Content

Hibernate Validator CDI, 6.1.2.Final

* License: Apache License, 2.0

* Project: <https://beanvalidation.org/>

* Repackaged in `org.glassfish.jersey.server.validation.internal.hibernate`

1.303 metrics-jvm 4.1.31

1.303.1 Available under license :

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

Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.jvm

Build-Jdk-Spec: 1.8

Bundle-Description: A set of classes which allow you to monitor critical aspects of your Java Virtual Machine using Metrics.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: JVM Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.jvm
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jvm;uses:="com.codahale.metrics,javax.management";version="4.1.31"
Implementation-Title: JVM Integration for Metrics
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.sun.management;resolution:=optional,com.codahale.metrics;version="[4.1,5)",javax.management
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1317858426_1651160245.48/0/metrics-jvm-4-1-31-jar/META-INF/MANIFEST.MF

1.304 jetty 9.4.51.v20230217

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

* javax.servlet:javax.servlet-api

* javax.annotation:javax.annotation-api

* javax.transaction:javax.transaction-api

* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

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<http://openjdk.java.net/legal/gplv2+ce.html>

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org.ow2.asm:asm-commons

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org.apache.taglibs:taglibs-standard-spec

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.305 jackson-module-parameter-names

2.9.10

1.305.1 Available under license :

Apache-2.0

1.306 websocket-api 9.4.51.v20230217

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If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

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org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.307 jackson-dataformat-cbor 2.15.2

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1.309 zlib 1.2.7

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1.310 jackson-annotations 2.15.0

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1.311 aopalliance-repackaged 1.3.1.34-6.ph2

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1.312 jackson-databind 2.14.1

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1.313 jmespath-java 1.12.49

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jar/com/amazonaws/jmespath/JmesPathValueProjection.java
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jar/com/amazonaws/jmespath/JmesPathExpression.java
* /opt/cola/permits/1724816335_1687336754.966863/0/jmespath-java-1-12-49-sources-
jar/com/amazonaws/jmespath/JmesPathNotExpression.java
* /opt/cola/permits/1724816335_1687336754.966863/0/jmespath-java-1-12-49-sources-
jar/com/amazonaws/jmespath/JmesPathEvaluationVisitor.java
* /opt/cola/permits/1724816335_1687336754.966863/0/jmespath-java-1-12-49-sources-
jar/com/amazonaws/jmespath/JmesPathMultiSelectList.java
* /opt/cola/permits/1724816335_1687336754.966863/0/jmespath-java-1-12-49-sources-
jar/com/amazonaws/jmespath/CamelCaseUtils.java

1.314 commons-lang3 2.6

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1.318 slf4j 1.7.30

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Found in path(s):

```
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/helpers/BasicMarkerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/helpers/NOPMDCAdapter.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/helpers/BasicMDCAdapter.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/Logger.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/MDC.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
jar/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-
```

jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/Marker.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/BasicMarker.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/FormattingTuple.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/MarkerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/NOPLoggerFactory.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1512023582_1671282538.4353569/0/slf4j-api-1-7-30-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java

1.319 commons-collections 3.2.2

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1.320 bouncycastle-fips 1.0.2.3

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1.321 jboss-logging 3.4.1.Final

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1.322 jetty-servlets 9.4.51.v20230217

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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.323 classmate 1.1.0

1.323.1 Available under license :

Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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1.324 netty-transport 4.1.87.Final

1.324.1 Available under license :

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jar/com/flipkart/zjsonpatch/NodeType.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-
jar/com/flipkart/zjsonpatch/JsonDiff.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-
jar/com/flipkart/zjsonpatch/NoopProcessor.java
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jar/com/flipkart/zjsonpatch/ApplyProcessor.java
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jar/com/flipkart/zjsonpatch/JsonPatchProcessor.java
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jar/com/flipkart/zjsonpatch/Operation.java

* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-

jar/com/flipkart/zjsonpatch/JsonPatch.java

* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/Diff.java

1.326 commons-configuration 1.8

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1.334 j2objc-annotations 1.1

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From strings/apr_fnmatch.c, include/apr_fnmatch.h, misc/unix/getopt.c,
file_io/unix/mktemp.c, strings/apr_strings.c:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From strings/apr_snprintf.c:

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```

*/

package java.security;

import java.io.Serializable;

/**
 * Legacy security code; do not use.
 */
public abstract class Permission implements Guard, Serializable {
    public Permission(String name) { }

    public final String getName() { return null; }

    public void checkGuard(Object obj) throws SecurityException { }

    public PermissionCollection newPermissionCollection() {
        return new AllPermissionCollection();
    }

    public abstract String getActions();

    public abstract boolean implies(Permission permission);
}

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<code>Replaceable</code> is an interface representing a string of characters that supports the replacement of a range of itself with a new string of characters. It is used by APIs that change a piece of text while retaining metadata. Metadata is data other than the Unicode characters returned by `char32At()`. One example of metadata is style attributes; another is an edit history, marking each character with an author and revision number.

<p>An implicit aspect of the <code>Replaceable</code> API is that during a replace operation, new characters take on the metadata of the old characters. For example, if the string "the bold font" has range (4, 8) replaced with "strong", then it becomes "the strong font".

<p><code>Replaceable</code> specifies ranges using a start offset and a limit offset. The range of characters thus specified includes the characters at offset start..limit-1. That is, the start offset is inclusive, and the limit offset is exclusive.

<p><code>Replaceable</code> also includes API to access characters in the string: <code>length()</code>, <code>charAt()</code>, <code>char32At()</code>, and <code>extractBetween()</code>.

<p>For a subclass to support metadata, typical behavior of <code>replace()</code> is the following:

-

- Set the metadata of the new text to the metadata of the first character replaced

- If no characters are replaced, use the metadata of the previous character
- If there is no previous character (i.e. start == 0), use the following character
- If there is no following character (i.e. the replaceable was empty), use default metadata

- If the code point U+FFFF is seen, it should be interpreted as a special marker having no metadata

If this is not the behavior, the subclass should document any differences.

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@author Alan Liu

@stable ICU 2.0

<code>ReplaceableString</code> is an adapter class that implements the <code>Replaceable</code> API around an ordinary <code>StringBuffer</code>.

<p>Note: This class does not support attributes and is not intended for general use. Most clients will need to implement { @link Replaceable} in their text representation class.

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@see Replaceable

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@stable ICU 2.0

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JUnit

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1.335 aop-alliance 2.5.0-b32

1.335.1 Available under license :

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* /opt/ws_local/PERMITS_SQL/1068227016_1595198447.33/0/aopalliance-master-zip/aopalliance-master/aopi-pre-spec/src/aopi/package.html

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* /opt/ws_local/PERMITS_SQL/1068227016_1595198447.33/0/aopalliance-master-zip/aopalliance-master/www/index.html

1.336 jersey-bean-validation 2.25.1

1.336.1 Available under license :

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1.337 generex 1.0.2

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 */
```

Found in path(s):

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 * /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-
e910243/src/main/java/com/mifmif/common/regex/GenerexIterator.java
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e910243/src/main/java/com/mifmif/common/regex/Generex.java
```

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- */

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* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/test/java/com/mifmif/common/regex/GenerexUnitTest.java

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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
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  <artifactId>generex</artifactId>
  <version>1.0.2</version>
  <name>Generex</name>
  <url>https://github.com/mifmif/Generex/tree/master</url>
  <description>Generex A Java Library for regex to Strings generation</description>
  <packaging>jar</packaging>
  <licenses>
    <license>
      <name>The Apache Software License, Version 2.0</name>
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      <distribution>repo</distribution>
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  </licenses>
  <developers>
    <developer>
      <id>mifmif</id>
      <name>MIFRAH Youssef</name>
      <email>mifmif.com@gmail.com</email>
    </developer>
    <developer>
      <id>mkolisnyk</id>
      <name>mkolisnyk</name>
      <email>kolesnik.nickolay@gmail.com</email>
    </developer>
  </developers>

  <parent>
    <groupId>org.sonatype.oss</groupId>
    <artifactId>oss-parent</artifactId>
    <version>7</version>
  </parent>
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</properties>
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  <developerConnection>scm:git:git@github.com:mifmif/Generex.git</developerConnection>
  <url>https://github.com/mifmif/Generex.git</url>
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  <system>Travis</system>
  <notifiers>
    <notifier>
      <address>mifmif.com@gmail.com</address>
      <type>mail</type>
    </notifier>
    <notifier>
      <address>kolesnik.nickolay@gmail.com</address>
      <type>mail</type>
    </notifier>
  </notifiers>
</ciManagement>

<distributionManagement>
  <snapshotRepository>
    <id>ossrh</id>
    <url>https://oss.sonatype.org/content/repositories/snapshots</url>
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  <repository>
    <id>ossrh</id>
    <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
  </repository>
</distributionManagement>

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  <testSourceDirectory>src/test/java</testSourceDirectory>
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    <resource>
      <directory>src</directory>
      <excludes>
        <exclude>**/*.java</exclude>
      </excludes>
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    <resource>
      <directory>target/dependency</directory>

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  <exclude>**/*.java</exclude>
</excludes>
</resource>
<resource>
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  <includes>
    <include>**/*.properties</include>
  </includes>
</resource>
</resources>
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    <artifactId>maven-install-plugin</artifactId>
    <version>2.5.2</version>
    <configuration>
      <file>target/${project.artifactId}-${project.version}.jar</file>
      <groupId>${project.groupId}</groupId>
      <artifactId>${project.artifactId}</artifactId>
      <version>${project.version}</version>
      <packaging>maven-plugin</packaging>
    </configuration>
  </plugin>

  <plugin>
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    <groupId>org.apache.maven.plugins</groupId>
    <artifactId>maven-jar-plugin</artifactId>
    <version>3.0.2</version>
    <configuration>
      <excludes>
        <exclude>*</exclude>
        <exclude>com/thoughtworks/**/*</exclude>
        <exclude>freemarker/**/*</exclude>
        <exclude>ftl/**/*</exclude>
        <exclude>i18n/**/*</exclude>
        <exclude>style/**/*</exclude>
        <exclude>junit/**/*</exclude>
        <exclude>licenses/**/*</exclude>
        <exclude>META-INF/maven/**/*</exclude>

```

```

<exclude>org/codehaus/**/*</exclude>
<exclude>org/hamcrest/**/*</exclude>
<exclude>org/jbehave/**/*</exclude>
<exclude>org/junit/**/*</exclude>
<exclude>org/testng/**/*</exclude>
<exclude>org/xmlpull/**/*</exclude>
<exclude>stories/**/*</exclude>
<exclude>style/**/*</exclude>
<exclude>tests/**/*</exclude>
</excludes>
<archive>
<manifest>
<addClasspath>>false</addClasspath>
<addDefaultImplementationEntries>>true</addDefaultImplementationEntries>
<addDefaultSpecificationEntries>>true</addDefaultSpecificationEntries>
<addExtensions>>false</addExtensions>
<classpathLayoutType>simple</classpathLayoutType>
</manifest>
</archive>
</configuration>
</plugin>
<plugin>
<artifactId>maven-assembly-plugin</artifactId>
<version>2.6</version>
<configuration>
<descriptors>
<descriptor>./sources.xml</descriptor>
</descriptors>
</configuration>
</plugin>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-dependency-plugin</artifactId>
<version>2.10</version>
</plugin>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-javadoc-plugin</artifactId>
<version>2.10.3</version>
<configuration>
<show>private</show>
<nohelp>>false</nohelp>
<failOnError>>false</failOnError>
<sourcepath>src/main/java</sourcepath>
</configuration>
</plugin>
<plugin>
<groupId>org.apache.maven.plugins</groupId>

```



```
<artifactId>maven-release-plugin</artifactId>
<configuration>
  <tagNameFormat>v@{project.version}</tagNameFormat>
  <preparationGoals>package install:install-file</preparationGoals>
  <scmCommentPrefix>#3</scmCommentPrefix>
</configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-deploy-plugin</artifactId>
  <version>2.8.2</version>
  <configuration>
    <skip>>true</skip>
  </configuration>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
  <version>3.0.1</version>
  <executions>
    <execution>
      <goals>
        <goal>jar-no-fork</goal>
      </goals>
    </execution>
  </executions>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <executions>
    <execution>
      <id>attach-javadocs</id>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-gpg-plugin</artifactId>
```

```
<executions>
  <execution>
    <id>sign-artifacts</id>
    <phase>deploy</phase>
    <goals>
      <goal>sign</goal>
    </goals>
  </execution>
</executions>
```

```
</plugin>
```

```
<plugin>
  <groupId>org.sonatype.plugins</groupId>
  <artifactId>nexus-staging-maven-plugin</artifactId>
  <version>1.6.3</version>
  <executions>
    <execution>
      <id>default-deploy</id>
      <phase>deploy</phase>
      <goals>
        <goal>deploy</goal>
      </goals>
    </execution>
  </executions>
  <extensions>true</extensions>
  <configuration>
    <serverId>ossrh</serverId>
    <nexusUrl>https://oss.sonatype.org/</nexusUrl>
  </configuration>
```

```
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-pmd-plugin</artifactId>
  <version>3.6</version>
  <configuration>
    <failOnViolation>true</failOnViolation>
    <excludeRoots>
      <excludeRoot>target/generated-sources/plugin</excludeRoot>
    </excludeRoots>
    <excludes>
      <exclude>**/HelpMojo.java</exclude>
    </excludes>
  </configuration>
  <executions>
    <execution>
      <goals>
```

```

    <goal>check</goal>
    <goal>cpd-check</goal>
  </goals>
</configuration>
<failOnViolation>true</failOnViolation>
<excludes>
  <exclude>**/HelpMojo.java</exclude>
</excludes>
</configuration>
</execution>
</executions>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-checkstyle-plugin</artifactId>
  <version>2.10</version>
  <configuration>
    <excludes>**/test/java/**/*.*.java</excludes>
    <configLocation>./sun_checks.xml</configLocation>
    <suppressionsLocation>./checkstyle-suppressions.xml</suppressionsLocation>
    <failOnViolation>true</failOnViolation>
  </configuration>
  <executions>
    <execution>
      <goals>
        <goal>check</goal>
      </goals>
    </execution>
  </executions>
</plugin>
<plugin>
  <groupId>org.codehaus.mojo</groupId>
  <artifactId>cobertura-maven-plugin</artifactId>
  <version>2.6</version>
  <configuration>
    <check>
      <haltOnFailure>>false</haltOnFailure>
      <totalBranchRate>80</totalBranchRate>
      <totalLineRate>80</totalLineRate>
      <packageLineRate>80</packageLineRate>
      <packageBranchRate>80</packageBranchRate>
    </check>
    <instrumentation>
      <excludes>
        <exclude>**/HelpMojo.class</exclude>
      </excludes>
    </instrumentation>
  </configuration>

```

```

<executions>
  <execution>
    <id>verification</id>
    <phase>verify</phase>
    <goals>
      <goal>check</goal>
      <goal>cobertura</goal>
    </goals>
  </execution>
</executions>
</plugin>
<plugin>
  <groupId>org.codehaus.mojo</groupId>
  <artifactId>javancss-maven-plugin</artifactId>
  <version>2.0</version>
  <configuration>
    <encoding>${project.build.sourceEncoding}</encoding>
    <ccnLimit>10</ccnLimit>
    <ncssLimit>100</ncssLimit>
    <failOnViolation>true</failOnViolation>
    <excludes>
      <exclude>**/tests/**/*.*</exclude>
    </excludes>
  </configuration>
  <executions>
    <execution>
      <goals>
        <goal>check</goal>
      </goals>
    </execution>
  </executions>
</plugin>
<plugin>
  <groupId>org.codehaus.mojo</groupId>
  <artifactId>findbugs-maven-plugin</artifactId>
  <version>3.0.3</version>
  <configuration>
    <encoding>${project.build.sourceEncoding}</encoding>
    <failOnError>true</failOnError>
    <excludeFilterFile>findBugsExclude.xml</excludeFilterFile>
  </configuration>
  <executions>
    <execution>
      <goals>
        <goal>check</goal>
      </goals>
    </execution>
  </executions>

```

```
</plugin>
<plugin>
  <groupId>org.codehaus.mojo</groupId>
  <artifactId>jdepend-maven-plugin</artifactId>
  <version>2.0</version>
</plugin>
</plugins>
</build>
<dependencies>
  <dependency>
    <groupId>dk.brics.automaton</groupId>
    <artifactId>automaton</artifactId>
    <version>1.11-8</version>
  </dependency>
  <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>4.12</version>
    <scope>test</scope>
  </dependency>
  <dependency>
    <groupId>org.hamcrest</groupId>
    <artifactId>hamcrest-junit</artifactId>
    <version>2.0.0.0</version>
    <scope>test</scope>
  </dependency>
</dependencies>
</project>
```

Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/pom.xml

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Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/README.md

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Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/test/java/com/mifmif/common/regex/GenerexIteratorUnitTest.java

1.338 jersey-common 2.25.1

1.338.1 Available under license :

CDDL+GPL License

http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.339 jackson-xc 2.15.2

1.339.1 Available under license :

Jackson JSON processor

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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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For more information, including possible other licensing options, contact FasterXML.com (<http://fasterxml.com>).

Credits

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1.340 libsigar 1.6.2

1.340.1 Available under license :

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- solaris get_mib2 -

Information: ftp://vic.cc.purdue.edu/pub/tools/unix/solaris/get_mib2/

License: within src/os/solaris/get_mib2.[ch]

- getline by Chris Thewalt -

Information: <http://tinyurl.com/r438r>

License: within src/sigar_getline.c

- PrintfFormat.java -

Information: <http://java.sun.com/developer/technicalArticles/Programming/sprintf/PrintfFormat.java>

License: within bindings/java/src/org/hyperic/sigar/util/PrintfFormat.java

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1.341 metrics-logback 4.1.31

1.341.1 Available under license :

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.logback

Build-Jdk-Spec: 1.8

Bundle-Description: An instrumented appender for Logback.

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>

Bundle-ManifestVersion: 2

Bundle-Name: Metrics Integration for Logback

Bundle-SymbolicName: io.dropwizard.metrics.logback

Bundle-Version: 4.1.31

Created-By: Apache Maven Bundle Plugin 5.1.4

Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.classic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"

Implementation-Title: Metrics Integration for Logback

Implementation-Version: 4.1.31

Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logback.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)",com.codahale.metrics;version="[4.1,5)"

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"

Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /opt/cola/permits/1317858369_1651151746.66/0/metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.342 javax-el-api 3.0.1-b06

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jar/net/sourceforge/argparse4j/impl/type/EnumStringArgumentType.java
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jar/net/sourceforge/argparse4j/helper/PrefixPattern.java
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jar/net/sourceforge/argparse4j/internal/SubparserImpl.java
* /opt/cola/permits/1257333064_1642801966.95/0/argparse4j-0-8-1-sources-
jar/net/sourceforge/argparse4j/impl/type/ConstructorArgumentType.java
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jar/net/sourceforge/argparse4j/inf/ArgumentGroup.java
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* /opt/cola/permits/1257333064_1642801966.95/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/type/FileVerification.java
* /opt/cola/permits/1257333064_1642801966.95/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/impl/type/EnumArgumentType.java
* /opt/cola/permits/1257333064_1642801966.95/0/argparse4j-0-8-1-sources-jar/net/sourceforge/argparse4j/inf/ArgumentParserException.java
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jar/net/sourceforge/argparse4j/impl/choice/RangeArgumentChoice.java
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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javafx.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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