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Generated 10/18/2024

Revision

786fbd3984e47060e0620c04088aba76b43c5cfb

Dependencies

@aashutoshrathi/word-wrap (1.2.6)

npm+@aashutoshrathi/word-wrap

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Package Info

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@angular/animations (17.1.3)

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@angular/cdk (17.1.2)

npm+@angular/cdk

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@angular/common (17.1.3)

npm+@angular/common

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@angular/compiler (17.1.3)

npm+@angular/compiler

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@angular/core (17.1.3) npm+@angular/core

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@angular/forms (17.1.3) npm+@angular/forms

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@angular/google-maps (16.2.12)

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@angular/platform-browser (17.1.3)

npm+@angular/platform-browser

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@angular/platform-browser-dynamic (17.1.3)

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@angular/router (17.1.3)

npm+@angular/router

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@ant-design/colors (7.0.2)

npm+@ant-design/colors

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@ant-design/icons-angular (17.0.0)

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Package Info

- Authors: 1075746765@qq.com, afc163@gmail.com, vthinkxie@gmail.com, smith3816@gmail.com, wasd2144@hotmail.com, onlylae@sina.com, arvinx@foxmail.com, simplejason.coder@gmail.com
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@apidevtools/json-schema-ref-parser (9.0.6)

npm+@apidevtools/json-schema-ref-parser

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- Authors: james.messinger@gmail.com, me@philsturgeon.uk
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@apidevtools/openapi-schemas (2.1.0)

npm+@apidevtools/openapi-schemas

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Package Info

- Authors: me@philsturgeon.uk, j.ames.messinger@gmail.com, james.messinger@gmail.com Package Download URL: https://registry.npmjs.org/@apidevtools/openapi-schemas/-/openap

@apidevtools/swagger-methods (3.0.2)

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@aspnet/signalr (3.0.0-preview6.19307.2)

npm+@aspnet/signalr

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- Authors: npmaspnet@microsoft.com, kevinpi@microsoft.com, jkotalik12@gmail.com, brecon@microsoft.com, johluo@microsoft.com
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@azure/abort-controller (1.1.0)

npm+@azure/abort-controlle

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@azure/abort-controller (2.0.0)

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@azure/arm-apimanagement (8.1.2)

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- Authors: amarzavery@gmail.com, vlad.barosan@gmail.com, bggve@outlook.com, azure-sdk-npmjs@microsoft.com
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@azure/arm-appservice (13.0.3)

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@azure/arm-resources (5.0.1)

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Package Info

- $\underline{\text{Authors:}}\ \underline{\text{amarzavery}}\underline{\text{@gmail.com}}, \underline{\text{vlad.barosan}}\underline{\text{@gmail.com}}, \underline{\text{bggve@outlook.com}}, \underline{\text{azure-sdk-npmjs@microsoft.com}}$
- Package Download URL: https://registry.npmjs.org/@azure/arm-resources/-/arm-resources-5.0.1.tgz

@azure/arm-sql (9.1.0)

npm+@azure/arm-sql

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@azure/arm-storage (17.2.1)

npm+@azure/arm-storage

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@azure/arm-subscriptions (5.1.0)

npm+@azure/arm-subscriptions

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@azure/core-asynciterator-polyfill (1.0.2)

npm+@azure/core-asynciterator-polyfill

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@azure/core-auth (1.6.0)

npm+@azure/core-auth

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@azure/core-client (1.8.0)

npm+@azure/core-client

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Package Info

- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com,
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@azure/core-http (1.2.6)

npm+@azure/core-http

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@azure/core-http (3,0,4)

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@azure/core-http-compat (1.3.0)

npm+@azure/core-http-compat

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@azure/core-lro (2.6.0)

npm+@azure/core-Iro

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@azure/core-paging (1.5.0)

npm+@azure/core-paging

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@azure/core-rest-pipeline (1.14.0)

npm+@azure/core-rest-pipeline

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@azure/core-tracing (1.0.0-preview.11)

npm+@azure/core-tracing

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@azure/core-tracing (1.0.0-preview.12)

npm+@azure/core-tracing

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@azure/core-tracing (1.0.0-preview.13)

npm+@azure/core-tracing

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@azure/core-tracing (1.0.1)

npm+@azure/core-tracing

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@azure/core-util (1.7.0) npm+@azure/core-util

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@azure/identity (1.5.2) npm+@azure/identity

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@azure/identity (2.1.0) npm+@azure/identity

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@azure/identity (3.4.2)

npm+@azure/identity

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@azure/keyvault-keys (4.7.2)

npm+@azure/keyvault-keys

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@azure/logger (1.0.4)

npm+@azure/logger

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@azure/ms-rest-azure-js (2.1.0)

npm+@azure/ms-rest-azure-js

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Package Info

- Authors: amarzavery@gmail.com, billy.trend@gmail.com, vlad.barosan@gmail.com, sergey.shandar@gmail.com, bggve@outlook.com, azure-sdk-npmjs@microsoft.com
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@azure/ms-rest-js (2.7.0)

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Package Info

- · Authors: amarzavery@gmail.com, vlad.barosan@gmail.com, bggve@outlook.com, azure-sdk-npmjs@microsoft.com
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@azure/msal-browser (2.38.3) npm+@azure/msal-browser

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@azure/msal-browser (3.9.0)

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- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
 Package nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
 Package nugetaad@microsoft.com

@azure/msal-common (14.7.0)

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- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
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@azure/msal-common (7.6.0)

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@azure/msal-node (1.0.0-beta.6)

npm+@azure/msal-node

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@azure/msal-node (1.18.4)

npm+@azure/msal-node

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@azure/msal-node (2.6.3)

npm+@azure/msal-node

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@azure/storage-blob (12.17.0)

npm+@azure/storage-blob

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Package Info

- Authors: npmjs@microsoft.com, xiaoning_liu.leon@gmail.com, VJ MSFT@live.com, jiacfan@microsoft.com, azure-sdk-npmjs@microsoft.com
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@babel/code-frame (7.23.5)

npm+@babel/code-frame

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Package Info

- Authors: hi@henryzoo.com, bng412@gmail.com, nicolo.ribaudo@gmail.com, jlhwung@gmail.com
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@babel/helper-validator-identifier (7.22.20)

npm+@babel/helper-validator-identifier

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- Authors: hi@henryzoo.com, bng412@gmail.com, nicolo.ribaudo@gmail.com, jlhwung@gmail.com

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@babel/highlight (7.23.4)

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Package Info

- $\textbf{Authors:} \ \underline{\textbf{hi@henryzoo.com}}, \ \underline{\textbf{bng412@gmail.com}}, \ \underline{\textbf{nicolo.ribaudo@gmail.com}}, \ \underline{\textbf{jlhwung@gmail.com}}, \ \underline{\textbf{jlhwung@gmail.com}}, \ \underline{\textbf{ompail.com}}, \ \underline{\textbf{ompail$
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@babel/runtime (7.23.7)

npm+@babel/runtime

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Authors: highangen.pmg/hi

@babel/runtime-corejs3 (7.23.9)

npm+@babel/runtime-corejs3

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@ctrl/tinycolor (3.6.1) npm+@ctrl/tinycolo

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- Authors: <u>scttcper@gmail.com</u>
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@dbpiper/timer (1.0.0-beta.2)

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- Authors: david.piper@mailfence.com
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@eslint-community/eslint-utils (4.4.0)

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- Authors: <u>contact+eslintcbot@eslint.org</u>, <u>info@michaeldeboey.be</u>
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@eslint-community/regexpp (4.10.0)

npm+@eslint-community/regexpp

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- Authors: contact+eslintcbot@eslint.org, info@michaeldeboey.be
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@eslint/eslintrc (2.1.4)

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- Authors: npm@openjsf.org, nicholas+eslint@nczconsulting.com
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@eslint/js (8.56.0)

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· Authors: npm@openjsf.org, nicholas@eslint.org

@feathersjs/hooks (0.6.5) npm+@feathersjs/hooks

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Package Info

- Authors: daff@neyeon.com, marshall@creativeideal.net, alexis@aquil.io
- Package Download URL: https://registry.npmjs.org/@feathersjs/hooks/-/hooks-0.6.5.tgz

@fortawesome/angular-fontawesome (0.10.2)

npm + @fortawe some/angular-fontawe some

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Package Info

- Authors: jason@fontawesome.com, devoto13@gmail.com, jon.johnson@ucsf.edu, robmadole@gmail.com, travis@travischase.me, admin@fortawesome.com, mwilkerson@gmail.com
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Package Info

- Authors: jason@fontawesome.com, devoto13@gmail.com, jon.johnson@ucsf.edu, robmadole@gmail.com, travis@travischase.me, admin@fortawesome.com, mwilkerson@gmail.com
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Package Info

- Authors: jason@fontawesome.com, devoto13@gmail.com, jon.johnson@ucsf.edu, robmadole@gmail.com, travis@travischase.me, admin@fortawesome.com, mwilkerson@gmail.com
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@humanwhocodes/object-schema (2.0.2)

npm+@humanwhocodes/object-schema

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@isaacs/string-locale-compare (1.1.0)

npm+@isaacs/string-locale-compare

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@js-joda/core (5.6.1) npm+@js-joda/core

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@jsdevtools/ono (7.1.3)

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@microsoft/applicationinsights-analytics-js (2.5.10)

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@microsoft/applicationinsights-channel-js (2.5.10)

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@microsoft/applicationinsights-common (2.5.10)

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@microsoft/applicationinsights-core-js (2.5.10)

npm+@microsoft/applicationinsights-core-js

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@microsoft/dynamicproto-js (1.1.11)

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@microsoft/teams-manifest (0.0.8)

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Microsoft Teams Toolkit for Visual Studio Code and Teams Toolkit CLI

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Package Info

- $\bullet \quad \text{Authors: } \underline{\text{zhany@microsoft.com}}, \underline{\text{nintan@microsoft.com}}, \underline{\text{teamsfxnpm@microsoft.com}}, \underline{\text{npmjs@microsoft.com}}, \underline{\text{npmjs@microsoft.com$
- Package Download URL: https://registry.npmjs.org/@microsoft/teams-manifest/-/teams-manifest-0.1.3.tgz

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Package Info

- Authors: <u>zhany@microsoft.com</u>, <u>npmjs@microsoft.com</u>, <u>np</u>
- Package Download URL: https://registry.npmjs.org/@microsoft/teamsfx-api/-/teamsfx-api-0.21.1.tgz

@microsoft/teamsfx-api (0.22.6)

npm+@microsoft/teamsfx-api

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Package Info

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- Package Download URL: https://registry.npmjs.org/@microsoft/teamsfx-api/-/teamsfx-api-0.22.6.tgz

@microsoft/teamsfx-cli (1.1.5)

npm+@microsoft/teamsfx-c

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- · Authors: zhany@microsoft.com, nintan@microsoft.com, teamsfxnpm@microsoft.com, npmjs@microsoft.com
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@microsoft/teamsfx-core (1.23.4)

npm+@microsoft/teamsfx-core

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@nodelib/fs.scandir (2.1.5)

npm+@nodelib/fs.scandir

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Package Info

- Authors: <a href="mailto:dmailto:

@nodelib/fs.stat (2.0.5)

npm+@nodelib/fs.stat

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Package Info

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@nodelib/fs.walk (1.2.8)

npm+@nodelib/fs.walk

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@npmcli/arborist (4.3.1)

npm+@npmcli/arborist

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@npmcli/fs (1.1.1) npm+@npmcli/fs

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@npmcli/fs (2.1.2) npm+@npmcli/fs

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a h
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@npmcli/git (2.1.0) npm+@npmcli/git

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- Authors: hashtagchris@github.com, reggi@github.com, npm@danger.computer
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@npmcli/installed-package-contents (1.0.7)

npm+@npmcli/installed-package-contents

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@npmcli/map-workspaces (2.0.4)

npm+@npmcli/map-workspaces

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="mailt
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@npmcli/metavuln-calculator (2.0.0)

npm+@npmcli/metavuln-calculator

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, gar+npm@danger.computer
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@npmcli/move-file (1.1.2)

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Package Info

- Authors: fritzy@github.com, darcy@darcyclarke.me, guitlahok@gmail.com, gar-npm@danger.computer, luke@lukekarrys.com
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@npmcli/move-file (2.0.1)

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- Authors: fritzy@github.com, darcy@darcyclarke.me, guitlahok@gmail.com, gar+npm@danger.computer, luke@lukekarrys.com
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@npmcli/name-from-folder (1.0.1)

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mailto:fr gar+npm@danger.computer
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@npmcli/node-gyp (1.0.3)

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@npmcli/package-json (1.0.1)

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@npmcli/promise-spawn (1.3.2)

npm+@npmcli/promise-spawn

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@npmcli/run-script (2.0.0)

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Package Info

- Authors: bogdandrutu@gmail.com, github-admin@google.com, node-team-npm+wombot@google.com, isaikevych@google.com, <a href="mailto:isai
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- Authors: marc.pichler@dynatrace.com, bogdandrutu@gmail.com, dyladan@gmail.com, dylad
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Package Info

- $\bullet \quad \text{Authors:} \ \underline{\text{marc.pichler@dynatrace.com}}, \ \underline{\text{bogdandrutu@gmail.com}}, \ \underline{\text{dyladan@gmail.com}}$
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Package Info

- Authors: sz.marczak@gmail.com
- Package Download URL: https://registry.npmjs.org/@szmarczak/http-timer/-/http-timer-4.0.6.tgz

@tootallnate/once (1.1.2) npm+@tootallnate/once

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@tootallnate/once (2.0.0)

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@types/cacheable-request (6.0.3)

npm+@types/cacheable-request

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@types/es-aggregate-error (1.0.6)

npm+@types/es-aggregate-error

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@types/eslint-visitor-keys (1.0.0)

npm+@types/eslint-visitor-keys

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@types/fs-extra (11.0.4)

npm+@types/fs-extra

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@types/google.maps (3.55.2)

npm+@types/google.map

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@types/json-schema (7.0.15)

npm+@types/json-schema

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@types/jsonfile (6.1.4)

npm+@types/jsonfile

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@types/jwt-decode (3.1.0)

npm+@types/jwt-decode

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@types/keyv (3.1.4)

npm+@types/keyv

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@types/lodash (4.14.150)

npm+@types/lodash

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@types/microsoftteams (1.9.6)

npm+@types/microsoftteams

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@types/node (20.8.4) npm+@types/node

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@types/node-fetch (2.6.11)

npm+@types/node-fetch

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@types/office-js (1.0.372) npm+@types/office-js

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@types/office-js (0.0.51)

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@types/proper-lockfile (4.1.4)

npm+@types/proper-lockfile

npm+@types/office-js

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@types/responselike (1.0.3)

npm+@types/responselike

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@types/retry (0.12.5)

npm+@types/retry

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@types/stoppable (1.1.3)

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@types/tunnel (0.0.1)

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@types/tunnel (0.0.3) npm+@types/tunnel

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@typescript-eslint/eslint-plugin (2.34.0)

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@typescript-eslint/experimental-utils (2.34.0)

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- Authors: brad.zacher@gmail.com, npm@jameshenry.email
 Package Download URL: https://registry.npmjs.org/@typescript-eslint/experimental-utils/-/experimental-utils-2.34.0.tgz

@typescript-eslint/parser (2.34.0)

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Package Info

- Authors: brad.zacher@gmail.com, james@henry.sc
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@typescript-eslint/typescript-estree (2.34.0)

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- Authors: <u>brad.zacher@gmail.com</u>, <u>james@henry.sc</u>
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@ungap/structured-clone (1.2.0)

npm+@ungap/structured-clone

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npm+abbrev abbrev (1.1.1)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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abort-controller (3.0.0) npm+abort-controller

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- Authors: star.ctor@gmail.com
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accepts (1.3.8) npm+accepts

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acorn (7.4.1) npm+acorn

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- Authors: <a href="mailign:mailign

acorn (8.11.3) npm+acorn

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Package Info

- Authors: mailing-haverbeke.berlin, <a href="mailing-haver

acorn-jsx (5.3.2) npm+acorn-jsx

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Package Info

- Authors: mailinh@gmail.com, mailinh@gmailinh@gmail.com, mailinh@gmaili

address (1.2.2) npm+address

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- Authors: fengmk2@gmail.com
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<u>adm-zip (0.5.10)</u> npm+adm-zip

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ag-grid-angular (30.0.0) npm+ag-grid-angular

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- Authors: niall.crosby@gmail.com, sean@thelandsmans.com, alberto.gutierrez.campo@gmail.com, rmc.software.consultancy@gmail.com
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ag-grid-community (30.0.0)

npm+ag-grid-community

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Package Info

- Authors: niall.crosby@gmail.com, sean@thelandsmans.com, alberto.gutierrez.campo@gmail.com, rmc.software.consultancy@gmail.com, <a href="mailto:rmc.software.consultancy@gmailto:rmc.software.con

ag-grid-enterprise (30.0.0)

npm+ag-grid-enterprise

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Package Info

- Authors: niall.crosby@gmail.com, sean@thelandsmans.com, alberto.gutierrez.campo@gmail.com, rmc.software.consultancy@gmail.com
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agent-base (6.0.2)

npm+agent-base

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agentkeepalive (4.5.0)

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- Authors: <u>dead_horse@gq.com</u>, <u>dead_horse@gq.com</u>, <u>fengmk2@gmail.com</u>, <u>sakura9515@gmail.com</u>
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aggregate-error (3.1.0)

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ajv (6.12.6) npm+ajv

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ajv (8.12.0) npm+ajv

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- Authors: hello@blakeembrey.com, e.poberezkin@me.com
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<u>ajv-draft-04 (1.0.0)</u> npm+ajv-draft-04

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- Authors: e.poberezkin@me.com
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angular-animations (0.11.0) npm+angular-animations

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- Authors: 3.3fullpower@gmail.com
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angular-oauth2-oidc (17.0.0)

npm+angular-oauth2-oidc

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- · Authors: manfred.steyer@softwarearchitekt.at
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ansi-escapes (3.2.0)

npm+ansi-escapes

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ansi-escapes (4.3.2)

npm+ansi-escapes

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/ansi-escapes/-/ansi-escapes-4.3.2.tgz

ansi-regex (2.1.1) npm+ansi-regex

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- Authors: sindresorhus@gmail.com, npm@josh.junon.me
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npm+ansi-regex ansi-regex (3.0.1)

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ansi-regex (4.1.1) npm+ansi-regex

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ansi-regex (5.0.1) npm+ansi-regex

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- $\bullet \quad \text{Authors: } \underline{\text{sindresorhus@gmail.com}}, \underline{\text{npm@josh.junon.me}}$
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npm+ansi-styles ansi-styles (2.2.1)

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ansi-styles (3.2.1) npm+ansi-styles

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ansi-styles (4.3.0) npm+ansi-styles

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applicationinsights (1.8.10)

npm+applicationinsights

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Package Info

- Authors: appinsightssdk@microsoft.com, npmjs.org/applicationinsights/-/applicationinsights-1.8.10.tgz

aproba (2.0.0)

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- Authors: me@re-becca.org
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archiver (3.1.1)

npm+archiver

npm+aproba

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archiver-utils (2.1.0) npm+archiver-utils

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are-we-there-yet (3.0.1) npm+are-we-there-yet

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Package Info

- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy+temp2@github.com, gar+npm@danger.computer, luke@lukekarrys.com
- Package Download URL: https://registry.npmjs.org/are-we-there-yet/-/are-we-there-yet-3.0.1.tgz

argparse (1.0.10) npm+argparse

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- Authors: vitaly@rcdesign.ru
- Package Download URL: https://registry.npmjs.org/argparse/-/argparse-1.0.10.tgz

<u>argparse (2.0.1)</u> npm+argparse

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Python-2.0

A. HISTORY OF THE SOFTWARE

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 Year Owner GPLfrom 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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array-buffer-byte-length (1.0.1)

npm+array-buffer-byte-length

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Authors: <u>ljharb@gmail.com</u>

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array-flatten (1.1.1) npm+array-flatten

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- Authors: hello@blakeembrey.com
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array-timsort (1.0.3) npm+array-timsort

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/arraybuffer.prototype.slice/-/arraybuffer.prototype.slice-1.0.3.tgz

asap (2.0.6) npm+asap

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Package Info

- Authors: kris.kowal@cixar.com, fores@lindesay.co.uk
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asn1 (0.2.6)

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Package Info

- Authors: todd.whiteman@joyent.com, kusorbox@gmail.com, wpreul@gmail.com, michael.hicks@joyent.com, bahamat@digitalelf.net, aguycalledrichard@gmail.com, tyler.chameroy@joyent.com, dayne.buell@joyent.com, pmooney@pfmooney.com, mcavage@gmail.com, alay@cooperi.net_cody.mello@joyent.com
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assert (1.5.1) npm+asser

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Package Info

- Authors: <u>ljharb@gmail.com</u>, <u>npm@asdf.kooi.me</u>, <u>lukechilds123@gmail.com</u>, <u>calvin.metcalf@gmail.com</u>, <u>coolaj86@gmail.com</u>, <u>shtylman@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/assert/-/assert-1.5.1.tgz

assert-plus (1.0.0) npm+assert-plus

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- Authors: mcavage@gmail.com, patrick.f.mooney@gmail.com
- Package Download URL: https://registry.npmjs.org/assert-plus/-/assert-plus-1.0.0.tgz

assertion-error (1.1.0) npm+assertion-erro

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Package Info

- Authors: chaijs@keithcirkel.co.uk, npm@keithcirkel.co.uk, npm@keithcirkel.co.uk,
- Package Download URL: https://registry.npmjs.org/assertion-error/-/assertion-error-1.1.0.tgz

astral-regex (1.0.0) npm+astral-rege

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Package Info

- Authors: kevinmartensson@gmail.com
- Package Download URL: https://registry.npmjs.org/astral-regex/-/astral-regex-1.0.0.tgz

async (2.6.4) npm+async

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Package Info

- Authors: beau@beaugunderson.com, caolan@caolan.uk, alexander.early@gmail.com, megawac@gmail.com, argasinski.hubert@gmail.com, peau@beaugunderson.com, caolan@caolan.uk, alexander.early@gmail.com, megawac@gmail.com, argasinski.hubert@gmail.com, peaugunderson.com, argasinski.hubert@gmail.com, peaugunderson.com, argasinski.hubert@gmail.com, <a href="mailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:ar

async (3.2.5) npm+async

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Package Info

- Authors: beau@beaugunderson.com, caolan@caolan.uk, alexander.early@gmail.com, megawac@gmail.com, argasinski.hubert@gmail.com
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async-hook-jl (1.7.6) npm+asvnc-hook-il

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Package Info

- Authors: jlewis@streetconnect.com
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async-limiter (1.0.1)

npm+async-limiter

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Package Info

- Authors: samuel.trace.reed@gmail.com
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async-listener (0.6.10)

npm+async-listener

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Package Info

- Authors: ogd@aoaioxxysz.net, admin@stephenbelanger.com, w@tson.dk
 Package Download URL: https://registry.npmjs.org/async-listener/-/async-listener-0.6.10.tgz

async-mutex (0.3.2)

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Package Info

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asynckit (0.4.0)

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Package Info

- Authors: iam@alexindigo.com
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at-least-node (1.0.0)

npm+at-least-node

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available-typed-arrays (1.0.6)

npm+available-typed-arrays

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aws-sign2 (0.7.0) npm+aws-sign2

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<u>aws4 (1.12.0)</u> npm+aws4

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axios (0.21.4) npm+axios

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- Authors: mzabriskie@gmail.com, nick.uraltsev@gmail.com, emilto:emilto
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axios (1.6.7)

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Package Info

- $\underline{\textbf{Authors:}}\ \underline{\textbf{mzabriskie@gmail.com}}, \underline{\textbf{nick.uraltsev@gmail.com}}, \underline{\textbf{emilyemorehouse@gmail.com}}, \underline{\textbf{jasonsaayman@gmail.com}}$
- Package Download URL: https://registry.npmjs.org/axios/-/axios-1.6.7.tgz

axios-retry (3.9.1)

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Package Info

- Authors: development@softonic.com
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balanced-match (1.0.2) npm+balanced-match

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Package Info

- Authors: julian@juliangruber.com
- Package Download URL: https://registry.npmjs.org/balanced-match/-/balanced-match-1.0.2.tgz

<u>base64-js (1.5.1)</u> npm+base64-

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Package Info

- Authors: <u>t.jameson.little@gmail.com</u>, <u>feross@feross.org</u>
- Package Download URL: https://registry.npmjs.org/base64-js/-/base64-js-1.5.1.tgz

<u>bcrypt-pbkdf (1.0.2)</u> npm+bcrypt-pbkdf

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Package Info

- Authors: alex@cooperi.net, dap@cs.brown.edu, josh@sysmgr.org, trentm@gmail.com
- Package Download URL: https://registry.npmjs.org/bcrypt-pbkdf/-/bcrypt-pbkdf-1.0.2.tgz

<u>big-integer (1.6.52)</u> npm+big-integer

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Package Info

- Authors: peter.e.c.olson+npm@gmail.com
- Package Download URL: https://registry.npmjs.org/big-integer/-/big-integer-1.6.52.tgz

bin-links (3.0.3)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
- Package Download URL: https://registry.npmjs.org/bin-links/-/bin-links-3.0.3.tgz

binary (0.3.0)

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Package Info

- Authors: mail@substack.net
- Package Download URL: https://registry.npmjs.org/binary/-/binary-0.3.0.tgz

<u>bl (4.1.0)</u>

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Package Info

- Authors: hello@matteocollina.com, r@va.gg
- Package Download URL: https://registry.npmjs.org/bl/-/bl-4.1.0.tgz

bl (5.1.0)

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Package Info

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bluebird (3.4.7) npm+bluebird

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Package Info

- Authors: petka antonov@hotmail.com
- Package Download URL: https://registry.npmjs.org/bluebird/-/bluebird-3.4.7.tgz

bluebird (3.7.2) npm+bluebir

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Package Info

- Authors: petka antonov@hotmail.com
- Package Download URL: https://registry.npmjs.org/bluebird/-/bluebird-3.7.2.tgz

<u>body-parser (1.20.1)</u> npm+body-parser

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Package Info

- Authors: ulisesgascondev@gmail.com, doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/body-parser/-/body-parser-1.20.1.tgz

brace-expansion (1.1.11)

npm+brace-expansion

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Package Info

- Authors: julian@juliangruber.com, i@izs.me
- Package Download URL: https://registry.npmjs.org/brace-expansion/-/brace-expansion-1.1.11.tgz

brace-expansion (2.0.1)

npm+brace-expansion

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Package Info

- Authors: julian@juliangruber.com, i@izs.me
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buffer (5.7.1)

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Package Info

- Authors: <u>feross@feross.org</u>
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buffer (6.0.3) npm+buffer

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buffer-crc32 (0.2.13) npm+buffer-crc32

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Package Info

- Authors: <u>brianloveswords@gmail.com</u>, <u>iselwin@gmail.com</u>
 Package <u>Download URL: https://registry.npmjs.org/buffer-crc32/-/buffer-crc32-0.2.13.tgz</u>

buffer-equal-constant-time (1.0.1)

npm+buffer-equal-constant-time

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buffer-indexof-polyfill (1.0.2)

npm+buffer-indexof-polyfill

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Package Info

- Authors: sarosia@esterity.info

buffers (0.1.1) npm+buffers

Package Info

- · Authors: mail@substack.net
- Package Download URL: https://registry.npmjs.org/buffers/-/buffers-0.1.1.tgz

builtins (1.0.3)

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Package Info

- Authors: julian@juliangruber.com
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bytes (3.1.2) npm+bytes

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Package Info

- Authors: tj@vision-media.ca, doug@somethingdoug.com
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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
- Package Download URL: https://registry.npmjs.org/cacache/-/cacache-15.3.0.tgz

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com<
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cacheable-request (7.0.4) npm+cacheable-request

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Package Info

- Authors: <u>lukechilds123@gmail.com</u>, <u>me@jaredwray.com</u>, <u>sz.marczak@gmail.com</u>
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call-bind (1.0.6) npm+call-bind

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call-me-maybe (1.0.2) npm+call-me-maybe

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callsites (3.1.0) npm+callsites

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caseless (0.12.0)

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- Authors: mikeal.rogers@gmail.com, jnylen@gmail.com, simeonvelichkov@gmail.com
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chai (4.4.1)

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Package Info

- Authors: chaijs@keithcirkel.co.uk
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chainsaw (0.1.0)

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npm+chalk chalk (1.1.3)

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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chalk (2.4.2)

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Package Info

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chalk (4.1.2)

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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chardet (0.7.0) npm+chardet

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Package Info

- Authors: <u>deadrunk@gmail.com</u>
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charenc (0.0.2) npm+charen

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- Authors: <u>paul@vorb.de</u>
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check-error (1.0.3) npm+check-error

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child_process (1.0.2) npm+child_process

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chownr (1.1.4)

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chownr (2.0.0) npm+chownr

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clean-stack (2.2.0) npm+clean-stack

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cli-cursor (2.1.0)

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<u>cli-cursor (3.1.0)</u> npm+cli-curso

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<u>cli-spinners (2.6.1)</u> npm+cli-spinners

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/cli-spinners/-/cli-spinners-2.6.1.tgz

<u>cli-width (2.2.1)</u> npm+cli-width

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Package Info

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<u>cli-width (3.0.0)</u> npm+cli-width

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cliui (7.0.4)

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- Authors: bencoe@gmail.com Package Download URL: https://registry.npmjs.org/cliui/-/cliui-7.0.4.tgz

npm+cliui cliui (8.0.1)

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- Authors: <u>bencoe@gmail.com</u>, <u>bencoe+oss-bot@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/cliui/-/cliui-8.0.1.tgz

clone (1.0.4) npm+clone

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- Package Download URL: https://registry.npmjs.org/clone/-/clone-1.0.4.tgz

clone (2.1.2) npm+clone

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clone-response (1.0.3)

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Package Info

- Authors: sindresorhus@gmail.com, lukechilds123@gmail.com
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cls-hooked (4.2.2)

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Package Info

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cmd-shim (5.0.0) npm+cmd-shim

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
- Package Download URL: https://registry.npmjs.org/cmd-shim/-/cmd-shim-5.0.0.tgz

color-convert (1.9.3) npm+color-convert

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Package Info

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color-convert (2.0.1) npm+color-conver

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color-name (1.1.3)

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Package Info

- Authors: josh@junon.me, df.creative@gmail.com, npm@moox.io
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color-name (1.1.4)

npm+color-name

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Package Info

- Authors: josh@junon.me, df.creative@gmail.com, npm@moox.io
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color-support (1.1.3)

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combined-stream (1.0.8)

npm+combined-stream

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Package Info

- Authors: iam@alexindigo.com, apeherder@gmail.com, dtyree77@gmail.com, felix@debuggable.com
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commander (7.0.0)

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Package Info

- Authors: rkoutnik@gmail.com, tj@vision-media.ca, npm_j@ruru.gen.nz, abe@enzou.tokyo
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commander (2.20.3) npm+commander

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Package Info

- Authors: rkoutnik@gmail.com, tj@vision-media.ca, npm_j@ruru.gen.nz, abe@enzou.tokyo
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commander (6.2.1)

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Package Info

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commander (9.5.0) npm+commander

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comment-json (4.2.3)

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common-ancestor-path (1.0.1)

npm+common-ancestor-path

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complex.js (2.1.1)

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- · Authors: robert@raw.org
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compress-commons (2.1.1)

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concat-map (0.0.1) npm+concat-map

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Package Info

- Authors: <u>substack@gmail.com</u>, <u>lipingle-gmail.com</u>, nopersonsmodules@gmail.com, nopersonsmodules@gmail.com,
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console-control-strings (1.1.0)

npm+console-control-strings

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content-disposition (0.5.4)

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- Authors: doug@somethingdoug.com
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content-type (1.0.5) npm+content-type

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- Authors: doug@somethingdoug.com
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continuation-local-storage (3.2.1)

npm+continuation-local-storage

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Package Info

- Authors: <u>admin@stephenbelanger.com</u>, <u>ogd@aoaioxxysz.net</u>
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cookie (0.5.0) npm+cookie

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Package Info

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cookie-signature (1.0.6)

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core-js (2.5.4) npm+core-js

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Package Info

- Authors: <u>zloirock@zloirock.ru</u>
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core-js-pure (3.35.1) npm+core-js-pur

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core-util-is (1.0.2) npm+core-util-is

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Authors: <u>i@izs.me</u>

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core-util-is (1.0.3) npm+core-util-is

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crc (3.8.0) npm+crc

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crc32-stream (3.0.1) npm+crc32-stream

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- Authors: chris@talkingtontech.com
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cross-spawn (6.0.5)

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cross-spawn (7.0.3)

npm+cross-spawn

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crypt (0.0.2)

npm+crypt

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cryptr (6.3.0) npm+cryptr

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dashdash (1.14.1) npm+dashdash

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date-fns (2.28.0) npm+date-fns

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dateformat (4.6.3) npm+dateformat

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Package Info

- Authors: felix@debuggable.com, dev@tavan.de, github@sellside.com, brian.woodward@gmail.com, fpintos.npm@outlook.com, me@chasemanning.co.nz
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debug (2.6.9) npm+debug

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- · Authors: npm@josh.junon.me, rhyneandrew@gmail.com, nathan@tootallnate.net, tj@vision-media.ca
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debug (4.3.4) npm+debug

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debuglog (1.0.1)

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decimal.js (10.4.3) npm+decimal.js

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decompress-response (6.0.0)

npm+decompress-response

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deep-eql (4.1.3) npm+deep-eal

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deep-equal (1.1.2)

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/deep-equal/-/deep-equal-1.1.2.tgz

deep-extend (0.6.0) npm+deep-extend

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Package Info

- Authors: lotsmanov89@gmail.com
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deep-is (0.1.4) npm+deep-is

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Package Info

- Authors: thlorenz10@gmail.com
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defaults (1.0.4)

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defer-to-connect (2.0.1)

npm+defer-to-connect

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Package Info

- Authors: <u>sz.marczak@gmail.com</u>
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define-data-property (1.1.2)

npm+define-data-property

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Package Info

- Authors: ljharb@gmail.com
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define-lazy-prop (2.0.0)

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>
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define-properties (1.2.1)

npm+define-properties

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Package Info

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delayed-stream (1.0.0)

npm+delayed-stream

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Package Info

- Authors: felix@debuggable.com, apeherder@gmail.com
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delegates (1.0.0) npm+delegates

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Package Info

- Authors: tj@vision-media.ca, dominic@dbarnes.info
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depd (2.0.0) npm+depd

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Authors: doug@somethingdoug.com

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destroy (1.2.0)

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
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detect-libc (2.0.2) npm+detect-libc

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- Authors: npm@lovell.info
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detect-port (1.5.1) npm+detect-port

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Package Info

- Authors: fengmk2@gmail.com, xudafeng@126.com, zic.zhu@gmail.com
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<u>dezalgo (1.0.4)</u>

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Package Info

- Authors: fritzy@github.com, darcy@darcyclarke.me, ruyadorno@hotmail.com, guitlahok@gmail.com, gar+npm@danger.computer, luke@lukekarrys.com
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diagnostic-channel (0.3.1) npm+diagnostic-channel

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diagnostic-channel-publishers (0.4.4)

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Package Info

- Authors: joshgavant@gmail.com, jithomso@microsoft.com, osvaldo@osvaldojr.com, jackpeterhorton@gmail.com, $\underline{appinsightssdk@microsoft.com, nev.wylie@microsoft.com, \underline{hectorjavierhdz@live.com, \underline{npmjs@microsoft.com, \underline{mkaufman@microsoft.com}}$
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doctrine (3.0.0) npm+doctrine

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- Authors: utatane.tea@gmail.com, nicholas+eslint@nczconsulting.com, ivolodin@gmail.com, nicholas@nczconsulting.com
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dotenv (8.6.0) npm+dotenv

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Package Info

- Authors: jacoblowe2.0@gmail.com, scott@scottmotte.com, mot@mot.la, mot@dotenv.org Package Download URL: https://registry.npmjs.org/dotenv/-/dotenv-8.6.0.tgz

duplexer2 (0.1.4)

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- Authors: deoxxa@fknsrs.biz, snnskwtnb@gmail.com, zertosh@gmail.com
- Package Download URL: https://registry.npmjs.org/duplexer2/-/duplexer2-0.1.4.tgz

ecc-jsbn (0.1.2) npm+ecc-jsbn

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Tom Wu tjw@cs.Stanford.EDU

Package Info

- Authors: duhamelantoine1995@gmail.com, jeremie@jabber.org, nomad.ry@gmail.com
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ecdsa-sig-formatter (1.0.11)

npm+ecdsa-sig-formatter

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- Authors: d2ltravisdeploy@d2l.com
- Package Download URL: https://registry.npmjs.org/ecdsa-sig-formatter/-/ecdsa-sig-formatter-1.0.11.tgz

ee-first (1.1.1) npm+ee-first

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Package Info

- Authors: jonathanrichardong@gmail.com, doug@somethingdoug.com Package Download URL: https://registry.npmjs.org/ee-first/-lee-first-1.1

emitter-listener (1.1.2) npm+emitter-listener

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emoji-regex (7.0.3) npm+emoji-regex

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- Authors: mathias@qiwi.be, mode-team-npm+wombot@google.com
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emoji-regex (8.0.0) npm+emoji-regex

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- Authors: mathias@qiwi.be, node-team-npm+wombot@google.com
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encodeurl (1.0.2)

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- Authors: hello@blakeembrey.com, doug@somethingdoug.com
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encoding (0.1.13) npm+encodin

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- Authors: <u>andris@node.ee</u>
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end-of-stream (1.4.4) npm+end-of-stream

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- Authors: mathiasbuus@gmail.com
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entities (4.5.0)

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- Authors: me@feedic.com
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env-paths (2.2.1) npm+env-paths

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/env-paths/-/env-paths-2.2.1.tgz

err-code (2.0.3) npm+err-code

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Package Info

- Authors: alex@achingbrain.net, andremiguelcruz@msn.com
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es-abstract (1.22.3) npm+es-abstract

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/es-abstract/-/es-abstract-1.22.3.tgz

es-aggregate-error (1.0.12)

npm+es-aggregate-error

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/es-aggregate-error/-/es-aggregate-error-1.0.12.tgz

<u>es-errors (1.3.0)</u>

npm+es-errors

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es-to-primitive (1.2.1) npm+es-to-primitive

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escalade (3.1.2) npm+escalade

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Package Info

- · Authors: luke@lukeed.com
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escape-html (1.0.3)

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Package Info

- Authors: tj@vision-media.ca, doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/escape-html/-/escape-html-1.0.3.tgz

escape-latex (1.2.0) npm+escape-latex

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Package Info

- Authors: contact@dangmai.net
- Package Download URL: https://registry.npmjs.org/escape-latex/-/escape-latex-1.2.0.tgz

escape-string-regexp (1.0.5)

npm+escape-string-regexp

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/escape-string-regexp/-/escape-string-regexp-1.0.5.tgz

escape-string-regexp (4.0.0)

npm+escape-string-regexp

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- Authors: sindresorhus@gmail.com
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eslint (8.56.0) npm+eslint

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- Authors: npm@openjsf.org, nicholas@eslint.org
 Package Download URL: https://registry.npmjs.org/eslint/-/eslint-8.56.0.tgz

eslint (6.8.0) npm+eslint

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Package Info

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npm+eslint-config-prettier eslint-config-prettier (6.15.0)

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Package Info

- Authors: simon.lydell@gmail.com, georgii.dolzhykov@gmail.com
 Package Download URL: https://registry.npmjs.org/eslint-config-prettier/-/eslint-config-prettier-6.15.0.tgz

eslint-plugin-prettier (3.4.1)

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Package Info

- Authors: zertosh@gmail.com, simon.lydell@gmail.com, ben@reload.me.uk, teddy.katz@gmail.com, admin@1stg.me, aosukeke@gmail.com
- Package Download URL: https://registry.npmjs.org/eslint-plugin-prettier/-/eslint-plugin-prettier-3.4.1.tgz

eslint-scope (5.1.1)

npm+eslint-scope

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- Package Download URL: https://registry.npmjs.org/eslint-scope/-/eslint-scope-5.1.1.tgz

eslint-scope (7.2.2)

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eslint-utils (1.4.3) npm+eslint-utils

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eslint-utils (2.1.0) npm+eslint-utils

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eslint-visitor-keys (1.3.0)

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- Authors: npm@openjsf.org, nicholas@eslint.org
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- Authors: npm@openjsf.org, nicholas@eslint.org
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espree (6.2.1) npm+espree

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- Authors: npm@openjsf.org, nicholas@eslint.org
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espree (9.6.1) npm+espree

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- Authors: npm@openjsf.org, nicholas@eslint.org
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esprima (4.0.1) npm+esprima

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Package Info

- Authors: jrfeenst@gmail.com, npm@michael.ficarra.me
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esrecurse (4.3.0) npm+esrecurse

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Package Info

- Authors: utatane.tea@gmail.com, npm@michael.ficarra.me, nicholas@nczconsulting.com
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- Authors: nicholas@nczconsulting.com, npm@michael.ficarra.me, utatane.tea@gmail.com
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- Authors: doug@somethingdoug.com
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event-target-shim (5.0.1)

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- Authors: npm@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com
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events (3.3.0)

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- Authors: dev@gozala.io, renee@kooi.me, shtylman@gmail.com
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Package Info

- Authors: aslak.hellesoy@gmail.com, espen@hovlandsdal.com
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expand-template (2.0.3)

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express (4.18.2) npm+express

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Package Info

- Authors: wes@wesleytodd.com, doug@somethingdoug.com, linus@folkdatorn.se, jean.burellier@gmail.com, hello@blakeembrey.com, ulisesgascondev@gmail.com, mikeal.rogers@gmail.com
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extend (3.0.2) npm+extend

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- Authors: justmoon@members.fsf.org, ljharb@gmail.com
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external-editor (3.1.0) npm+external-editor

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extsprintf (1.3.0) npm+extsprintf

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fast-deep-equal (3.1.3)

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<u>fast-diff (1.1.2)</u> npm+fast-diff

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- Authors: <u>i@zihua.li</u>, <u>jhchen7@gmail.com</u>
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fast-diff (1.3.0) npm+fast-diff

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- Authors: i@zihua.li, jhchen7@gmail.com
- Package Download URL: <a href="https://registry.npmjs.org/fast-diff/-/fast-di

fast-json-stable-stringify (2.1.0)

npm+fast-ison-stable-stringif

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fast-levenshtein (2.0.6)

npm+fast-levenshtein

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fastq (1.17.1) npm+fas

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figures (2.0.0) npm+figures

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figures (3.2.0) npm+figures

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file-entry-cache (5.0.1) npm+file-entry-cache

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file-entry-cache (6.0.1)

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finalhandler (1.2.0) npm+finalhandler

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- Authors: wes@wesleytodd.com, doug@somethingdoug.com
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find-up (5.0.0)

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flake8 (7.0.0) pip+flake8

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- Authors: tarek@ziade.org
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flat-cache (2.0.1) npm+flat-cache

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npm+flatted flatted (2.0.2)

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Package Info

- Authors: andrea.giammarchi@gmail.com
- Package Download URL: https://registry.npmjs.org/flatted/-/flatted-2.0.2.tgz

flatted (3.2.9)

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npm+follow-redirects follow-redirects (1.15.5)

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Package Info

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for-each (0.3.3) npm+for-each

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Package Info

- Authors: <u>ljharb@gmail.com</u>, <u>raynos2@gmail.com</u>
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forever-agent (0.6.1) npm+forever-agent

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Package Info

- Authors: mikeal.rogers@gmail.com, jnylen@gmail.com, simeonvelichkov@gmail.com
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form-data (2.3.3) npm+form-data

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Package Info

- Authors: mikeal.rogers@gmail.com, niftylettuce@gmail.com, iam@alexindigo.com, ljharb@gmail.com, pierceydylan@gmail.com, npm@titanism.com
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form-data (2.5.1) npm+form-data

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Package Info

- Authors: mikeal.rogers@gmail.com, niftylettuce@gmail.com, iam@alexindigo.com, ljharb@gmail.com, pierceydylan@gmail.com, npm@titanism.com
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form-data (3.0.1) npm+form-data

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Package Info

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form-data (4.0.0) npm+form-data

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- Authors: mikeal.rogers@gmail.com, niftylettuce@gmail.com, iam@alexindigo.com, ljharb@gmail.com, pierceydylan@gmail.com, com, niftylettuce@gmail.com, n
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forwarded (0.2.0)

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- Authors: doug@somethingdoug.com
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fraction.js (4.3.7) npm+fraction.js

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Package Info

- Authors: <u>robert@xarg.org</u>
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fresh (0.5.2)

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fs-constants (1.0.0)

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Package Info

- Authors: mathiasbuus@gmail.com
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fs-extra (9.1.0) npm+fs-extra

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Package Info

- Authors: jprichardson@gmail.com, opensrc@ryanzim.com, manidlou@gmail.com
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fs-extra (3.0.1) npm+fs-extra

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- Authors: jprichardson@gmail.com, opensrc@ryanzim.com, manidlou@gmail.com
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<u>fs-extra (7.0.1)</u> npm+fs-extra

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fs-minipass (2.1.0)

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fs.realpath (1.0.0) npm+fs.realpath

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- · Authors: i@izs.me
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fstream (1.0.12) npm+fstream

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Package Info

- Authors: me@re-becca.org, i@izs.me, ogd@aoaioxxysz.net, kzm@sykosomatic.org
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function-bind (1.1.2)

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- Authors: raynos2@gmail.com, lipharb@gmail.com
 Package Download URL: https://registry.npmjs.org/function-bind/-/function-bind-1.1.2.tgz

function.prototype.name (1.1.6)

npm+function.prototype.name

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Package Info

- Authors: ljharb@gmail.com
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functional-red-black-tree (1.0.1)

npm+functional-red-black-tree

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Package Info

• Authors: mikolalysenko@gmail.com

functions-have-names (1.2.3) npm+functions-have-names

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Package Info

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gauge (4.0.4) npm+gauge

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Package Info

- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer, luke@lukekarrys.com
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get-caller-file (2.0.5) npm+get-caller-file

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Package Info

- Authors: <u>stefan.penner@gmail.com</u>
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get-func-name (2.0.2)

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Package Info

- Authors: chaijs@keithcirkel.co.uk, npm@keithcirkel.co.uk
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get-intrinsic (1.2.4) npm+get-intrinsic

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get-stdin (6.0.0) npm+get-stdin

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Package Info

- Authors: sindresorhus@gmail.com
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get-stream (5.2.0) npm+get-stream

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- Authors: sindresorhus@gmail.com, ehmicky@gmail.com
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get-symbol-description (1.0.2)

npm+get-symbol-description

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- Authors: <u>ljharb@gmail.com</u>
 Package Download URL: <u>https://registry.npmjs.org/get-symbol-description/-/get-symbol-description-1.0.2.tgz</u>

getpass (0.1.7) npm+getpass

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Package Info

- Authors: alex@cooperi.net
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github-from-package (0.0.0)

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- · Authors: mail@substack.net
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glob (7.2.3) npm+glob

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- Authors: <u>i@izs.me</u>
- Package Download URL: https://registry.npmjs.org/glob/-/glob-7.2.3.tgz

<u>glob (8.1.0)</u> npm+glob

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glob-parent (5.1.2) npm+glob-parent

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Package Info

- Authors: <u>blaine.bublitz@gmail.com</u>, <u>yo@contra.io</u>, <u>elan.shanker+npm@gmail.com</u>, <u>github@sellside.com</u>, <u>brian.woodward@gmail.com</u>
 Package Download URL: https://registry.npmjs.org/glob-parent/-/glob-parent-5.1.2.tgz

glob-parent (6.0.2)

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Package Info

- Authors: blaine.bublitz@gmail.com, brian.woodward@gmail.com, <a href="mailto:blaine.bublitz@gmailto:blaine.bu

glob2 (0.4.1) pip+glob2

Package Info

- Authors: michael@elsdoerfer.com
- Package Download URL: $\underline{https://files.pythonhosted.org/packages/9c/38/e0fb3ff759614ceea6d2c28265a253062842e37a116ad644fbeae669d42f/glob2-0.4.1.tar.gz}$

globals (12.4.0) npm+globals

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Package Info

- Authors: ben@byk.im, nicholas@nczconsulting.com, schreck.mathias@gmail.com, sindresorhus@gmail.com
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globals (13.24.0)

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globalthis (1.0.3) npm+globalthis

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gopd (1.0.1) npm+gopd

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got (11.8.6)

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Package Info

- Authors: sindresorhus@gmail.com, sz.marczak@gmail.com,
- Package Download URL: https://registry.npmjs.org/got/-/got-11.8.6.tgz

graceful-fs (4.2.11) npm+graceful-fs

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Package Info

- Authors: i@izs.me
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graphemer (1.4.0) npm+grapheme

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handlebars (4.7.8) npm+handlebars

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Package Info

- Authors: kpdecker@gmail.com, wycats@gmail.com, lawnsea@gmail.com, github.erisds@gmail.com, npm@knappi.org, jakob.linskeseder@gmail.com
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har-schema (2.0.0)

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har-validator (5.1.5) npm+har-validator

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Package Info

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has-ansi (2.0.0) npm+has-ansi

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
 Package Download URL: https://registry.npmjs.org/has-ansi/-/has-ansi-2.0.0.tgz

has-bigints (1.0.2)

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has-flag (3.0.0) npm+has-flag

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has-flag (4.0.0)

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>
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has-own-prop (2.0.0)

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Package Info

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has-proto (1.0.1)

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- Authors: <u>ljharb@gmail.com</u>
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has-symbols (1.0.3) npm+has-symbols

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has-tostringtag (1.0.2)

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has-unicode (2.0.1) npm+has-unicode

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hasown (2.0.0) npm+hasown

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hosted-git-info (4.1.0) npm+hosted-git-info

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Package Info

- $\bullet \quad \text{Authors:} \ \underline{\text{hashtagchris@github.com}}, \ \underline{\text{reggi@github.com}}, \ \underline{\text{npm-cli+bot@github.com}}, \ \underline{\text{saquibkhan@github.com}}, \ \underline{\text{fritzy@github.com}}, \ \underline{\text{fritzy@github.com}}, \ \underline{\text{reggi@github.com}}, \ \underline{\text{npm-cli+bot@github.com}}, \ \underline{\text{reggii}}, \ \underline{\text{reggii}}, \ \underline{\text{npm-cli+bot@github.com}}, \ \underline{\text{reggii}}, \ \underline{\text{npm-cli+bot@github.com}}, \ \underline{\text{npm-cli+bot$ gar+npm@danger.computer
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http-cache-semantics (4.1.1) npm+http-cache-semantics

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- Authors: npmspam@geekhood.net
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http-close (1.0.0)

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- Authors: christian@tellnes.no
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http-errors (2.0.0)

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Package Info

- Authors: npm@egeste.net, doug@somethingdoug.com, jonathanrichardong@gmail.com
- Package Download URL: https://registry.npmjs.org/http-errors/-/http-errors-2.0.0.tgz

http-proxy-agent (4.0.1)

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Package Info

- Authors: nathan@tootallnate.net
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http-proxy-agent (5.0.0)

npm+http-proxy-agent

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http-signature (1.2.0) npm+http-signature

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Package Info

- $\bullet \quad \text{Authors:} \ \underline{\text{bahamat@digitalelf.net}}, \ \underline{\text{todd.whiteman@joyent.com}}, \ \underline{\text{kusorbox@gmail.com}}, \ \underline{\text{michael.hicks@joyent.com}}, \ \underline{\text{pmooney@pfmooney.com}}, \ \underline{\text{todd.whiteman@joyent.com}}, \ \underline{\text{todd.whiteman@joyent.com}},$ mcavage@gmail.com, alex@cooperi.net, melloc@writev.io
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npm+http2-wrapper http2-wrapper (1.0.3)

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Package Info

- Authors: sindresorhus@gmail.com, sz.marczak@gmail.com
- Package Download URL: https://registry.npmjs.org/http2-wrapper/-/http2-wrapper-1.0.3.tgz

https-proxy-agent (5.0.1)

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Package Info

- Authors: nathan@tootallnate.net
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humanize-ms (1.2.1)

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Package Info

- Authors: dead horse@qq.com
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iconv-lite (0.4.24) npm+iconv-lite

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Package Info

- Authors: <u>ashtuchkin@gmail.com</u>
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iconv-lite (0.6.3) npm+iconv-lite

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Package Info

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ieee754 (1.2.1) npm+ieee754

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Package Info

- Authors: feross@feross.org
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ignore (4.0.6) npm+ignore

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ignore (5.3.0) npm+ignore

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Package Info

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ignore-walk (4.0.1) npm+ignore-walk

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@gith
- Package Download URL: https://registry.npmjs.org/ignore-walk/-/ignore-walk-4.0.1.tgz

immediate (3.0.6) npm+immediate

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Package Info

- Authors: calvin.metcalf@gmail.com
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<u>import-fresh (3.3.0)</u> npm+import-fresh

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imurmurhash (0.1.4)

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Package Info

- Authors: jensyt@gmail.com
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indent-string (4.0.0)

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infer-owner (1.0.4)

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Package Info

- Authors: evilpacket@gmail.com, ahmad@ahmadnassri.com, i@izs.me
- Package Download URL: https://registry.npmjs.org/infer-owner/-/infer-owner-1.0.4.tgz

inflight (1.0.6) npm+inflight

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inherits (2.0.3)

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inherits (2.0.4) npm+inherits

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Package Info

- Authors: <u>i@izs.me</u>
- Package Download URL: https://registry.npmjs.org/inherits/-/inherits-2.0.4.tgz

<u>ini (1.3.8)</u>

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
- Package Download URL: https://registry.npmjs.org/ini/-/ini-1.3.8.tgz

<u>ini (2.0.0)</u> npm+ini

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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inquirer (6.5.2) npm+inquirer

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Package Info

- Authors: admin@simonboudrias.com, chatfielddaniel@gmail.com, mail@michael-kuehnel.de, ruyadorno@hotmail.com
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inquirer (7.3.3) npm+inquirer

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- Authors: admin@simonboudrias.com, com, admin@simonboudrias.com, com, package https://registry.npmjs.org/inquirer/-/inquirer-7.3.3.tgz

inquirer (8.2.6) npm+inquirer

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install (0.13.0) npm+install

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- Authors: bn@cs.stanford.edu
- Package Download URL: https://registry.npmjs.org/install/-/install-0.13.0.tgz

internal-slot (1.0.7) npm+internal-slot

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/internal-slot/-/internal-slot-1.0.7.tgz

<u>ip (2.0.0)</u>

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Package Info

- Authors: brad@memoryleak.org, fedor.indutny@gmail.com, me@mmalecki.com, blackhole@livebox.sh, charlie.robbins@gmail.com
- Package Download URL: https://registry.npmjs.org/ip/-/ip-2.0.0.tgz

ip-regex (4.3.0) npm+ip-regex

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/ip-regex/-/ip-regex-4.3.0.tgz

<u>ipaddr.js (1.9.1)</u> npm+ipaddr.j

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- Authors: whitequark@whitequark.org
- Package Download URL: https://registry.npmjs.org/ipaddr.js/-/ipaddr.js-1.9.1.tgz

<u>is-arguments (1.1.1)</u> npm+is-arguments

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-arguments/-/is-arguments-1.1.tgz

is-array-buffer (3.0.4) npm+is-array-buffer

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Package Info

- Authors: <u>ljharb@gmail.com</u>, <u>chenfengyuan@outlook.com</u>
 Package Download URL: <u>https://registry.npmjs.org/is-array-buffer/-/is-array-buffer-3.0.4.tgz</u>

is-bigint (1.0.4) npm+is-bigint

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-bigint/-/is-bigint-1.0.4.tgz

is-boolean-object (1.1.2)

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-boolean-object/-/is-boolean-object-1.1.2.tgz

is-buffer (1.1.6) npm+is-buffer

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- Authors: <u>feross@feross.org</u>
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is-callable (1.2.7) npm+is-callable

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- Package Download URL: https://registry.npmjs.org/is-callable/-/is-callable-1.2.7.tgz

is-date-object (1.0.5)

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- · Authors: ljharb@gmail.com
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is-docker (2.2.1) npm+is-docker

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/is-docker/-/is-docker-2.2.1.tgz

is-extglob (2.1.1) npm+is-extglob

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Package Info

- Authors: github@sellside.com Package Download URL: https://registry.npmjs.org/is-extglob/-/is-extglob-2.1.1.tgz

is-fullwidth-code-point (2.0.0) npm+is-fullwidth-code-point

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npm+is-fullwidth-code-point

is-fullwidth-code-point (3.0.0)

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-fullwidth-code-point/-/is-fullwidth-co

is-glob (4.0.3)

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Package Info

- Authors: blaine.bublitz@gmail.com, github@sellside.com, brian.woodward@gmail.com,
- Package Download URL: https://registry.npmjs.org/is-glob/-/is-glob-4.0.3.tgz

is-interactive (1.0.0) npm+is-interactive

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is-lambda (1.0.1) npm+is-lambd

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Package Info

- Authors: <u>w@tson.dk</u>
- Package Download URL: https://registry.npmjs.org/is-lambda/-/is-lambda-1.0.1.tgz

<u>is-negative-zero (2.0.2)</u> npm+is-negative-zero

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is-number-object (1.0.7)

npm+is-number-object

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is-path-inside (3.0.3)

npm+is-path-inside

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is-regex (1.1.4) npm+is-regex

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is-retry-allowed (2.2.0) npm+is-retry-allowed

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Package Info

- Authors: floatdrop@gmail.com, sindresorhus@gmail.com
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is-shared-array-buffer (1.0.2)

npm+is-shared-array-buffer

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Package Info

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is-string (1.0.7) npm+is-string

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is-symbol (1.0.4) npm+is-symbol

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- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-symbol-1.0.4.tgz

is-typed-array (1.1.13) npm+is-typed-array

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- Authors: ljharb@gmail.com, alexander.gugel@gmail.com
- Package Download URL: https://registry.npmjs.org/is-typed-array/-/is-typed-array-1.1.13.tgz

is-typedarray (1.0.0) npm+is-typedarray

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is-unicode-supported (0.1.0)

npm+is-unicode-supported

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is-weakref (1.0.2)

npm+is-weakref

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-weakref/-/is-weakref-1.0.2.tgz

<u>is-wsl (1.1.0)</u> npm+is-wsl

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- Authors: <u>sindresorhus@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/is-wsl/-/is-wsl-1.1.0.tgz

<u>is-wsl (2.2.0)</u> npm+is-wsl

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- Package Download URL: https://registry.npmjs.org/is-wsl/-/is-wsl-2.2.0.tgz

<u>isarray (1.0.0)</u> npm+isarray

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isarray (2.0.5) npm+isarrav

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isexe (2.0.0)

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isstream (0.1.2) npm+isstream

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- Authors: rod@vagg.org
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javascript-natural-sort (0.7.1)

npm+iavascript-natural-sor

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- Authors: khousley@bill4time.com
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<u>is-base64 (3.7.6)</u> npm+js-base64

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j<u>s-md4 (0.3.2)</u> npm+js-md4

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- Authors: emn178@gmail.com
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- Authors: simon.lydell@gmail.com
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js-yaml (3.14.1) npm+js-yaml

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js-yaml (4.1.0) npm+js-yaml

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- Authors: mathias@giwi.be, jakob.kummerow@gmail.com, node-team-npm+wombot@google.com
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jsbn (0.1.1)

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json-buffer (3.0.1) npm+json-buffer

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json-parse-even-better-errors (2.3.1)

npm+json-parse-even-better-errors

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This library is a fork of 'better-json-errors' by Kat Marchán, extended and distributed under the terms of the MIT license above.

Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, gar+npm@danger.computer, i@izs.me
- Package Download URL: https://registry.npmjs.org/json-parse-even-better-errors/-/json-parse-even-better-errors-2.3.1.tgz

json-schema (0.4.0) npm+json-schema

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Package Info

- Authors: kriszyp@gmail.com
- Package Download URL: https://registry.npmjs.org/json-schema/-/json-schema-0.4.0.tgz

json-schema-traverse (0.4.1)

npm+json-schema-traverse

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Package Info

- Authors: e.poberezkin@me.com
- Package Download URL: https://registry.npmjs.org/json-schema-traverse/-/json-schema-traverse-0.4.1.tgz

json-schema-traverse (1.0.0)

npm+ison-schema-traverse

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- Authors: <u>e.poberezkin@me.com</u>
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json-stable-stringify-without-jsonify (1.0.1)

npm+json-stable-stringify-without-jsonify

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- Authors: samneubardt@gmail.com
- Package Download URL: https://registry.npmjs.org/json-stable-stringify-without-jsonify-1.0.1.tgz

json-stringify-nice (1.1.4)

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/json-stringify-nice-1.1.4.tgz

json-stringify-safe (5.0.1)

npm+json-stringify-safe

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Package Info

- Authors: <u>i@izs.me</u>, <u>andri@dot.ee</u>
 Package Download URL: <u>https://registry.npmjs.org/json-stringify-safe/-/json-stringify-safe-5.0.1.tgz</u>

jsonfile (3.0.1)

npm+jsonfile

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Package Info

- Authors: jprichardson@gmail.com, opensrc@ryanzim.com
- Package Download URL: https://registry.npmjs.org/jsonfile/-/jsonfile-3.0.1.tgz

jsonfile (4.0.0)

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- Authors: jprichardson@gmail.com, opensrc@ryanzim.com Package Download URL: https://registry.npmjs.org/jsonfile/-/jsonfile-4.0.0.tgz

jsonfile (6.1.0) npm+jsonfile

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- Authors: jprichardson@gmail.com, opensrc@ryanzim.com
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jsonparse (1.3.1) npm+jsonparse

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Package Info

- Authors: tim@creationix.com, <a href="mailto:m

jsonschema (1.4.1) npm+jsonschema

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Package Info

- Authors: aaa@bzfx.net, tom@degrunt.nl
- Package Download URL: https://registry.npmjs.org/jsonschema/-/jsonschema-1.4.1.tgz

jsonwebtoken (8.5.1) npm+jsonwebtoken

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Package Info

- Authors: timothyferrell+npm@gmail.com, david.renaud@okta.com, charles.rea@auth0.com
- Package Download URL: https://registry.npmjs.org/jsonwebtoken/-/jsonwebtoken-8.5.1.tgz

isonwebtoken (9.0.2) npm+jsonwebtoken

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Package Info

- Authors: timothyferrell+npm@gmail.com, david.renaud@okta.com, charles.rea@auth0.com
- Package Download URL: https://registry.npmjs.org/jsonwebtoken/-/jsonwebtoken-9.0.2.tgz

j<u>sprim (1.4.2)</u> npm+jsprim

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Package Info

- Authors: todd.whiteman@joyent.com, kusorbox@gmail.com, wpreul@gmail.com, michael.hicks@joyent.com, bahamat@digitalelf.net, aguycalledrichard@gmail.com, tyler.chameroy@joyent.com, dayne.buell@joyent.com, trentm@gmail.com, dap@cs.brown.edu, josh@sysmgr.org, alex@cooperi.net, cody.mello@joyent.com, kelly.mclaughlin@joyent.com
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jszip (3.10.1) npm+iszip

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- Authors: d.duponchel@gmail.com, npm@website.stuartk.com Package Download URL: https://registry.npmjs.org/jszip/-/jszip-3.10.1.tgz

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/junk/-/junk-2.1.0.tgz

junk (3.1.0) npm+jun

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just-diff (5.2.0) npm+just-diff

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- · Authors: anguscroll@gmail.com
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just-diff-apply (5.5.0)

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Package Info

- Authors: brianloveswords@gmail.com, owen@omsmith.ca, mikelarssonftw@gmail.com,
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Package Info

- Authors: <u>brianloveswords@gmail.com</u>, <u>owen@omsmith.ca</u>, <u>mikelarssonftw@gmail.com</u>
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<u>jws (3.2.2)</u> npm+jws

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Package Info

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<u>jws (4.0.0)</u> npm+jws

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jwt-decode (3.1.2) npm+jwt-decode

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- Authors: natalie.cluer@gmail.com, vmichellej@gmail.com, enrique.pina@auth0.com, ece.tavasli@auth0.com, pablo.ubal@okta.com, douglas.miller@auth0.com, zak.nour@auth0.com, stefan.heller@auth0.com, james.garrett@auth0.com, madhuri.ravindramohan@okta.com, willvedd@gmail.com, david.renaud@okta.com, jeff.shuman@auth0.com, oss.sdks@auth0.com, peter.ung@auth0.com, eduardo.diaz@okta.com, sebastian.iacomuzzi@gmail.com, martin.walsh@gmail.com, devops+npm@auth0.com, support@auth0.com, hernan@auth0.com, andres.aguiar@gmail.com, charles.rea@auth0.com, balmacedaluciano@gmail.com, julien.wollscheid@auth0.com, cristiandouce@gmail.com, sambellen@gmail.com, steve.hobbs@auth0.com, sandrino@dimattia.be, les.zychowski@auth0.com, josh@joshcanhelp.com, rob.coles@auth0.com, artem@rosnovsky.us, david.patrick@auth0.com, zeta@widcket.com, adamjmcgrath@gmail.com, jim.anderson@auth0.com, frederik.prijck@gmail.com, sergii.biienko@auth0.com, tom.carter@auth0.com, hello@jpadilla.com, jesse.le@auth0.com, raghd.hamzeh@auth0.com, greg.lopez@auth0.com, jfromaniello@gmail.com, ryan.wilke@auth0.com
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keytar (7.9.0) npm+keytar

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Package Info

- Authors: ogle.ben@gmail.com, nathan@github.com, michelle@michelletilley.net, smashwilson@gmail.com, kevinsawicki@gmail.com, zcbenz@gmail.com, lee@lee-dohm.com, as-cii@github.com, daviwil@github.com, kuychaco@gmail.com, brendan.forster@github.com, atom@github.com
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keyv (4.5.4) npm+keyv

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Package Info

- Authors: me@jaredwray.com, lukechilds123@gmail.com
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klaw (3.0.0)

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Package Info

- Authors: jprichardson@gmail.com, opensrc@ryanzim.com, manidlou@gmail.com
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lazystream (1.0.1) npm+lazystream

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Package Info

- Authors: jonas.pommerening@gmail.com
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levn (0.3.0)

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Package Info

- Authors: z@georgezahariev.com
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levn (0.4.1)

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lie (3.3.0) npm+lie

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Package Info

- Authors: calvin.metcalf@gmail.com
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npm+listenercount listenercount (1.0.1)

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- Authors: jason@denizac.org
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locate-path (6.0.0) npm+locate-path

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- Authors: <u>sindresorhus@gmail.com</u>
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lodash (4.17.21) npm+lodasi

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- Authors: mathias@qiwi.be, john.david.dalton@gmail.com, benjamin@dev.ofcr.se Package Download URL: https://registry.npmjs.org/lodash/-/lodash-4.17.21.tgz

lodash-es (4.17.21)

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- Authors: <u>mathias@qiwi.be</u>, <u>john.david.dalton@gmail.com</u>, <u>benjamin@dev.ofcr.se</u>
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lodash.defaults (4.2.0) npm+lodash.defaults

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lodash.difference (4.5.0)

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lodash.flatten (4.4.0) npm+lodash.flatten

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lodash.isboolean (3.0.3)

npm+lodash.isboolean

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lodash.isinteger (4.0.4)

npm+lodash.isinteger

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lodash.isplainobject (4.0.6)

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lodash.isstring (4.0.1) npm+lodash.isstring

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log-symbols (4.1.0)

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Package Info

- Authors: chaijs@keithcirkel.co.uk
- Package Download URL: https://registry.npmjs.org/loupe/-/loupe-2.3.7.tgz

lowercase-keys (2.0.0)

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/lowercase-keys/-/lowercase-keys-2.0.0.tgz

Iru-cache (6.0.0)

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Package Info

- Authors: <u>i@izs.me</u>
- Package Download URL: https://registry.npmjs.org/lru-cache/-/lru-cache-6.0.0.tgz

Iru-cache (7.18.3) npm+lru-cache

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Package Info

Authors: i@izs.me

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make-fetch-happen (10.2.1)

npm+make-fetch-happen

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Package Info

Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a h

make-fetch-happen (9.1.0)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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marked (4.2.3) npm+marked

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Package Info

- Authors: chjjeffrey@gmail.com, steven@ceriously.com, josh@8fold.pro, tony@brix.ninja
- Package Download URL: https://registry.npmjs.org/marked/-/marked-4.2.3.tgz

mathjs (9.4.3) npm+mathjs

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Package Info

Authors: wjosdejong@gmail.com

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md5 (2.3.0)

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- Authors: coolaj86@gmail.com, paul@vorba.ch
- Package Download URL: https://registry.npmjs.org/md5/-/md5-2.3.0.tgz

media-typer (0.3.0) npm+media-typer

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/media-typer/-/media-typer-0.3.0.tgz

merge-descriptors (1.0.1)

npm+merge-descriptors

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Package Info

- Authors: julian@juliangruber.com, sindresorhus@gmail.com, tj@vision-media.ca, doug@somethingdoug.com, jonathanrichardong@gmail.com, tj@vision-media.ca, doug@somethingdoug.com, jonathanrichardong@gmail.com, jonathanrichardong@gmail.com
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methods (1.1.2)

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Package Info

- Authors: tj@vision-media.ca, jonathanrichardong@gmail.com, jonathanrichardong@gmail.com, doug@somethingdoug.com
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mime (1.6.0) npm+mime

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Package Info

- Authors: wes@wesleytodd.com, doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/mime-db/-/mime-db-1.52.0.tgz

npm+mime-types mime-types (2.1.35)

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
- Package Download URL: https://registry.npmjs.org/mime-types-2.1.35.tgz

mimic-fn (1.2.0) npm+mimic-fn

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mimic-fn (2.1.0) npm+mimic-fn

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mimic-response (1.0.1)

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- Authors: sindresorhus@gmail.com
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mimic-response (3.1.0) npm+mimic-response

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minimatch (3.1.2) npm+minimatch

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minimatch (5.1.6) npm+minimatch

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minimist (1.2.8)

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- Authors: npm_j@ruru.gen.nz, ljharb@gmail.com, github@tixz.dk
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minipass (3.3.6)

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minipass (5.0.0) npm+minipass

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minipass-collect (1.0.2) npm+minipass-collect

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minipass-fetch (1.4.1)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
- Package Download URL: https://registry.npmjs.org/minipass-fetch/-/minipass-fetch-1.4.1.tgz

minipass-fetch (2.1.2)

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minipass-flush (1.0.5)

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minipass-json-stream (1.0.1) npm+minipass-json-stream

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minipass-pipeline (1.2.4)

npm+minipass-pipeline

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minipass-sized (1.0.3)

npm+minipass-sized

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minizlib (2.1.2)

npm+minizlib

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Package Info

- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer, luke@lukekarrys.com, i@izs.me
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mkcert (1.5.1) npm+mkcert

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- Authors: subash@subashpathak.com
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mkdirp (0.5.6) npm+mkdirp

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mkdirp (1.0.4)

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mkdirp-classic (0.5.3) npm+mkdirp-classic

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mkdirp-infer-owner (2.0.0)

npm+mkdirp-infer-owner

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moment (2.30.1)

npm+moment

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- · Authors: me@iskren.info, washwithcare@gmail.com, mj1856@hotmail.com, maggiepint@gmail.com, marwahaha@berkeley.edu
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<u>ms (2.0.0)</u>

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<u>ms (2.1.2)</u> npm+ms

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- Authors: |simon@commoner.com, |robinson2011@gmail.com, |hank@vercel.com, |belen@vercel.com, |samko9522@gmail.com, |chris@leishman.org, |nazareno@basement.studio, |shu@chibicode.com, |g.cobben@gmail.com, |jared@palmer.net, |jan.krems@gmail.com, |prateek89born@gmail.com, |josefrancisco.verdu@gmail.com, |ghmonaco@google.com, |houssein.djirdeh@gmail.com, |jason@developit.ca, |shubhie@gmail.com, |npm@keanulee.com, |atcastle@gmail.com, |janicklasralph036@gmail.com, |skllcrn@zeit.co, |pvco.coursey@gmail.com, |guybedford@gmail.com, |ragojosefrancisco@gmail.com, |williamli@bbi.io, |mail@msweeneydev.com, |allenhai03@gmail.com, |rabautse@gmail.com, |luisito453@gmail.com, |mrfix84@gmail.com, |ji@jjsweb.site, |franco@basement.studio, |jyatomi@gmail.com, |timer150@gmail.com, |ana.trajkovska2015@gmail.com, |paulogdemitri@gmail.com, |artzbitz@gmail.com, |mark.glagola@gmail.com, |luc.leray@gmail.com, |team@zeit.co, |steven@ceriously.com, |juancampa@gmail.com, |mail@connordav.is, |ds303077135@gmail.com, |joecohenr@gmail.com, |thecodetheory@gmail.com, |matheus.frndes@gmail.com, |igor@klopov.com, |mindrun@icloud.com, |nathan@tootallnate.net, |rauchg@gmail.com, |tim@timneutkens.nl, |javier.velasco86@gmail.com, |hello@evilrabb.it
- Package Download URL: https://registry.npmjs.org/ms/-/ms-2.1.2.tgz

ms (2.1.3) npm+ms

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Package Info

- Authors: lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimon@comali.com, lsimon@commoner.com, lsimon@comali.com, lsimon@comali.com, lsimon@comali.com, lsimon@comali.com, lsimon@comali.com, <a href="lrobinson2012@gmai
- Package Download URL: https://registry.npmjs.org/ms/-/ms-2.1.3.tgz

<u>msal (1.4.18)</u> npm+msal

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mustache (4.2.0) npm+mustache

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Package Info

- Authors: jan@apache.org, dasilvacontin@gmail.com, johphi@gmail.com
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mute-stream (0.0.7) npm+mute-stream

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, gar+npm@danger.computer
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mute-stream (0.0.8) npm+mute-stream

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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nanoid (3.3.7) npm+nanoid

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Package Info

- Authors: <u>andrey@sitnik.ru</u>
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npm+napi-build-utils (1.0.2)

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native-duplexpair (1.0.0)

npm+native-duplexpair

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- Authors: schreiber.arthur@googlemail.com
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natural-compare (1.4.0)

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npm+nconf nconf (0.12.1)

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- $Authors: \underline{jcrugzz@gmail.com}, \underline{charlie.robbins@gmail.com}, \underline{matthew.hamann@gmail.com}$
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npm+negotiator negotiator (0.6.3)

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
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neo-async (2.6.2) npm+neo-asvnc

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Package Info

- Authors: hollow.03.03.bleach@gmail.com
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neverthrow (3.2.0) npm+neverthrow

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- $\label{eq:authors:hilling} \begin{tabular}{ll} Authors: $\underline{hillingdelgado.ca}$ \\ Package Download URL: $\underline{https://registry.npmjs.org/neverthrow/-/neverthrow-3.2.0.tgz}$ \\ \end{tabular}$

ng-zorro-antd (17.2.0) npm+ng-zorro-antd

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Package Info

- Authors: vthinkxie@gmail.com, jackzcs@gmail.com, HsuanGM@gmail.com, 1264578441@qq.com, simplejason.coder@gmail.com, hsuangm+bot@gmail.com, wzbudev@gmail.com, hsuangm+bot@gmail.com, wzbudev@gmail.com, wzbudev@gmail.com, wzbudev@gmail.com, wzbudev@gmail.com, wzbudev@gmail.com
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npm+ngx-quill (24.0.4)

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- Authors: bengtler@gmail.com
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npm+nice-try (1.0.5)

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node-abi (3.54.0) npm+node-abi

npm+node-abort-controller

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- Authors: info+cfa-npm@electronjs.org
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node-abort-controller (3.1.1)

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node-addon-api (4.3.0)

npm+node-addon-api

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Package Info

- Authors: nicoladelgobbo@gmail.com, legendecas@gmail.com, gabriel.schulhof@intel.com, mdawson@devrus.com, jasongin@microsoft.com, build@iojs.org, kevin.c.eady@gmail.com
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node-fetch (2.7.0) npm+node-fetch

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- Authors: jimmy@warting.se, bitinn@gmail.com, timothygu99@gmail.com, npm@kepinski.ch, jimmy+node-fetch@warting.se Package Download URL: https://registry.npmjs.org/node-fetch/-/node-fetch-2.7.0.tgz

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node-gyp (8.4.1)

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Package Info

- Authors: luke@lukekarrys.com, r@va.gg, build@iojs.org
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node-machine-id (1.1.12)

npm+node-machine-id

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node-powershell (3.3.1)

npm+node-powershell

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node-ts-uuid (1.0.8) npm+node-ts-uuid

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nopt (5.0.0)

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normalize-path (3.0.0) npm+normalize-path

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normalize-url (6.1.0) npm+normalize-url

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npm-bundled (1.1.2) npm+npm-bundled

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npm-install-checks (4.0.0)

npm+npm-install-checks

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npm-normalize-package-bin (1.0.1)

npm+npm-normalize-package-bii

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npm-normalize-package-bin (2.0.0)

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npm-package-arg (8.1.5)

npm+npm-package-arg

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npm+npm-packlist npm-packlist (3.0.0)

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="mailto:saqu
- gar+npm@danger.computer
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npm-pick-manifest (6.1.1)

npm+npm-pick-manifest

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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npm-registry-fetch (12.0.2)

npm+npm-registry-fetch

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="mailto:saqu
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npmlog (6.0.2)

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Package Info

- Authors: fritzy@github.com, darcy@darcyclarke.me, quitlahok@gmail.com, gar+npm@danger.computer, luke@lukekarrys.com
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oauth-sign (0.9.0)

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- Authors: mikeal.rogers@gmail.com, jnylen@gmail.com, simeonvelichkov@gmail.com
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object-inspect (1.13.1) npm+object-inspect

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object-is (1.1.5) npm+object-is

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- Authors: ljharb@gmail.com
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object-keys (1.1.1)

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object.assign (4.1.5)

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office-addin-cli (1.0.16)

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office-addin-dev-certs (1.5.9)

npm+office-addin-dev-certs

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office-addin-dev-settings (1.15.1)

npm+office-addin-dev-settings

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office-addin-lint (1.0.29)

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office-addin-manifest (1.5.13)

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office-addin-manifest (1.12.9)

npm+office-addin-manifest

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office-addin-node-debugger (0.4.48)

npm+office-addin-node-debugger

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office-addin-prettier-config (1.0.12)

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office-addin-usage-data (1.6.8)

npm+office-addin-usage-data

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office-addin-validator (1.0.5)

npm+office-addin-validator

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Package Info

- Authors: npmjs@microsoft.com, beth_panx@hotmail.com, dzearing@microsoft.com
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office-toolbox (0.3.0)

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on-finished (2.4.1) npm+on-finished

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once (1.4.0)

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onetime (2.0.1) npm+onetime

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onetime (5.1.2)

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open (6.4.0)

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open (7.4.2) npm+open

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open (8.4.2) npm+open

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openapi-types (7.2.3) npm+openapi-types

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<u>opn (5.5.0)</u>

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optionator (0.8.3) npm+optionator

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optionator (0.9.3) npm+optionator

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ora (5.4.1) npm+or

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ordereddict (1.1) pip+ordereddict

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os-tmpdir (1.0.2)

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p-cancelable (2.1.1) npm+p-cancelable

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p-limit (3.1.0)

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p-locate (5.0.0)

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<u>p-map (4.0.0)</u> npm+p-map

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pacote (12.0.3) npm+pacote

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
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<u>pako (1.0.11)</u> npm+pako

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parchment (1.1.4) npm+parchment

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- Authors: <u>i@zihua.li</u>, <u>jhchen7@gmail.com</u>
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parent-module (1.0.1) npm+parent-module

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parse-conflict-json (2.0.2) npm+parse-conflict-json

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parse5 (7.1.2) npm+parse5

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- Authors: 43081james@gmail.com, me@rreverser.com, tituswormer@gmail.com, me@feedic.com, ifaaan@gmail.com
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parseurl (1.3.3) npm+parseurl

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path (0.12.7)

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- Authors: <a href="mailto:com/com/shtylman@gmail.com

npm+path-exists path-exists (4.0.0)

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path-is-absolute (1.0.1)

npm+path-is-absolute

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path-key (2.0.1)

npm+path-key

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path-key (3.1.1) npm+path-key

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path-to-regexp (0.1.7) npm+path-to-regex

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Package Info

- Authors: hello@blakeembrey.com, doug@somethingdoug.com, jonathanrichardong@gmail.com, jonathanrichardong@gmail.com, shtvlman@gmail.com
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pathval (1.1.1) npm+pathval

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Package Info

- Authors: chaijs@keithcirkel.co.uk, npm@keithcirkel.co.uk
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pdf-lib (1.17.1)

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performance-now (2.1.0)

npm+performance-now

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prebuild-install (7.1.1)

npm+prebuild-install

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Package Info

- Authors: npm@lovell.info, mathiask@hotmail.de, dev@vincentweevers.nl, mathiasbuus@gmail.com, piranna@gmail.com, ralphtheninja@riseup.net
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prelude-ls (1.1.2) npm+prelude-ls

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Package Info

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prelude-Is (1.2.1) npm+prelude-I

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prettier (1.19.1)

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Package Info

- Authors: longster@gmail.com, simon.lydell@gmail.com, georgii.dolzhykov@gmail.com, yjeuxx@gmail.com, lionkay@gmail.com, me@suchipi.com, lucasds@gmail.com, ikatyang@gmail.com, lucas@azzola.dev, aosukeke@gmail.com, prettier-bot@d0d0.com
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prettier-linter-helpers (1.0.0) npm+prettier-linter-helpers

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proc-log (1.0.0) npm+proc-log

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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process (0.11.10)

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- Authors: coolaj86@gmail.com, calvin.metcalf@gmail.com, shtylman@gmail.com, package Download URL: https://registry.npmjs.org/process/-/process-0.11.10.tgz

process-nextick-args (2.0.1) npm+process-nextick-args

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progress (2.0.3) npm+progres

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- Authors: scalesjordan@gmail.com, rhyneandrew@gmail.com, me@thejameskyle.com, tj@vision-media.ca
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promise-all-reject-late (1.0.1)

npm+promise-all-reject-late

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promise-call-limit (1.0.2)

npm+promise-call-limit

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promise-inflight (1.0.1)

npm+promise-inflight

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promise-retry (2.0.1) npm+promise-retry

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- Authors: <u>jlageb@gmail.com</u>, <u>andremiguelcruz@msn.com</u>
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proper-lockfile (4.1.2)

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- Authors: andremiguelcruz@msn.com, hugomrdias@gmail.com
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proxy-addr (2.0.7) npm+proxy-addr

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proxy-from-env (1.1.0) npm+proxy-from-env

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psl (1.9.0)

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Package Info

- Authors: <u>lupomontero@gmail.com</u>
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pump (3.0.0) npm+pump

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- Authors: mathiasbuus@gmail.com
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punycode (2.3.1)

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Package Info

- Authors: mathias@qiwi.be, node-team-npm+wombot@google.com
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pytest (8.0.2) pip+pytest

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qs (6.11.0)

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Package Info

- Authors: quitlahok@gmail.com, ljharb@gmail.com
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qs (6.5.3)

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Package Info

- Authors: quitlahok@gmail.com, ljharb@gmail.com
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querystringify (2.2.0) npm+querystringif

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- Authors: npm@3rd-Eden.com, luigipinca@gmail.com, npm@unshift.io, npm@3rd-Eden.com
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<u>queue-microtask (1.2.3)</u> npm+queue-microtask

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- Authors: feross@feross.org
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quick-Iru (5.1.1) npm+quick-Ir

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quill (1.3.7)

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- Authors: <u>i@zihua.li</u>, <u>jhchen7@gmail.com</u>
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quill-delta (3.6.3) npm+quill-delta

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Package Info

- Authors: i@zihua.li, jhchen7@gmail.com
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range-parser (1.2.1)

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com, jonathanrichardong@gmail.com, tj@vision-media.ca
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raw-body (2.5.1) npm+raw-body

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- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
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rc (1.2.8)

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- Authors: dominic.tarr@gmail.com
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read-cmd-shim (3.0.1)

npm+read-cmd-shim

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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read-package-json-fast (2.0.3)

npm+read-package-json-fas

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
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readable-stream (2.3.8)

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- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org
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readable-stream (3.6.2)

npm+readable-stream

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readdir-scoped-modules (1.1.0)

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- Authors: <u>i@izs.me</u>, <u>npm@zkat.tech</u>
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readline-sync (1.4.10) npm+readline-sync

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- Authors: <u>AnSeki.aff@gmail.com</u>
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reflect-metadata (0.1.14) npm+reflect-metadata

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- Authors: rbuckton@chronicles.org
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regenerator-runtime (0.14.1)

npm+regenerator-runtime

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- Authors: ben@benjamn.com
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regexp.prototype.flags (1.5.1)

npm+regexp.prototype.flags

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- Authors: ljharb@gmail.com
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<u>regexpp (2.0.1)</u>

npm+regexpp

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- · Authors: public@mysticatea.dev
- Package Download URL: https://registry.npmjs.org/regexpp/-/regexpp-2.0.1.tgz

regexpp (3.2.0)

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repeat-string (1.6.1)

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- Authors: github@sellside.com, brian.woodward@gmail.com
- Package Download URL: https://registry.npmjs.org/repeat-string/-/repeat-string-1.6.1.tgz

request (2.88.2) npm+request

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- $\bullet \quad \text{Authors:} \ \underline{\text{fkschott@gmail.com}}, \underline{\text{mikeal.rogers@gmail.com}}, \underline{\text{nylen@gmail.com}}, \underline{\text{simeonvelichkov@gmail.com}}$
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request-promise (4.2.6)

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- Authors: nicolai.kamenzky@testrails.org, mikeal.rogers@gmail.com, jnylen@gmail.com, request@outofindex.com, simeonvelichkov@gmail.com, ty.abonil@gmail.com
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request-promise-core (1.1.4)

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- Authors: <u>nicolai.kamenzky@testrails.org</u>
- Package Download URL: https://registry.npmjs.org/request-promise-core/-/request-promise-core-1.1.4.tgz

require-directory (2.1.1)

nnm+require-directory

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require-from-string (2.0.2)

npm+require-from-string

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- Authors: floatdrop@gmail.com
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requires-port (1.0.0) npm+requires-port

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- Authors: info@3rd-Eden.com, npm@3rd-Eden.com
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npm+resolve-alpn resolve-alpn (1.2.1)

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- Authors: <u>sz.marczak@gmail.com</u>
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resolve-from (4.0.0) npm+resolve-from

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- Authors: <u>sindresorhus@gmail.com</u>
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responselike (2.0.1) npm+responselike

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Package Info

- Authors: sindresorhus@gmail.com, lukechilds123@gmail.com,
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restore-cursor (2.0.0) npm+restore-cursor

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retry (0.12.0) npm+retry

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reusify (1.0.4) npm+reusify

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rimraf (2.6.3) npm+rimraf

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rimraf (3.0.2)

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run-async (2.4.1) npm+run-asyn

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run-parallel (1.2.0)

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rxjs (7.8.1)

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Package Info

- Authors: nicholas@cartant.com, ben@benlesh.com, kwon.ohjoong@gmail.com
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safe-array-concat (1.1.0)

npm+safe-array-concat

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/safe-array-concat/-/safe-array-concat-1.1.0.tgz

safe-buffer (5.1.2)

npm+safe-buffer

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- Authors: feross@feross.org, mathiasbuus@gmail.com
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safe-buffer (5.2.1) npm+safe-buffer

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npm+safe-regex-test safe-regex-test (1.0.3)

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Package Info

Authors: ljharb@gmail.com

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safer-buffer (2.1.2) npm+safer-buffer

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Package Info

- Authors: chalkerx@gmail.com
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<u>sax (1.3.0)</u> npm+sa

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Package Info

- Authors: <u>i@izs.me</u>
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secure-keys (1.0.0)

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Package Info

- Authors: jcrugzz@gmail.com
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seedrandom (3.0.5) npm+seedrandom

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Package Info

- Authors: david.bau@gmail.com
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semver (5.7.2) npm+semver

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semver (6.3.1) npm+semver

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semver (7.5.4) npm+semver

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send (0.18.0)

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Package Info

- Authors: ulisesgascondev@gmail.com, wes@wesleytodd.com, doug@somethingdoug.com
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npm+serve-static serve-static (1.15.0)

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Package Info

- Authors: <u>ulisesgascondev@gmail.com</u>, <u>wes@wesleytodd.com</u>, <u>doug@somethingdoug.com</u> Package Download URL: <u>https://registry.npmjs.org/serve-static/-/serve-static-1.15.0.tgz</u>

set-blocking (2.0.0) npm+set-blocking

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set-function-length (1.2.1) npm+set-function-length

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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set-function-name (2.0.1)

npm+set-function-name

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Package Info

- Authors: npmjs.org@JFSIII.org, ljharb@gmail.com
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setimmediate (1.0.5)

npm+setimmediate

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Package Info

- Authors: domenic@domenicdenicola.com
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setprototypeof (1.2.0) npm+setprototypeof

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shebang-command (1.2.0)

nnm+shehang-command

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Package Info

- Authors: kevinmartensson@gmail.com
- Package Download URL: https://registry.npmjs.org/shebang-command/-/shebang-command-1.2.0.tgz

shebang-command (2.0.0)

npm+shebang-command

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shebang-regex (1.0.0) npm+shebang-regex

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shebang-regex (3.0.0) npm+shebang-regex

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shimmer (1.2.1) npm+shimme

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Package Info

- Authors: ogd@aoaioxxysz.net
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side-channel (1.0.5) npm+side-channel

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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signal-exit (3.0.7) npm+signal-exit

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Package Info

- Authors: <u>i@izs.me</u>, <u>bencoe@gmail.com</u>
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simple-concat (1.0.1) npm+simple-concat

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Package Info

- Authors: feross@feross.org
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simple-get (4.0.1) npm+simple-get

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slice-ansi (2.1.0) npm+slice-ansi

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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smart-buffer (4.2.0) npm+smart-buffer

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Package Info

- Authors: npm@joshglazebrook.com
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socks (2.7.1) npm+socks

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- Authors: npm@joshglazebrook.com
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npm+socks-proxy-agent socks-proxy-agent (6.2.1)

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Package Info

- Authors: nathan@tootallnate.net, josefrancisco.verdu@gmail.com
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socks-proxy-agent (7.0.0) npm+socks-proxy-agent

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Package Info

- Authors: nathan@tootallnate.net, josefrancisco.verdu@gmail.com
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source-map (0.6.1) npm+source-map

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- Authors: tigleym@gmail.com, <a href="mailto:nighte:nig jkratzer@mozilla.com, factorui.npm@mozilla.com, project-nimbus-publishing@mozilla.com, gijskruitbosch@gmail.com, chevobbe.nicolas@gmail.com, brizental@mozilla.com, aplacitelli@mozilla.com, rhelmer@mozilla.com, ted@knowtheory.net, nfitzgerald@mozilla.com, fitzgen@gmail.com, loganfsmyth@gmail.com, ejpbruel@gmail.com, tom@tromey.com

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npm+sprintf-js sprintf-js (1.0.3)

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sprintf-js (1.1.3)

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sshpk (1.18.0) npm+sshpk

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Package Info

- $\underline{Authors: \underline{bahamat@digitalelf.net, \underline{todd.white\underline{man@joyent.com}, \underline{kusorbox@gmail.com}, \underline{michael.hicks@joyent.com}, \underline{dap@cs.brown.edu}, \underline{michael.hicks@joyent.com}, \underline{dap@cs.brown.edu}, \underline{michael.hicks@joyent.com}, \underline{dap@cs.brown.edu}, \underline{michael.hicks@joyent.com}, \underline{mic$ josh@sysmgr.org, alex@cooperi.net, melloc@writev.io Package Download URL: https://registry.npmjs.org/sshpk/-/sshpk-1.18.0.tgz

ssri (8.0.1)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, gar+npm@danger.computer
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ssri (9.0.1)

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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stack-chain (1.3.7) npm+stack-chain

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statuses (2.0.1) npm+statuses

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- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
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npm+stealthy-require stealthy-require (1.1.1)

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- Authors: nicolai.kamenzky@testrails.org
- Package Download URL: https://registry.npmjs.org/stealthy-require/-/stealthy-require-1.1.1.tgz

stoppable (1.1.0)

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Package Info

- Authors: boneskull.com, <a href="mailto:mailt

string-width (2.1.1) npm+string-width

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Package Info

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string-width (3.1.0) npm+string-width

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- Authors: sindresorhus@gmail.com
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string-width (4.2.3) npm+string-width

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- Package Download URL: https://registry.npmjs.org/string-width/-/string-width-4.2.3.tgz

string.prototype.trim (1.2.8)

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/string.prototype.trim/-/string.prototype.trim-1.2.8.tgz

string.prototype.trimend (1.0.7)

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Package Info

- Authors: khaledelansari@gmail.com, ljharb@gmail.com
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string.prototype.trimstart (1.0.7)

npm+string.prototype.trimstart

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Package Info

- Authors: khaledelansari@gmail.com, ljharb@gmail.com
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string_decoder (1.1.1)

npm+string_decoder

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Package Info

- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org, rod@vagg.org, substack@gmail.com
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string_decoder (1.3.0) npm+string_decoder

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- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org, rod@vagg.org, substack@gmail.com
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strip-ansi (3.0.1) npm+strip-ansi

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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strip-ansi (4.0.0) npm+strip-ansi

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strip-ansi (5.2.0) npm+strip-ansi

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strip-ansi (6.0.1) npm+strip-ansi

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strip-bom (4.0.0) npm+strip-bom

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strip-json-comments (2.0.1)

npm+strip-json-comments

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strip-json-comments (3.1.1)

npm+strip-json-comments

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subsink (1.0.2) npm+subsink

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supports-color (2.0.0) npm+supports-color

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- $\textbf{Authors:} \ \underline{sindresorhus@gmail.com}, \ \underline{josh@junon.me} \\$
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supports-color (5.5.0) npm+supports-color

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- Authors: sindresorhus@gmail.com, josh@junon.me
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npm+supports-color supports-color (7.2.0)

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Package Info

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symbol-observable (1.0.1) npm+symbol-observable

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Package Info

- Authors: dan.abramov@gmail.com, ben@benlesh.com, hello@jayphelps.com
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table (5.4.6) npm+table

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Package Info

- Authors: gajus@gajus.com, gajus+table@gajus.com
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tar (6.2.0)

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tar-fs (2.1.1) npm+tar-fs

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tar-stream (2.2.0) npm+tar-stream

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Package Info

- Authors: mathiasbuus@gmail.com, max@maxogden.com
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tedious (14.7.0)

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Package Info

- Authors: mike.pilsbury@gmail.com, npm@rossipedia.com, bret@atlantisflight.org, patrik@patriksimek.cz, schreiber.arthur@googlemail.com,
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tedious (15.1.3)

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Package Info

- Authors: mike.pilsbury@gmail.com, npm@rossipedia.com, bret@atlantisflight.org, patrik@patriksimek.cz, schreiber.arthur@googlemail.com, lbosq@microsoft.com, hameedsuraiya@gmail.com, v-hakaka@microsoft.com
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npm+text-table text-table (0.2.0)

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- Authors: mail@substack.net
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through (2.3.8) npm+through

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Package Info

- Authors: <u>dominic.tarr@gmail.com</u>
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tiny-emitter (2.1.0)

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tmp (0.0.33)

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npm+toidentifier toidentifier (1.0.1)

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- $\bullet \quad \text{Authors: } \underline{\text{niftylettuce@gmail.com}}, \underline{\text{doug@somethingdoug.com}}, \underline{\text{jonathanrichardong@gmail.com}}$
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toposort (2.0.2) npm+toposort

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Package Info

- · Authors: mklehr@gmx.net
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tough-cookie (2.5.0)

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- Authors: awaterma@awaterma.net, ccasey@salesforce.com
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tough-cookie (4.1.3) npm+tough-cookie

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- Authors: awaterma@awaterma.net, ccasey@salesforce.com
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npm+tr46 tr46 (0.0.3)

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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
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tr46 (1.0.1) npm+tr46

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Package Info

- $\label{lem:composition} Authors: \underline{timothygu99@gmail.com}, \underline{d@domenic.me}, \underline{sebmaster16@gmail.com}, \underline{code@zirro.se}, \underline{tmpvar@gmail.com}, \underline{joris@jorisvanderwel.com}, \underline{poris@jorisvanderwel.com}, \underline{poris@joriswanderwel.com}, \underline{poris@joriswande$

traverse (0.3.9) npm+traverse

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- Authors: <u>ljharb@gmail.com</u>
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tree-kill (1.2.2) npm+tree-kill

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- Authors: peteris.krumins@gmail.com, wmhilton@gmail.com
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treeverse (1.0.4) npm+treeverse

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Package Info

- Authors: fritzy@github.com, darcy@darcyclarke.me, quitlahok@gmail.com, gar+npm@danger.computer, luke@lukekarrys.com
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tslib (2.6.2)

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Package Info

- Authors: typescript@microsoft.com, wwigham@gmail.com, nathan@shively-sanders.com, andrew@wheream.io, mineyalc@microsoft.com, buckton@chronicles.org, shkamat@microsoft.com, typescript-design@microsoft.com
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tslib (1.14.1)

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- Authors: typescript@microsoft.com, wwigham@gmail.com, nathan@shively-sanders.com, andrew@wheream.io, mineyalc@microsoft.com, typescript-design@microsoft.com
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tsutils (3.21.0)

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tunnel (0.0.6)

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tunnel-agent (0.6.0)

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- $\bullet \quad \text{Authors:} \ \underline{\text{mikeal.rogers@gmail.com, jnylen@gmail.com,}} \ \underline{\text{fkschott@gmail.com,}} \ \underline{\text{simeonvelichkov@gmail.com}} \ \underline{\text{omprove}} \ \underline{\text{mikeal.rogers@gmail.com,}} \ \underline{\text{mikeal.roger$
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tweetnacl (0.14.5) npm+tweetnac

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type-detect (4.0.8) npm+type-detect

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type-fest (0.21.3) npm+type-fest

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npm+type-fest type-fest (0.8.1)

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type-is (1.6.18)

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- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
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Authors: ljharb@gmail.com

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typed-array-byte-offset (1.0.0)

npm+typed-array-byte-offset

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Package Info

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- Package Download URL: https://registry.npmjs.org/typed-array-byte-offset/-/typed-array-byte-offset/-/typed-array-byte-offset/

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/typed-array-length/-/typed-array-length-1.0.4.tgz

typed-function (2.1.0)

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Package Info

- Authors: wjosdejong@gmail.com
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Package Info

- Authors: <u>zarrhost@gmail.com</u>, <u>attila.olah@outlook.com</u>, <u>attila.olah+typestackreleasebot@outlook.com</u>
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typescript (5.3.3) npm+typescript

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- Authors: typescript@microsoft.com, mineyalc@microsoft.com, mineyalc@microsoft.com, mineyalc@microsoft.com, mineyalc@microsoft.com, mineyalc@microsoft.com, typescript-design@microsoft.com
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uglify-js (3.17.4)

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unbox-primitive (1.0.2)

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Package Info

- Authors: jashkenas@gmail.com, dev@juliangonggrijp.com
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undici-types (5.25.3)

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Package Info

- Authors: hello@matteocollina.com, ethan@arrowood.dev
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unique-filename (1.1.1)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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unique-filename (2.0.1)

npm+unique-filename

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unique-slug (2.0.2)

npm+unique-slug

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Package Info

Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer

unique-slug (3.0.0)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, saquibkhan@github.com, fritzy@github.com, <
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universalify (0.1.2)

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Package Info

- Authors: <u>opensrc@ryanzim.com</u>
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universalify (0.2.0) npm+universalify

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universalify (2.0.1)

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unpipe (1.0.0)

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- Authors: doug@somethingdoug.com
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unzipper (0.10.14)

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Package Info

- Authors: ziggy.jonsson.nyc@gmail.com
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<u>uri-js (4.4.1)</u> npm+uri-js

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Package Info

- Authors: gary.court@gmail.com
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url-parse (1.5.10) npm+url-parse

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util (0.10.4) npm+util

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Package Info

- Authors: <u>ljharb@gmail.com</u>, <u>renee@kooi.me</u>, <u>lukechilds123@gmail.com</u>, <u>calvin.metcalf@gmail.com</u>, <u>coolaj86@gmail.com</u>, <u>shtylman@gmail.com</u>
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util-deprecate (1.0.2)

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Package Info

- Authors: nathan@tootallnate.net
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utils-merge (1.0.1)

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Package Info

- Authors: jaredhanson@gmail.com
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uuid (3.4.0)

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- Authors: robert@broofa.com, dev@tavan.de
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uuid (8.3.2)

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v8-compile-cache (2.3.0) npm+v8-compile-cache

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Package Info

- Authors: zertosh@gmail.com, yungsters@gmail.com
 Package Download URL: https://registry.npmjs.org/v8-compile-cache/-/v8-compile-cache-2.3.0.tgz

validate-npm-package-name (3.0.0)

npm+validate-npm-package-name

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npm+validator validator (13.11.0)

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Package Info

- Authors: cohara87@gmail.com, prof@nandaa.com
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vary (1.1.2)

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verror (1.10.0) npm+verror

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walk-up-path (1.0.0)

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- Authors: <u>i@izs.me</u>
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wcwidth (1.0.1) npm+wcwidth

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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation

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Package Info

- · Authors: secoif@gmail.com
- Package Download URL: https://registry.npmjs.org/wcwidth/-/wcwidth-1.0.1.tgz

webidl-conversions (3.0.1)

npm+webidl-conversions

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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
- Package Download URL: https://registry.npmjs.org/webidl-conversions/-/webidl-conversions-3.0.1.tgz

webidl-conversions (4.0.2)

npm+webidl-conversions

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whatwg-url (5.0.0) npm+whatwg-url

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Package Info

- $\underline{\text{Authors: } \underline{\text{timothygu99@gmail.com, }} \underline{\text{d@domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{code@zirro.se, }} \underline{\text{tmpvar@gmail.com, }} \underline{\text{joris@jorisvanderwel.com}} \underline{\text{domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{code@zirro.se, }} \underline{\text{tmpvar@gmail.com, }} \underline{\text{joris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{code@zirro.se, }} \underline{\text{tmpvar@gmail.com, }} \underline{\text{joris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{code@zirro.se, }} \underline{\text{tmpvar@gmail.com, }} \underline{\text{joris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{domenic.me, }} \underline{\text{sebmaster16@gmail.com, }} \underline{\text{domenic.me, }} \underline{\text{loris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{domenic.me, }} \underline{\text{loris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{loris@jorisvanderwel.com, }} \underline{\text{domenic.me, }} \underline{\text{loris@jorisvanderwel.com, }} \underline{\text{loris@joriswanderwel.com, }} \underline{\text{loris@joriswanderwel.com, }} \underline{\text{loriswanderwel.com, }} \underline{\text{loris@joriswanderwel.com, }} \underline{\text{loris@joriswanderwel.com, }} \underline{\text{loris@joriswanderwel.com, }} \underline{\text{loriswanderwel.com, }} \underline{\text{loriswan$
- Package Download URL: https://registry.npmjs.org/whatwg-url/-/whatwg-url-5.0.0.tgz

whatwg-url (7.1.0) npm+whatwq-url

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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
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which (1.3.1) npm+which

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
- Package Download URL: https://registry.npmjs.org/which/-/which-1.3.1.tgz

which (2.0.2)

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
- Package Download URL: https://registry.npmjs.org/which/-/which-2.0.2.tgz

which-boxed-primitive (1.0.2)

npm+which-boxed-primitive

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/which-boxed-primitive/-/which-boxed-primitive-1.0.2.tgz

which-typed-array (1.1.14)

npm+which-typed-array

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/which-typed-array/-/which-typed-array-1.1.14.tgz

wide-align (1.1.5)

npm+wide-align

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winreg (1.2.5) npm+winreg

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Package Info

- Authors: paul.bottin@gmail.com, justin.m.chase@gmail.com
 Package Download URL: https://registry.npmjs.org/winreg/-/winreg-1.2.5.tgz

word-wrap (1.2.5)

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Package Info

- $\textbf{Authors:}~\underline{github@sellside.com},~\underline{brian.woodward@gmail.com}$
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wordwrap (1.0.0) npm+wordwrap

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- Authors: mail@substack.net
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wrap-ansi (6.2.0) npm+wrap-ansi

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- Authors: sindresorhus@gmail.com, josh@junon.me
- Package Download URL: https://registry.npmjs.org/wrap-ansi/-/wrap-ansi-6.2.0.tgz

wrap-ansi (7.0.0) npm+wrap-ansi

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
- Package Download URL: https://registry.npmjs.org/wrap-ansi/-/wrap-ansi-7.0.0.tgz

wrappy (1.0.2)

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write (1.0.3) npm+write

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Package Info

- Authors: brian.woodward@gmail.com, github@sellside.com
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write-file-atomic (4.0.2)

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- Authors: hashtagchris@github.com, reggi@github.com, npm@danger.computer
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<u>ws (6.2.2)</u>

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Package Info

- Authors: einaros@gmail.com, npm@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com
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<u>ws (7.5.9)</u> npm+ws

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Package Info

- Authors: einaros@gmail.com, npm@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com
- Package Download URL: https://registry.npmjs.org/ws/-/ws-7.5.9.tgz

xlsx (0.19.3)

Package Info

• Authors: dev@sheetjs.com

<u>xml2js (0.4.23)</u> npm+xml2j

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• Authors: marek@xivilization.net

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 $\underline{\mathsf{xml2js}}$ (0.5.0)

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- Authors: marek@xivilization.net
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xmlbuilder (11.0.1)

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- Authors: oozcitak@gmail.com
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xregexp (4.4.1) npm+xregexp

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- Authors: <u>steves_list@hotmail.com</u>, <u>1212jtraceur@gmail.com</u>
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<u>y18n (5.0.8)</u> npm+y18n

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Package Info

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<u>yallist (4.0.0)</u> npm+yallist

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- Authors: <u>i@izs.me</u>
- Package Download URL: https://registry.npmjs.org/yallist/-/yallist-4.0.0.tgz

yaml (2.3.4) npm+yaml

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- Authors: eemeli@gmail.com
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yargs (16.2.0) npm+yargs

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- Authors: bencoe@gmail.com, bencoe+oss-bot@gmail.com
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yargs (17.7.2) npm+yargs

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Package Info

- Authors: bencoe@gmail.com, <a href="mailto:bencoe@gma
- Package Download URL: https://registry.npmjs.org/yargs/-/yargs-17.7.2.tgz

<u>yargs-parser (20.2.9)</u> npm+yargs-parser

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yargs-parser (21.1.1) npm+yargs-parser

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- Package Download URL: https://registry.npmjs.org/yargs-parser/-/yargs-parser-21.1.1.tgz

yocto-queue (0.1.0)

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Package Info

- Authors: sindresorhus@gmail.com
 Package Download URL: https://registry.npmjs.org/yocto-queue/-/yocto-queue-0.1.0.tgz

zip-a-folder (0.0.12)

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- Authors: marius.augenstein@gmail.com
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zip-stream (2.1.3)

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- Authors: chris@talkingtontech.com
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zone.js (0.14.3) npm+zone.is

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A. HISTORY OF THE SOFTWARE

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.

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1.6 1.5.2 2000 CNRI no
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1.6.1 1.6 2001 CNRI yes (2)
2.1 2.0+1.6.1 2001 PSF no
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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation

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This package is a JavaScript porting of `wcwidth()` implementation [by Markus Kuhn](http://www.cl.cam.ac.uk/~mgk25/ucs/wcwidth.c).

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Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can be In * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * A pending copy-to-clipboard operation.\n *\n * The implementation of copying text to the clipboard modifies the DOM and\n * forces a re-layout. This re-layout can take too long if the string is large,\n * causing the execCommand('copy') to happen too long after the user clicked.\(\u00edn\) * This results in the browser refusing to copy. This object lets the \(\u00edn\) * relayout happen in a separate tick from copying by providing a copy functionin * that can be called later.in *in * Destroy must be called when no longer in use, regardless of whether `copy` is\n * called.\n */\nexport class PendingCopy {\n private _textarea: HTMLTextAreaElement | undefined;\n\n constructor(\n text: string,\n private readonly _document: Document,\n) {\n const textarea = (this_textarea = this._document.createElement('textarea'));\n const styles = textarea.style;\n\n // Hide the element for display and accessibility. Set a fixed position so the page layout\n // isn't affected. We use 'fixed' with 'top: 0', because focus is moved into the textarea\n // for a split second and if it's off-screen, some browsers will attempt to scroll it into view.\n styles.position = 'fixed';\n styles.top = styles.opacity = '0';\n styles.left = '-999em';\n textarea.setAttribute('aria-hidden', 'true');\n textarea.value = text;\n // Making the textarea readonly prevents the screen from jumping on iOS Safari (see #25169).\n textarea.readOnly = true;\n // The element needs to be inserted into the fullscreen container, if the page\n // is in fullscreen mode, otherwise the browser won't execute the copy command.\n (this._document.fullscreenElement || this._document.body).appendChild(textarea);\n \rangle\n\ /* Finishes copying the text. */\n copy(): boolean \rangle\n\ const textarea = this._textarea;\n\ let successful = false;\n\n\ try \rangle\n\ /\n\ Older browsers could throw if copy is not supported.\n\ if (textarea) \rangle\n\ const currentFocus = this._document.activeElement as HTMLOrSVGElement | null;\n\n textarea.select();\n textarea.setSelectionRange(0, textarea.value.length);\n successful = this._document.execCommand('copy');\n\n if (currentFocus) {\n currentFocus.focus();\n }\n }\n } catch {\n || Discard error.\n || Initial setting of {@code successful} will represent failure here.\n }\n\n return successful;\n }\n\n |** Cleans up DOM changes used to perform Initial setting of {@code successful} will represent failure here.in }inin return successful;in }inin /** Cleans up DOM changes used to perform the copy operation. */In destroy() {In const textarea = this._textarea; In f(textarea) {In textarea.remove();In this._textarea = undefined;In }{In},In*,"/**In * @licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://langular.io/licenseIn */InInimport {DOCUMENT} from '@angular/common';Inimport {Inject, Injectable} from '@angular/core';Inimport {PendingCopy} from './pending-copy';InIn/**In * A service for copying text to the clipboard.In */In@Injectable({providedIn: 'root'})Inexport class Clipboard {In private readonly _document: Document;InIn constructor(@Inject(DOCUMENT) document: any) {In this._document = document;In }InIn /**In * Copies the provided text into the user's clipboard.In *In * @param text The string to copy.in* @returns Whether the operation was successful.in */in copy(text: string): boolean {in const pendingCopy = this.beginCopy(text);in const successful = pendingCopy.copy();in pendingCopy.destroy();inin return successful;in }in }inin /**In * Prepares a string to be copied later. This is useful for large stringsin * which take too long to successfully render and be copied in the same tick.\n *\n * The caller must call `destroy` on the returned `PendingCopy`.\n *\n * @param text The string to copy.\n * @returns the pending copy operation.\n */\n beginCopy(text: string): PendingCopy {\n return new PendingCopy(text, this._document);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Directive,\n EventEmitter,\n Input,\n Output,\n NgZone,\n InjectionToken,\n Inject,\n Optional,\n OnDestroy,\n} from '@angular/core';\nimport {Clipboard} from './clipboard';\nimport {PendingCopy} from './pending-copy';\n\n/* Object that can be used to configure the default options for `CdkCopyToClipboard`.*/Inexport interface CdkCopyToClipboardConfig {\n /** Object that can be used to configure the default options for `CdkCopyToClipboard.*/Inexport interface CdkCopyToClipboardConfig {\n /** Default number of attempts to make when copying text to the clipboard.*/In attempts?: number;\n}\n\n/** Injection token that can be used to provide the default options to `CdkCopyToClipboard`.*/Inexport const CDK_COPY_TO_CLIPBOARD_CONFIG = new InjectionToken<CdkCopyToClipboardConfig>(\n 'CDK_COPY_TO_CLIPBOARD_CONFIG',\n);\n\n/**\n * Provides behavior for a button that when clicked copies content into user's\n * clipboard.\n */\n@Directive({\n selector: '[cdkCopyToClipboard]',\n host: {\n '(click)': 'copy()',\n },\n standalone: true,\n})\nexport class CdkCopyToClipboard implements OnDestroy {\n /** Content to be copied.*/\n @Input('cdkCopyToClipboard') text: string = ";\n\n /**\n * How many times to attempt to copy the text. This may be necessary for longer text, because\n * the browser needs time to fill an intermediate textarea element and copy the content \n * ho because\n * the browser needs time to fill an intermediate textarea element and copy the content.\n */\n @Input('cdkCopyToClipboardAttempts') attempts: number = 1;\n\n /**\n * Emits when some text is copied to the clipboard. The\n * emitted value indicates whether copying was successful.\n */\n @Output('cdkCopyToClipboardCopied') readonly copied = new EventEmitter<boolean> ();In\n /** Copies that are currently being attempted. */\n private_pending = new Set<PendingCopy>();\n\n /** Whether the directive has been destroyed. */In private _destroyed: boolean;InIn /** Timeout for the current copy attempt. */In private _currentTimeout: any;InIn constructor(In private _clipboard. Clipboard, in private _ngZone: NgZone, in @Optional() @Inject(CDK_COPY_TO_CLIPBOARD_CONFIG) config?: CdkCopyToClipboardConfig,\n) {\n if (config && config.attempts != null) {\n this.attempts = config.attempts;\n }\n }\n\n |\n |\n | r copies the current text to the clipboard. */\n copy(attempts: number = this.attempts): void {\n if (attempts > 1) {\n let remainingAttempts = attempts;\n const pending = this._clipboard.beginCopy(this.text);\n this._pending.add(pending);\n\n const attempt = () => {\n const successful = pending.copy();\n if (!successful && --remainingAttempts && !this._destroyed) {\n // We use 1 for the timeout since it's more predictable when flushing in unit tests.in this_currentTimeout = this_ngZone.runOutsideAngular(() => setTimeout(attempt, 1));\n } else {\n this_currentTimeout = null;\n this._pending.delete(pending);\n pending.destroy();\n this.copied.emit(successful);\n }\n };\n attempt();\n } else {\n this.copied.emit(this._clipboard.copy(this.text));\n }\n }\n }\n }\n }\n \n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n this.copied.emit(successful);\n }\n }\n }\n \n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n this.copied.emit(successful);\n }\n }\n \n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n }\n }\n \n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n }\n }\n \n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n }\n ngOnDestroy() {\n if (this._currentTimeout) {\n this.copied.emit(successful);\n ngOnDestroy() {\n if (this._currentTimeout) {\n if (this. clearTimeout(this._currentTimeout);\n }\n\n this._pending.forEach(copy => copy.destroy();\n this._pending.clear();\n this._destroyed = true;\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/licenseln */\n\nimport {NgModule} from '@angular/core';\n\nimport {CdkCopyToClipboard} from './copy-to-clipboard';\n\n@NgModule({\n imports: [CdkCopyToClipboard],\n exports: [CdkCopyToClipboard],\n})\nexport class ClipboardModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from ./index';\n"],"names' [],"mappings":";;;;AAQA;;;;;;;;AAYG;MACU,WAAW,CAAA;IAGtB,WACE,CAAA,IAAY,EACK,SAAmB,EAAA;QAAnB,IAAS,CAAA,SAAA,GAAT,S AAS,CAAU;AAEpC,QAAA,MAAM,QAAQ,IAAI,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,UAAU,CAAC,CAAC,CAAC;AAC7E, QAAA,MAAM,MAAM,GAAG,QAAQ,CAAC,KAAK,CAAC;;;;,AAK9B,QAAA,MAAM,CAAC,QAAQ,GAAG,OAAO,CAAC;QAC1B,MAAM,CAAC,GAAG, ĠAAG,MAAM,CAAC,OAAO,ĠAAG,GAAG,CAAC;AACIC,QAAA,MAAM,CAAC,IAAI,GAAG,QAAQ,CAAC;AACVB,QAAA,QAAQ,CAAC,YAAY,CAAC, aAAa,EAAE,MAAM,CAAC,CAAC;AAC7C,QAAA,QAAQ,CAAC,KAAK,GAAG,IAAI,CAAC;;AAEtB,QAAA,QAAQ,CAAC,QAAQ,GAAG,IAAI,CAAC;;; AAGzB,QAAA,CAAC,IAAI,CAAC,SAAS,CAAC,IBAAIB,IAAI,IAAI,CAAC,SAAS,CAAC,IAAI,EAAE,WAAW,CAAC,QAAQ,CAAC,CAAC;KACjF;;IAGD, IAAI,GAAA;AACF,QAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC;QAChC,IAAI,UAAU,GAAG,KAAK,CAAC;AAEvB,QAAA,IAAI;;YAEF,IAAI,Q AAQ,EAAE;AACZ,ǧBAAA,MAAM,YAAY,GAAG,IAAI,CAAC,SAAS,CAAC,&AAWC,CAAC;gBAE7E,QAAQ,CAAC,MAAM,EAAE,CAAC;gBACIB,QAA Q,CAAC,iBAAiB,CAAC,CAAC,EAAE,QAAQ,CAAC,KAAK,CAAC,MAAM,CAAC,CAAC;gBACrD,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,WAAW,CA AC,MAAM,CAAC,CAAC;gBAEhD,IAAI,YAAY,EAAE;oBAChB,YAAY,CAAC,KAAK,EAAE,CAAC;iBACtB;aACF;SACF;AAAC,QAAA,MAAM;;;SAGP; AC,MAAM,CAAC,CAAC;GBAEID,IAAI,TAAY,EAAE;GBACIB,YAAY,CAAC,KAAK,EAAE,CAAC;IBACIB;BACH;SACF;AAAC,QAAA,MAAM;;SAGP;
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D;;;AAGG;AAC0C,QAAA,IAAA,CAAA,MAAM,GAAG,IAAI,YAAY,EAAW,CAAC;;AAG1E,QAAA,IAAA,CAAA,QAAQ,GAAG,IAAI,GAAG,EAAe,CAAC; QÂaxC,IAAI,MAAM,IAAI,MAAM,CAAC,QAAQ,IAAI,IAAI,EAAE;AACrC,YAAA,IAAI,CAAC,QAAQ,GAAG,MAAM,CAAC,QAAQ,CAAC;SACjC;KACF; ÃAGD,ÍAAA,ÍAAI,CÁAC,QAAA,GAAMB,ĨAAI,CAAC,QAAQ,EAAA;AACnC,QÁAA,ÍAAI,QÁAQ,GÁAG,CÁAC,EÁAE;YAChB,ÍÃAI,íBAAÍB,GÁAG,QA AQ,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;YAE3B,MAAM,OAAO,GAAG,MAAK;AACnB,gBAAA,MAAM,UAAU,GAAG,OAAO,CAAC,IAAI,EAAE, CÃAC;gBÁCIC,IÁAI,CAÁC,UAÁU,IAAI,EAAE,IBAAIB,IAAI,CAAC,IÁAI,CAÁC,UAÁU,EAAÉ;;AAE1D,0BAÁA,IAAI,CAAC,eAAe,GAAG,IAAI,CAAC,O AAO,CAAC, BAAIB, CAAC, MAAM, UAAU, CAAC, OAAO, EAAE, CAAC, CAAC, CAAC, BACTF; qBAAM; AACL, OBAAA, IAAI, CAAC, AAC, BAAIB, CAAC, MAAM, UAAU, CAAC, OAAO, EAAE, CAAC, CAAC, CAAC, BACTF; qBAAM; AACL, OBAAA, IAAI, CAAC, AAC, BAAC, BA AAA;AACT,QAAA,IAAI,IAAI,CAAC,eAAe,EAAE;AACxB,YAAA,YAAY,CAAC,IAAI,CAAC,eAAe,CAAC;SACpC;AAED,QAAA,IAAI,CAAC,QAA Q,CÁAC,OÁÃO,CÁAC,ÍAAI,ÍAAI,ÍAAI,ÍAAI,CÁAC,OÁAO,EAÁE,CÁAC,CÁAC;AAC9C,QAAA,ÍAAI,CÁAC,QÁAQ,CÁAC,KÁAK,EÁŘE,CÁAC;ÁACtB,QÁA À,ÍAAI,CÁAC,UÁAU,GÁAG,ÍAAI,CAAC;KACXB;AAÞEU,IAÁA,SAÁA,IAÁA,CAAÁ,ÍAAA,GAÁA,EAÁÁ,CAÁA,kBAÁA,CAÁA,EAÁA,UAÁA,EAÁA,QA AAÁ,MAAÁ,EAAÁ,EAAÁ,CAÁÁ,EAAÁ,CAAÁ,SAAÁ,EAAÁ,CAÁA,CAÁA,EAÁA;YGA5BVC,kBAÁAKB,EAÁÁ,YAÁÃ,EAAÁ,IAAÁ,EAAÁ,QAÁÁ,EAAÁ, sbaaa,eaaa,maaa,eaaa,eaaa,iaaa,eaaa,caaa,obaaa,eaaa,maaa,caaa,qaaa,qaaa,caaa,caaa,eaaa,eaaa,caaa,eaaa, AA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAP9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT, obaaa,Qaaq,EaaE,sbaasB;aachC,obaaa,IaaI,EaaE;aacJ,wbaaa,SaaS,EaaE,Qaaq,aacpB,qbaaa,aacD,obaaa,UaaU,EaaE,IaaI;a ACJB,IBÀAA,ČAAA;;ÓBA6BI,QAAQ;;OBAAI,MAAM;ŹBAAĆ,4BAA4B,CAAÁ;yCAÍBrB,IÁÀI,EÀAA,CAAÁ;sBAAhC,KAÁK;uBAÁC,oBÁAoB,CAAÁ;gBAMU,QAAQ,EAAA,CAAA;sBAA5C,KAAK;uBAAC,4BAA4B,CAAA;gBAMU,MAAM,EAAA,CAAA;sBAAID,MAAM;uBAAC,0BAA0B,CAAA;;;MC1

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {DOCUMENT} from '@angular/common';\nimport {Inject, Injectable} from '@angular/core';\nimport {PendingCopy} from './pending-copy';\n\n/**\n * A service for copying text to the clipboard.\n */\n@\injectable({provided\in: 'root'})\nexport class Clipboard {\n private readonly _document: Document;\n\n constructor(@\inject(DOCUMENT) document: any) {\n this._document = document;\n }\n\n /**\n * Copies the provided text into the user's clipboard.\n *\n * @\text{param text The string to copy.\n * @\text{preturns Whether the operation was successful.\n *\n copy(text: string): boolean {\n const pendingCopy = LICENSE file at https://angular.io/license\n */\n\nimport {\n Directive,\n EventEmitter,\n Input,\n Output,\n NgZone,\n InjectionToken,\n Inject,\n Optional, In OnDestroy, In) from '@angular/core'; Inimport {Clipboard} from './clipboard'; Inimport {PendingCopy} from './pending-copy'; InIn/* Object that can be used to configure the default options for `CdkCopyToClipboard`. */\nexport interface CdkCopyToClipboardConfig {\ln /** Default number of attempts to make when copying text to the clipboard. */\n attempts?: number;\n\\n\/* Injection token that can be used to provide the default options to `CdkCopyToClipboard`. */\nexport const CDK_COPY_TO_CLIPBOARD_CONFIG = new InjectionToken<CdkCopyToClipboardConfig>(\n'CDK_COPY_TO_CLIPBOARD_CONFIG',\n);\n\n/**\n * Provides behavior for a button that when clicked copies content into user's\n * clipboard.\n */\n@Directive({\n selector: '[cdkCopyToClipboard]',\n host: {\n '(click)': 'copy()',\n },\n },\n | standalone: true,\n}\nexport class CdkCopyToClipboard implements OnDestroy {\n /** Content to be copied. */\n @Input('cdkCopyToClipboard') text: string = ";\n\n /**\n * How many times to attempt to copy the text. This may be necessary for longer text, because\n * the browser needs time to fill an intermediate textarea element and copy the content.\n */\n @Input('cdkCopyToClipboardAttempts') attempts: number = 1;\n\n /**\n * Emits when some text is copied to the clipboard. The\n * emitted @Input('cdkCopyToClipboardAttempts') attempts: number = 1;\n\n /**\n * Emits when some text is copied to the clipboard. The\n * emitted value indicates whether copying was successful.\n *\n @Output('cdkCopyToClipboardCopied') readonly copied = new EventEmitter
boolean> ();\n\n /** Copies that are currently being attempted. */\n private _pending = new Set<PendingCopy>();\n\n /** Whether the directive has been destroyed. */\n private _destroyed: boolean;\n\n /** Timeout for the current copy attempt. */\n private _currentTimeout: any;\n\n constructor(\n private _clipboard.\n private _ngZone: \n \n \overline{Optional()} \overline{ = null;\n this._pending.delete(pending);\n pending.destroy();\n this.copied.emit(successful);\n }\n };\n attempt();\n } else {\n this.copied.emit(this._clipboard.copy(this.text));\n }\n }\n\n gOnDestroy() {\n if (this._currentTimeout) {\n clearTimeout(this._currentTimeout);\n }\n\n this._pending.forEach(copy => copy.destroy());\n this._pending.clear();\n this._destroyed = true;\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\n\nimport {CdkCopyToClipboard} from './copy-to-clipboard';\n\n@NgModule({\n imports: [CdkCopyToClipboard],\n exports: [CdkCopyToClipboard],\n}\nexport class ClipboardModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from ./index';\n"],"names" [],"mappings":";;;;AAQA;;;;;;;;;AAYG;MACU,WAAW,CAAA;IAGtB,WACE,CAAA,IAAY,EACK,SAAmB,EAAA;QAAnB,IAAS,CAAA,SAAA,GAAT,S

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Directive,\n EventEmitter,\n Input,\n Output,\n NgZone,\n InjectionToken,\n Inject,\n Optional, In OnDestroy, In from '@angular/core'; Inimport {Clipboard} from './clipboard'; Inimport {PendingCopy} from './pending-copy'; InIn/** Object that can be used to configure the default options for `CdkCopyToClipboard`. */\nexport interface CdkCopyToClipboardConfig {\n!** when clicked copies content into user's\n * clipboard.\n */\n@Directive({\n selector: '[cdkCopyToClipboard]',\n host: {\n '(click)': 'copy()',\n },\n @Input('cdkCopyToClipboardAttempts') attempts: number = 1;\n\n\ /**\n * Emits when some text is copied to the clipboard. The\n * emitted without coopy to chipboard thempts: number = 1,1/mm = Emits when some text is copied to the chipboard. Them = emitted value indicates whether copying was successful.\n */\n @Output('cdkCopyToClipboardCopied') revealed not copied = new EventEmitter

being attempted. */\n private _pending = new Set<PendingCopy>();\n\n /** Whether the directive has been destroyed. */\n private _destroyed: boolean;\n\n /** Timeout for the current copy attempt. */\n private _currentTimeout: any;\n\n constructor(\n private _clipboard.\n private _ngZone: NgZone,\n @Optional() @Inject(CDK_COPY_TO_CLIPBOARD_CONFIG) config?: CdkCopyToClipboardConfig,\n) \\n if (config && config.attempts != null) \\n this.attempts = config.attempts;\n \\n |\n h\n | ** Copies the current text to the clipboard. *\n copy(attempts: number = this.attempts): void {\n if (attempts > 1) {\n let remainingAttempts = attempts:\n const pending = this._clipboard.beginCopy(this.text);\n this._pending.add(pending);\n\n const attempt = () => {\n const successful = pending.copy();in if (!successful && --remainingAttempts && !this._destroyed) {\n // We use 1 for the timeout since it's more predictable when flushing in unit tests. In this._currentTimeout = this._ngZone.runOutsideAngular(() => setTimeout(attempt, 1)); In } else {In this._currentTimeout = null;\n this._pending.delete(pending);\n pending.destroy();\n this.copied.emit(successful);\n }\n };\n attempt();\n } else {\n this.copied.emit(this._clipboard.copy(this.text));in }\n }\n\n gOnDestroy() {\n if (this._currentTimeout) {\n clearTimeout(this._currentTimeout);\n }\n\n this._pending.forEach(copy => copy.destroy());\n this._pending.clear();\n this._destroyed = true;\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\n\nimport {CdkCopyToClipboard} from './copy-to-clipboard';\n\n@NgModule({\n imports: [CdkCopyToClipboard],\n exports: [CdkCopyToClipboard],\n})\nexport class ClipboardModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from ./index';\n"],"names" [],"mappings":";;;;AAQA;;;;;;;;;AAYG;MACU,WAAW,CAAA;IAGtB,WACE,CAAA,IAAY,EACK,SAAmB,EAAA;QAAnB,IAAS,CAAA,SAAA,GAAT,S aAAa,EAAE,MAAM,CAAC,CAAC;AAC7C,QAAA,QAAQ,CAAC,KAAK,GAAG,IAAI,CAAC;;AAEtB,QAAA,QAAQ,CAAC,CAAC;HAI,CAAC;;; AAGzB,QAAA,CAAC,IAAI,CAAC,SAAS,CAAC,IBAAIB,IAAI,IAAI,CAAC,SAAS,CAAC,IAAI,EAAE,WAAW,CAAC,QAAQ,CAAC,CAAC;KACjF;;IAGD, IAAI,GAÀA;AACF,QAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC;QAChC,IAAI,UAAU,GAAG,KAAK,CAAC;AAÈVB,QAAA,IAAI;;YAEF,IAAI,Q AAQ,EAAE;AACZ,gBAAA,MAAM,YAAY,GAAG,IAAI,CAAC,SAAS,CAAC,aAAWC,CAAC;gBAE7E,QAAQ,CAAC,MAAM,EAAE,CAAC;gBACIB,QAA Q,CĂAC,IBÁAIB,CĂAC,CÁAC,EAÁE,QÁAQ,CÁAC,KAAK,CAAC,MAAM,CAAC,CAAC;gBACrD,UÁAU,GAAG,IÁAI,CAÁC,SAÁS,CAÁC,WAAW,CA ĂĊ,MAAM,CAAĆ,CAAĆ;gBAEhD,IAAĬ,YAAŸ,EAAE;oBAChB,YAAY,CAAĆ,KAAK,EAAĔ,CAAC;iBACtB;aACF;SACF;AAAĆ,QAAA,MAAM;;;SAGP; AAED,QAAA,OAAO,UAAU,CAAC;KACnB;;IAGD,OAAO,GAAA;AACL,QAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC;QAEhC,IAAI,QAAQ,E AAE;YACZ,QAAQ,CAAC,MAAM,EAAE,CAAC;AACIB,YAAA,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;SAC5B;KACF;AACF;;ACrED;;AAEG;MAEU,S AAS,CAAA;AAGpB,IAAA,WAAA,CAA8B,QAAa,EAAA;AACzC,QAAA,IAAI,CAAC,SAAS,GAAG,QAAQ,CAAC;KAC3B;AAED;;;;;AAKG;AACH,IAA A,IAÁI,CAÁC,IAÁY,ÉAAA;QACf,MAAM,WÀAW,ĠAAG,IAAI,CAÁČ,SAÁS,CÁAC,IAÁI,CAÁC,CAÁČ;AAČZC,QAÁA,MAÁM,UAÁÚ,GAAG,WAAW,CAA ADG,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,SAAS,EAAA,UAAA,EAAA,CAAA;kBADrB,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CA AA;;0BAIjB,MAAM;2BAAC,QAAQ,CAAA;;;ACS9B;MACa,4BAA4B,GAAG,IAAI,cAAc,CAC5D,8BAA8B,EAC9B;AAEF;;;AAGG;MAQU,kBAAkB,CA AA;AAyB7B,IAAA,WAAA,CACU,UAAqB,EACrB,OAAe,EAC2B,MAAiC,EAAA;QAF3E,IAAU,CAAA,UAAA,GAAV,UAAU,CAAW;QACrB,IAAO,CAAA ,OAAA,GAAP,OAAO,CAAQ;;QAzBI,IAAI,CAAA,IAAA,GAAW,EAAE,CAAC;AAÈ/C;;;AAGG;QACkC,IAAQ,CAAA,QAAA,GAAW,CAAC,CAAC;AAE1 D;;;AAGG;AACOC,QAAA,IAAA,CAAA,MAAM,GAAG,IAAI,YAAY,EAAW,CAAC;;AAG1E,QAAA,IAAA,CAAA,QAAQ,GAAG,IAAI,GAAG,EAAe,CAAC; QAaxC,IAAI,MAAM,IAAI,MAAM,CAAC,QAAQ,IAAI,IAAI,EAAE;AACrC,YAAA,IAAI,CAAC,QAAQ,GAAG,MAAM,CAAC,QAAQ,CAAC;SACjC;KACF;; ĂAGD,ÍAAA,ÍAAI,CÁAC,QAAA,GAAMB,ĨAAI,CAAĆ,QAÁQ,EÁAA;AAĆnC,QÁAA,ÍAAI,QÁÄQ,GÁAG,CÁAC,EÁAE;YÁCHB,ÍÄAI,ÍBAÁIB,ĞÁAG,QÁ AQ,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;YAE3B,MAAM,OAAO,GAAG,MAAK;AACnB,gBAAA,MAAM,UAAU,GAAG,OAAO,CAAC,IAAI,EAAE, CÁAC;gBACIC,IAAI,CAAC,UAAU,IAAI,EAAE,iBAAIB,IAAI,CAAC,IAAI,CAAC,UAAU,EAAE;;AAE1D,oBAAA,IAAI,CAAC,eAAe,GAAG,IAAI,CAAC,O AAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGA5BvC,kBAAkB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\n\nimport {CdkCopyToClipboard} from './copy-toclipboard';\n\n@NgModule({\n imports: [CdkCopyToClipboard],\n exports: [CdkCopyToClipboard],\n}\nexport class ClipboardModule {\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": AAS,CAAU;AAEpC,QAAA,MAAM,QAAQ,IAAI,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,UAAU,CAAC,CAAC,CAAC;AAC7E, AC,MAAM,CAAC,CAAC;gBAEhD,IAAI,YAAY,EAAE;oBAChB,YAAY,CAAC,KAAK,EAAE,CAAC;iBACtB;aACF;SACF;AAAC,QAAA,MAAM;;;SAGP; AAED,QAAA,OAAO,UAAU,CAAC;KACnB;;IAGD,OAAO,GAAA;AACL,QAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC;QAEhC,IAAI,QAAQ,E AAE;YACZ,QAAQ,CAAC,MAAM,EAAE,CAAC;AACIB,YAAA,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;SAC5B;KACF;AACF;ACFED;;AAEG;MAEU,S AAS,CAAA;ÀAGPB,IAAA,WAAA,CAA8B,QAAa,EAAA;AACZC,QAAA,IAAI,CAAC,SAAS,GAAG,QAAQ,CAAC;KAC3B;AAED;;;;;AAKG;AACH,IAA A,IAÁI,CAÁC,IAÁY,ÉAAA;QACf,MAAM,WAAW,ĠAAG,IAAI,CAÁC,SAÁS,CAAC,IAÁI,CAÁC,CAÁČ;AAČZC,QAAA,MAÁM,UAÁÚ,GAAG,WAAW,CAA C,IAAI,EAAE,CAAC;QACtC,WAAW,CAAC,OAAO,EAAE,CAAC;AAEtB,QAAA,OAAO,UAAU,CAAC;KACnB;AAED;;;;;;;AAQG;AACH,IAAA,SAAS, CAAC,IAAY,EAAA;QACpB,OAAO,IAAI,WAAW,CAAC,IAAI,EAAE,IAAI,CAAC,SAAS,CAAC,CAAC;KAC9C;AAhCU,IAAA,SAAA,IAAA,CAAA,IAAA, GAAA,EAAA,CAAA,KBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,SAAS,kB AGA,QAAQ,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA;AAHjB,IAAA,SAAA,IAAA,CAAA,KAA ADG,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,SAAS,EAAA,UAAA,EAAA,CAAA;kBADrB,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CA AA;;0BAIjB,MAAM;2BAAĆ,QAAQ,CAAÁ;;;ACS9B;MAĆa,4BAA4B,GAAG,IÁAI,cAÁc,CAC5Ď,8BAÁ8B,EAC9B;AAÉF;;;AÁGG;MAQU,KBAAKB,CA AQ,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;YAE3B,MAAM,OAAO,GAAG,MAAK;AACnB,gBAAA,MAAM,UAAU,GAAG,OAAO,CAAC,IAAI,EAAE, CÂAC;gBACIC,IAAI,CAAC,UAAU,IAAI,EAAE,IBAAIB,IAAI,CAAC,IAAI,CAAC,UAAU,EAAÉ;;AAE1D,oBAAA,IAAI,CAAC,eAAe,GAAG,IAAI,CAAC,O AAO,CAAC,IBAAIB,CAAC,MAAM,UAAU,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC,CAAC;IBAC1F;qBAAM;AACL,oBAAA,IAAI,CAAC,eAAe,GAAG, IAAI,CAAC;AAC5B,0BAAA,IAAI,CAAC,QAAQ,CAAC,MAAM,CAAC,OAAO,CAAC,CAAC;0BAC9B,OAAO,CAAC,OAAO,EAAE,CAAC;AACIB,0BAAA,IAAI,CAAC,AACIAAI,CAAC,AACIAAU,CAAC,AACIBAC9B;AACH,AAAC,CAAC;AACF,YAAA,OAAO,EAAE,CAAC;SACX;AAAM;AACL,YA AAA;AACT,QAAA,IAAI,IAAI,CAAC,eAAe,EAAE;AACxB,YAAA,YAAY,CAAC,IAAI,CAAC,eAAe,CAAC;CAAC;SACpC;AAED,QAAA,IAAI,CAAC,QAA Q,CAAC,OAAO,CAAC,IAAI,IAAI,IAAI,CAAC,OAAO,EAAE,CAAC,CAAC;AAC9C,QAAA,IAAI,CAAC,QAAQ,CAAC,KAAK,EAAE,CAAC;AACtB,QAA A,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC;KACxB;AApEU,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,kBAAA,CAAA,EAAA,UAAA,EAAA,QA AA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,kBAAkB,8DA4BP,4BAA4B,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,E AAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGA5BvC,kBAAkB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA, AA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAP9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {coerceNumberProperty, coerceElement, NumberInput} from '@angular/cdk/coercion';\nimport {\n AfterContentInit,\n Directive,\n ElementRef,\n EventEmitter,\n Injectable,\n Input,\n NgModule,\n NgZone,\n OnDestroy,\n Output,\n booleanAttribute,\n} from '@angular/core';\nimport {Observable, Subject, Subscription, Observer} from 'rxjs';\nimport {debounceTime} from 'rxjs/operators';\n\n/**\n * Factory that creates a new MutationObserver and allows us to stub it out in unit tests.\n * @docs-private\n */\n@Injectable({providedIn: 'root'})\nexport class MutationObserverFactory {\n create(callback: MutationCallback): MutationObserver | null {\n return typeof MutationObserver === 'undefined' ? null : new MutationObserver(callback);\n \}\n\}\n\n\n** An injectable service that allows watching elements for changes to their content. *\n@Injectable({providedIn: 'root'})\nexport class ContentObserver implements OnDestroy {\n /** Keeps track of the existing MutationObservers so they can be reused. */\n private _observedElements = new Map<\n Element,\n {\n observer: MutationObserver | null;\n readonly stream: Subject<MutationRecord[]>;\n count: number;\n }\n >();\n\n constructor(private _mutationObserverFactory: MutationObserverFactory) {}\n\n ngOnDestroy() {\n this_observedElements.forEach((_, element) => this._cleanupObserver(element));in }\n\n /**\n * Observe content changes on an element.\n * @param element The element to observe for content changes.\n */\n observe(element: Element): Observable<MutationRecord[]>;\n\n /**\n * Observe content changes on an element.\n * @param element The element to observe for content changes.\n */\n observe(element: ElementRef<Element>): Observable<MutationRecord[]>;\n\n observe(elementOrRef: Element | ElementRef<Element>): Observable<MutationRecord[]> {\n const element = coerceElement(elementOrRef); \n\n return new Observable((observer: Observer<MutationRecord[]>) => {\n const stream this._observeElement(element);\n const subscription = stream.subscribe(observer);\n\n return () => {\n subscription.unsubscribe();\n this._unobserveElement(element);\n };\n }),\n }\n\n /**\n * Observes the given element by using the existing MutationObserver if available, or creating a\n * new one if not.\n */\n private _observeElement(element: Element): Subject<MutationRecord[]> {\n if (!this._observedElements.has(element)) {\n const stream = new Subject<MutationRecord[]>();\n const observer = this._mutationObserverFactory.create(mutations => stream.next(mutations)); In if (observer) {In observer.observe(element, {In characterData: element and cleans up the underlying MutationObserver if nobody else is\n * observedElement.\n */\n private
_unobserveElement(element: Element) {\n if (this._observedElements.has(element)) {\n this._observedElements.get(element)!.count--;\n if const {observer, stream} = this._observedElements.get(element)!;\n if (observer) {\n observer.disconnect();\n }\n stream.complete();\n

element has changed.\n */\n@Directive({\n selector: '[cdkObserveContent]',\n exportAs: 'cdkObserveContent',\n standalone: true,\n})\nexport class CdkObserveContent implements AfterContentInit, OnDestroy {\n /** Event emitted for each change in the element's content. */\in @Output('cdkObserveContent') readonly event = new EventEmitter<MutationRecord[]>();In\n /**\n * Whether observing content is disabled. This option can be used\n * to disconnect the underlying MutationObserver until it is needed.\n */\n @Input({alias: 'cdkObserveContentDisabled', transform: booleanAttribute})\n get disabled(): boolean {\n return this._disabled;\n }\n set disabled(value: 'cdkObserveContentDisabled', transform: booleanAttribute}\n get disabled(): boolean {\n return this_disabled;\n }\n set disabled(value: boolean) {\n this_disabled = value;\n this_disabled ? this_unsubscribe(): this_subscribe();\n }\n private_disabled = false;\n\n \n'* Debounce interval for emitting the changes. *\n @\nput()\n get debounce(): number {\n return this_debounce;\n }\n set debounce(value: NumberInput) {\n this_debounce = coerceNumberProperty(value);\n this_subscribe();\n }\n private_debounce: number;\n\n private_currentSubscription: Subscription | null = null;\n\n constructor(\n private_contentObserver: ContentObserver,\n private_elementRef: ElementRef<+HTMLElement>,\n private_ngZone: NgZone,\n) {\n\n ngAfterContentInit() {\n if (!this_currentSubscription && !this.disabled) {\n this_subscribe();\n }\n\n ngOnDestroy() {\n this_unsubscribe();\n }\n\n private_subscribe() {\n this_unsubscribe();\n const stream = this_contentObserver.observe(this_elementRef);\n\n \n TODO(mmalerba): We shouldn't be emitting on this @Output() outside the zone.\n \n \n \n in the polyment of the pol Consider brining it back inside the zone next time we're making breaking changes.\n // Bringing it back inside can cause things like infinite change detection loops and changed\n // after checked errors if people's code isn't handling it properly.\n this._ngZone.runOutsideAngular(() => {\n this._currentSubscription = (\n this.debounce ? stream.pipe(debounceTime(this.debounce)) : stream\n).subscribe(this.event);\n });\n \ln\n private _unsubscribe() {\n this._currentSubscription?.unsubscribe();\n \ln\n@NgModule({\n imports: [CdkObserveContent],\n exports: [CdkObserveContent],\n providers: [MutationObserverFactory],\n})\nexport class ObserversModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": [],"mappings":";;;;;AAyBA;;;AAGG;MAEU,uBAAuB,CAAA;AACIC,IAAA,MAAM,CAAC,QAA0B,EAAA;AAC/B,QAAA,OAAO,OAAO,gBAAgB,KAA K,WAAW,GAAG,IAAI,GAAG,IAAI,gBAAgB,CAAC,QAAQ,CAAC,CAAC;KACxF;qHAHU,uBAAuB,EAAA,IAAA,EAAA,EAAA,EAAA,MAAA,EAAA,EA AA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA;AAAvB,IAAA,SAAA,IAAA,CAAA,KAAA,GAAA,EAAA,CAAA,qBAAA,CAAA,EAAA,LAA CİB,uBAAUB,EAAA,UAAA,EAAA,CAAA;kBADnC,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;AAOhC;MAEa,eAAe,CAAA;AAW1B,I AAA,WAAA,CAAoB,wBAAiD,EAAA;QAAjD,IAAwB,CAAA,wBAAA,GAAxB,wBAAwB,CAAyB;;AAT7D,QAAA,IAAA,CAAA,iBAAiB,GAAG,IAAI,GA ACK.IAAA,eAAe,CAAC,OAAqB,EAAA;OACtC.IAAI,CAAC,IAAI,CAAC,IBAAIB,CAAC,GAAG,CAAC,OAAO,CAAC,EAAE;AACxC.YAAA,MAAM,MA AM,GAAG,IAAI,OAAO,EAAOB,CAAC;AACIC,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,wBAAwB,CAAC,MAAM,CAAC,SAAS,IAAI,MAAM,CAAC,IAA I,CÁAC,SÁAS,CAAC,CAAC,CÁAC;YÁC3F,IAÁI,QAÁQ,EAÁÉ;AAČZ,gBAÁA,QÁAQ,CÁAC,OAAÓ,CAAC,OAAÓ,EAAÉ;AACXB,oBAAA,aAAa,EÁAE ,IAAI;AACnB,oBAAA,SAAS,EAAE,IAAI;AACf,oBAAA,OAAO,EAAE,ĬAAI;AAČd,IBĂAA,CAAC,CAAC;aACJ;AACD,YAAA,IAAI,CAAC,IBAAIB,CAA C,GAAG,CAAC,OAAO,EAAE,EAAC,QAAQ,EAAE,MAAM,EAAE,KAAK,EAAE,CAAC,EAAC,CAAC,CAAC;SACnE;aAAM;YACL,IAAI,CAAC,iBAAiB, CAAC,GAAG,CAAC,OAAO,CAAE,CAAC,KAAK,EAAE,CAAC;SAC9C;QACD,OAAO,IAAI,CAAC,IBAAIB,CAAC,GAAG,CAAC,OAAO,CAAE,CAAC, MAAM,CAAC;KACpD;AAED;;;AAGG;AACK,IAAA,iBAAiB,CAAC,OAAGB,EAAA;QACxC,IAAI,IAAI,CAAC,iBAAiB,CAAC,GAAG,CAAC,OAAO,CAA C,EAAE;YACvC,IAAI,CAAC,iBAAiB,CAAC,GAAG,CAAC,OAAO,CAAE,CAAC,KAAK,EAAE,CAAC;AAC7C,YAAA,IAAI,CAAC,IAAI,CAAC,iBAAiB,C AAC,GAAG,CAAC,OAAO,CAAE,CAAC,KAAK,EAAE;AAC/C,gBAAA,IAAI,CAAC,gBAAgB,CAAC,OAAO,CAAC,CAAC;aAChC;SACF;KACF;;AAG O,IAAA,gBAAgB,CAAC,OAAgB,EAAA;QACvĆ,IAAI,IAAI,CAĂC,iBAAiB,CAAC,ĞAAG,ČAAC,OAAO,CAAC,EAAE;AACvC,YAAA,MAAM,EAAC,QA A;KBAD3B;UAAU;mBAAC;EAAC;UAAU,EAAE;MAAM,EAAC;CAAA;;AA4FhC;;;AAGG;AAMU,iBAAiB;CAAA;AAI5B;;;AAGG;AACH,IAAA,IACI,QA AQ,GAAA;QACV,OAAO,IAAI,CAAC,SAAS,CAAC;KACvB;IACD,IAAI,QAAQ,CAAC,KAAc,EAAA;AAACzB,QAAA,IAAI,CAAC,SAAS,GAAG,KAAK,C AAC;AACVB,QAAA,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC,YAAY,EAAE,GAAG,IAAI,CAAC,UAAU,EAAE,CAAC;KAC1D;;AAID,IAAA,IACI,QAAQ,GA AA;QACV,QÁÃO,IAÁI,CÁAC,SÁAS,CÁAC;KÁCVB;IACD,ÍAAI,QÁAQ,ĆAAC,KAAKB,EAAÁ;AAC7B,QÁAA,IAÁI,CAAC,ŚAAS,GAAG,oBÁÃoB,ČAA C,KAAK,CAAC,CAAC;QAC7C,IAAI,CAAC,UAAU,EAAE,CAAC;KACnB;AAKD,IAAA,WAAA,CACU,gBAAIC,EACjC,WAAoC,EACpC,OAAe,EAAA;Q AFf,IAAgB,CAAA,gBAAA,GAAhB,gBAAgB,CAAIB;QACjC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAYB;QACpC,IAAO,CAAA,OAAA,GAAP,OAAO,C AAQ;;AĂhCa,QAÂA,IAAA,CAAA,KĂAK,ĞAAG,IAAI,ŸAÁY,EAAoB,CAAC;QAc3E,IAAS,CAAA,SAAA,ĠÀAG,KÁAK,CAAC;QAalB,IAAoB,CAAA,oB AAA,GAAWB,IAAI,CAAC;KAMrD;IAEJ,KBAAKB,GAAA;QAChB,IAAI,CAAC,IAAI,CAAC,0BAA0B,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;YAChD,IAA I,CAAC,UAAU,EAAE,CAAC;SACnB;KACF;IAED,WAAW,GAAA;QACT,IAAI,CAAC,YAAY,EAAE,CAAC;KACrB;IAEO,UAAU,GAAA;QAChB,IAAI,CA AC,YAAY,EAAE,CAAC;AACpB,QAAA,MAAM,MAAM,GAAG,IAAI,CAAC,gBAAgB,CAAC,OAAO,CAAC,IAAI,CAAC,WAAW,CAAC,CAAC;;;;;AAM/D, QAAA,IAAI,CAAC,OAAO,CAAC,iBAAIB,CAAC,MAAK;AACIC,YAAA,IAAI,CAAC,oBAAoB,GAAG,CAC1B,IAAI,CAAC,QAAQ,GAAG,MAAM,CAAC,I AqB;AAC/B,oBAAA,QAAQ,EAAE,mBAAmB;AAC7B,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;+HAGuC,KAAK,EAAA,CAAA;sBAA1C,MAA

M;uBAAC,mBAAmB,CAAA;gBAOvB,QAAQ,EAAA,CAAA;sBADX,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAÁE,2BAA2B,EAAE,S AAS,EAAE,gBAAgB,EAAC,CAAA;gBAYpE,QAAQ,EAAA,CAAA;sBADX,KAAK;;MAqDK,eAAe,CAAA;qHAAf,eAAe,EAAA,IAAA,EAAA,EAAA,A,MAAA,EAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA

AAO,EAAE,CAAC,iBAAiB,CAAC;oBAC5B,SAAS,EAAE,CAAC,uBAAuB,CAAC;AACrC,iBAAA,CAAA;;;ACjND;;AAEG;;;;"}

```
return <T>host.attach(this);\n }\n\n /** Detach this portal from its host */\n detach(): void {\n let host = this._attachedHost;\n\n if (host != null)
{\n this_attachedHost = null;\n host.detach();\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n
throwNoPortalAttachedError();\n }\n }\n\n /** Whether this portal is attached to a host. */\n get isAttached(): boolean {\n return
this._attachedHost != null;\n }\n\n * Sets the PortalOutlet reference without performing `attach()`. This is used directly by\n * the

PortalOutlet when it is performing an `attach()` or `detach()`.\n */\n setAttachedHost(host: PortalOutlet | null) {\n this._attachedHost = host;\n
\n\\n\n/**\n * A `ComponentPortal` is a portal that instantiates some Component upon attachment.\n */\nexport class ComponentPortal<T> extends Portal<ComponentRef<T>> {\n /** The type of the component that will be instantiated for attachment. */\n component:
ComponentType<T>;\n\n /**\n * Where the attached component should live in Angular's *logical* component tree.\n * This is different from where the component *renders*, which is determined by the PortalOutlet.\n * The origin is necessary when the host is outside of the Angular
application context.\n */\n viewContainerRef?: ViewContainerRef | null;\n\n /** Injector used for the instantiation of the component. */\n
injector?: Injector | null;\n\n /**\n * Alternate `ComponentFactoryResolver` to use when resolving the associated component.\n * Defaults to
using the resolver from the outlet that the portal is attached to \\n */\n componentFactoryResolver?: ComponentFactoryResolver | null;\n\n /**\n
 * List of DOM nodes that should be projected through `<ng-content>` of the attached component.\n */\n projectableNodes?: Node∏∏ | null;\n\n
constructor(\n component: ComponentType<T>,\n viewContainerRef?: ViewContainerRef | null,\n injector?: Injector | null,\n
componentFactoryResolver?: ComponentFactoryResolver | null,\n projectableNodes?: Node[[] | null,\n ) {\n super();\n this.component =
component;\n this.viewContainerRef = viewContainerRef;\n this.injector = injector;\n this.componentFactoryResolver
componentFactoryResolver;In this.projectableNodes = projectableNodes;In JInJININ/**In * A `TemplatePortal` is a portal that represents some
embedded template (TemplateRef)..\n */\nexport class TemplatePortal<C = any> extends Portal<EmbeddedViewRef<C>> {\n constructor(\n /** The embedded template that will be used to instantiate an embedded View in the host. */\n public templateRef: TemplateRef<C>,\n /**
Reference to the ViewContainer into which the template will be stamped out. */\n public viewContainerRef: ViewContainerRef,\n /** Contextual
data to be passed in to the embedded view. */\n public context?: C,\n /** The injector to use for the embedded view. */\n public injector?: Injector,\n ) {\n super();\n }\n\n get origin(): ElementRef {\n return this.templateRef.elementRef;\n }\n\n /**\n * Attach the portal to the provided
PortalOutlet`.\n * When a context is provided it will override the `context` property of the `TemplatePortal`\n * instance.\n */\n override attach(host: PortalOutlet, context: C | undefined = this.context): EmbeddedViewRef<C> {\n this.context = context;\n return
super.attach(host);\n }\n\n override detach(): void {\n this.context = undefined;\n return super.detach();\n }\n\n\n\n*\n * A `DomPortal` is a portal whose DOM element will be taken from its current position\n * in the DOM and moved into a portal outlet, when it is attached. On
detach, the content\n * will be restored to its original position.\n */\nexport class DomPortal<T = HTMLElement> extends Portal<T> {\n /** DOM
node hosting the portal's content. */In readonly element: T;\n\n constructor(element: T | ElementRef<T>) {\n super();\n this.element = element
instanceof ElementRef? element.nativeElement: element;\n }\n}\n\n/** A `PortalOutlet` is an space that can contain a single `Portal`. */\nexport
interface PortalOutlet {\n /** Attaches a portal to this outlet. */\n attach(portal: Portal<any>): any;\n\n /** Detaches the currently attached portal
from this outlet. */\n detach(): any;\n\n /** Performs cleanup before the outlet is destroyed. */\n dispose(): void;\n\n /** Whether there is
currently a portal attached to this outlet. */In hasAttached(): boolean;In}In\In/**\n * @deprecated Use `PortalOutlet` instead.In * @breaking-
change 9.0.0\n */\nexport type PortalHost = PortalOutlet;\n\n/**\n * Partial implementation of PortalOutlet that handles attaching\n
ComponentPortal and TemplatePortal.\n */\nexport abstract class BasePortalOutlet implements PortalOutlet {\n /** The portal currently
attached to the host. */\n protected _attachedPortal: Portal<any> | null;\n\n /** A function that will permanently dispose this host. */\n private _disposeFn: (() => void) | null;\n\n /** Whether this host has already been permanently disposed. */\n private _isDisposed: boolean = false;\n\n
/** Whether this host has an attached portal. */In hasAttached(): boolean {In return !!this._attachedPortal;In }In\n attach<T>(portal:
ComponentPortal<T>): ComponentRefsT>; in attach<T>(portal: TemplatePortal<T>): EmbeddedViewRefsT>; in attach(portal: any): any; \n\n /** Attaches a portal. */\n attach(portal: Portal<any>): any {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n if (!portal) {\n throwNullPortalError();\n }\n\n if (this._isDisposed) {\n throwPortalOutletAlreadyDisposedError();\n }\n\n if (portal instanceof ComponentPortal) {\n this._attachedPortal = portal;\n return
throwPortalOutletAlreadyDisposedError();in }in }in in (portal instanceof ComponentPortal) {in this_attachedPortal = portal;in return this.attachComponentPortal(portal);in } else if (portal instanceof TemplatePortal) {in this_attachedPortal = portal;in return this.attachTemplatePortal(portal);in // @breaking-change 10.0.0 remove null check for `this.attachDomPortal`.in } else if (this.attachDomPortal && portal instanceof DomPortal);in }in in (typeof ngDevMode === 'undefined' || ngDevMode) {in throwUnknownPortalTypeError();in }in }in labstract attachComponentPortal<T>(portal: ComponentPortal<T>):

ComponentPef<T>;in ln abstract attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C>;in in // @breaking-change 10.0.0
 `attachDomPortal` to become a required abstract method.\n readonly attachDomPortal: null | ((portal: DomPortal) => any) = null;\n\n /²
Detaches a previously attached portal. *\n detach(): void {\n if (this_attachedPortal) {\n this_attachedPortal.setAttachedHost(null);\n this._attachedPortal null;\n }\n\n this._invokeDisposeFn();\n }\n\n /** Permanently dispose of this portal host. *\n dispose(): void {\n if
(this.hasAttached()) {\n this.detach();\n }\n\n this._invokeDisposeFn();\n this._isDisposed = true;\n }\n\n /** @docs-private */\n setDisposeFn(fn:
() => void) {\n this_disposeFn = fn;\n }\n\n private_invokeDisposeFn() {\n if (this_disposeFn) {\n this_disposeFn();\n this_disposeFn();\n this_disposeFn = null;\n
In InInIn/**In * @deprecated Use `BasePortalOutlet` instead.In * @breaking-change 9.0.0\n *Inexport abstract class BasePortalHost extends

BasePortalOutlet {\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n ApplicationRef,\n
ComponentFactoryResolver,\n ComponentRef,\n EmbeddedViewRef,\n Injector,\n} from '@angular/core';\nimport {BasePortalOutlet, ComponentPortal, DomPortal, TemplatePortal} from './portal';\n\n/**\n * A PortalOutlet for attaching portals to an arbitrary DOM element
outside of the Angular\n * application context.\n */\nexport class DomPortalOutlet extends BasePortalOutlet {\n private _document:
Document;In\n /**\n * @param _componentFactoryResolver Used to
resolve the component factory.\n * Only required when attaching component portals.\n * @param _appRef Reference to the application. Only used in component portals when there\n * is no `ViewContainerRef` available.\n * @param _defaultInjector Injector to use as a fallback when the portal being attached doesn't\n * have one. Only used for component portals.\n * @param _document Reference to the document. Used
when attaching a DOM portal. Will eventually\n * become a required parameter.\n */\n constructor(\n /** Element into which the content is
projected. */\n public outletElement: Element.\n private componentFactoryResolver?: ComponentFactoryResolver.\n private appRef?:
ApplicationRef,\n private _defaultInjector?: Injector,\n\n /**\n * @deprecated `_document` Parameter to be made required.\n * @breaking-
change 10.0.0\n */\n _document?: any,\n ) {\n super();\n this._document = _document;\n }\n\n /**\n * Attach the given ComponentPortal to DOM
element using the ComponentFactoryResolver.\n * @param portal Portal to be attached\n * @returns Reference to the created component.\n
 */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n const resolver = (portal.componentFactoryResolver ||
this._componentFactoryResolver)!;\n\n if ((typeof ngDevMode === 'undefined' || ngDevMode) && !resolver) {\n throw Error('Cannot attach
component portal to outlet without a ComponentFactoryResolver.');\n \\n\n const componentFactory
resolver.resolveComponentFactory(portal.component);\n let componentRef: ComponentRef<T>;\n\n // If the portal specifies a
ViewContainerRef, we will use that as the attachment point\n // for the component (in terms of Angular's component tree, not rendering).\n //
When the ViewContainerRef is missing, we use the factory to create the component directly\n // and then manually attach the view to the
application.\n if (portal.viewContainerRef) {\n componentRef = portal.viewContainerRef.createComponent(\n componentFactory,\n
portal.viewContainerRef.length,\n portal.injector || portal.viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n
this.setDisposeFn(() => componentRef.destroy());\n } else {\n if ((typeof ngDevMode === 'undefined' || ngDevMode) && !this._appRef) {\n throw
Error('Cannot attach component portal to outlet without an ApplicationRef.');\n }\n\n componentRef = componentFactory.create(\n
portal.injector || this._defaultInjector || Injector.NULL,\ln );\ln this._appRefl.attachView(componentRef.hostView);\ln this.setDisposeFn(() => {\ln // Verify that the ApplicationRef has registered views before trying to detach a host view.\ln // This check also protects the `detachView` from being called on a destroyed ApplicationRef.\ln if (this._appRef!.viewCount > 0) {\ln this._appRef!.detachView(componentRef.hostView);\ln }\ln \}\ln \]
componentRef.destroy();\n });\n }\n // At this point the component has been instantiated, so we move it to the location in the DOM\n // where
we want it to be rendered in this outlet Element append Child (this _getComponentRootNode (componentRef)); in this _attached Portal
portal;\n\n return componentRef;\n }\n\n /**\n * Attaches a template portal to the DOM as an embedded view.\n * @param portal Portal to be
attached.\n * @returns Reference to the created embedded view.\n */\n attachTemplatePortal<C>(portal: TemplatePortal<C>):
EmbeddedViewRef<C> {\n let viewContainer = portal.viewContainerRef;\n let viewRef =
viewContainer.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n\n // The method
 createEmbeddedView` will add the view as a child of the viewContainer in // But for the DomPortalOutlet the view can be added everywhere in
the DOM\n // (e.g Overlay Container) To move the view to the specified host element. We just\n // re-append the existing root nodes.\n
viewRef.rootNodes.forEach(rootNode => this.outletElement.appendChild(rootNode));\n\n // Note that we want to detect changes after the
nodes have been moved so that\n // any directives inside the portal that are looking at the DOM inside a lifecycle\n // hook won't be invoked too early.\n viewRef.detectChanges();\n\n this.setDisposeFn(() => {\n let index = viewContainer.indexOf(viewRef);\n if (index !== -1) {\n viewContainer.remove(index);\n }\n });\n\n this_attachedPortal = portal;\n\n // TODO(jelbourn): Return locals from view.\n return viewRef;\n }\n\n /**\n * Attaches a DOM portal by transferring its content into the outlet.\n * @param portal Portal to be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n // @breaking-change 10.0.0} Remove check and error once the\n // `_document` constructor parameter is required.\n if (!this__document && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor parameter');\n }\n\n const element =
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portal.element; in if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('DOM portal content must be
 attached to a parent node.');\n }\n\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is
detached. In const anchor Node = this\_document. create Comment ('dom-portal'); In In element. parent Node!. in sert Before (anchor Node in the Node 
 element);In this.outletElement.appendChild(element);In this._attachedPortal = portal;InIn super.setDisposeFn(() => {In // We can't use
 replaceWith` here because IE doesn't support it.\n if (anchorNode.parentNode) {In anchorNode.parentNode.replaceChild(element,
anchorNode);\n }\n }\;\n\n /**\n * Clears out a portal from the DOM.\n */\n override dispose(): void {\n super.dispose();\n this.outletElement.remove();\n }\n\n /** Gets the root HTMLElement for an instantiated component. */\n private
9.0.0\n */\nexport class DomPortalHost extends DomPortalOutlet {}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n
Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport
 {In ComponentFactoryResolver,In ComponentRef,In Directive,In EmbeddedViewRef,In EventEmitter,In NgModule,In OnDestroy,In OnInit,In
 .
Output,\n TemplateRef,\n ViewContainerRef,\n Inject,\n} from '@angular/core';\nimport {DOCUMENT} from '@angular/common';\nimport
 {BasePortalOutlet, ComponentPortal, Portal, TemplatePortal, DomPortal} from './portal';\n\n/**\n * Directive version of a `TemplatePortal`.
Because the directive *is* a TemplatePortal, in * the directive instance itself can be attached to a host, enabling declarative use of portals. In
 */\n@Directive({\n selector: '[cdkPortal]',\n exportAs: 'cdkPortal',\n standalone: true,\n})\nexport class CdkPortal extends TemplatePortal {\n
constructor(templateRef: TemplateRef<any>, viewContainerRef: ViewContainerRef) {In super(templateRef, viewContainerRef);In }In}In\In\frac{**\n *}{}
@deprecated Use `CdkPortal` instead.\n * @breaking-change 9.0.0\n */\n@Directive({\n selector: '[cdk-portal], [portal]',\n exportAs: 'cdkPortal',\n providers: [\n {\n provide: CdkPortal,\n useExisting: TemplatePortalDirective,\n },\n ],\n standalone: true,\n}\\nexport class
 TemplatePortalDirective extends CdkPortal {}\n\n/**\n * Possible attached references to the CdkPortalOutlet.\n */\nexport type
[cdkPortalOutlet]=\"greeting\"></ng-template>\n */\n@Directive({\n selector: '[cdkPortalOutlet]',\n exportAs: 'cdkPortalOutlet',\n inputs: ['portal: cdkPortalOutlet'],\n standalone: true,\n}\)\nexport class CdkPortalOutlet extends BasePortalOutlet implements Onlnit, OnDestroy {\n
private _document: Document;\n\n /** Whether the portal component is initialized. */\n private _islnitialized = false;\n\n /** Reference to the currently-attached component/view ref. */\n private _attachedRef: CdkPortalOutletAttachedRef;\n\n constructor(\n private
componentFactoryResolver: ComponentFactoryResolver,In private _viewContainerRef; ViewContainerRef,InIn /**In * @deprecated `_document` parameter to be made required.\n * @breaking-change 9.0.0\n */\n @lnject(DOCUMENT) _document?: any,\n ) {\n super();\n
this._document = _document;\n }\n\n /** Portal associated with the Portal outlet. */\n get portal(): Portal<any> | null {\n return
this. attachedPortal; In }InIn set portal(portal: Portal<any> | null | undefined | ") {In // Ignore the cases where the `portal` is set to a falsy value
before the lifecycle hooks have\n // run. This handles the cases where the user might do something like `<div cdkPortalOutlet>`\n // and attach
a portal programmatically in the parent component. When Angular does the first CD\n // round, it will fire the setter with empty string, causing
the user's content to be cleared in if (this has Attached() && !portal && !this_isInitialized) {In return; In } \n\n if (this has Attached()) {In
super.detach(); \n }\n\n if (portal) {\n super.attach(portal); \n }\n\n this_attachedPortal = portal || null; \n }\n\n /** Emits when a portal is attached
to the outlet. */n @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =In new
 EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRef():
CdkPortalOutletAttachedRef {In return this._attachedRef; In }InIn ngOnInit() {In this._isInitialized = true; In }InIn ngOnDestroy() {In
super.dispose();In this_attachedRef = this_attachedPortal = null;In }In\n /**In * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.In *\n * @param portal Portal to be attached to the portal outlet.In * @returns Reference to the created component.In */In attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {In portal.setAttachedHost(this);In\n // If the
portal specifies an origin, use that as the logical location of the component\n // in the application tree. Otherwise use the location of this
PortalOutlet.\n const viewContainerRef =\n portal.viewContainerRef != null ? portal.viewContainerRef : this._viewContainerRef;\n\n const
resolver = portal.componentFactoryResolver || this._componentFactoryResolver;\n const componentFactory =
resolver.resolveComponentFactory(portal.component);\n const ref = viewContainerRef.createComponent(\n componentFactory,\n viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n // If we're using a view
this.\_getRootNode().appendChild((ref.hostView as EmbeddedViewRef<any>).rootNodes[0]); \\ln \label{eq:controller} In \lab
this._attachedPortal = portal;\n this._attachedRef = ref;\n this.attached.emit(ref);\n\n return ref;\n }\n\n /**\n * Attach the given TemplatePortal
to this PortalHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n
attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n portal.setAttachedHost(this);\n const viewRef
 this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n super.setDisposeFn(() =:
this._viewContainerRef.clear());\n\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n\n return
 viewRef;\n }\n\n /**\n * Attaches the given DomPortal to this PortalHost by moving all of the portal content into it.\n * @param portal Portal to
be attached.in * @deprecated To be turned into a method.in * @breaking-change 10.0.0\n * in override attachDomPortal = (portal: DomPortal) => {\n || @breaking-change 9.0.0 Remove check and error once the\n || `_document` constructor parameter is required.\n if (!this._document && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor
parameter');in }\n\n const element = portal.element;\n if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('DOM portal content must be attached to a parent node.');\n }\n\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n
portal.setAttachedHost(this);\n element.parentNodel.insertBefore(anchorNode, element);\n this._getRootNode().appendChild(element);\n this._getRootNode().appendChild(element);\n this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n if (anchorNode.parentNode) {\n anchorNode.parentNode!.replaceChild(element,
Node = this._viewContainerRef.element.nativeElement;\n\n // The directive could be set on a template which will result in a comment\n // node
being the root. Use the comment's parent node if that is the case.\n return (\n nativeElement.nodeType === nativeElement.ELEMENT_NODE\n
 ? nativeElement\n : nativeElement.parentNode!\n ) as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `CdkPortalOutlet` instead.\n
@breaking-change 9.0.0\n */\n@Directive({\n selector: '[cdkPortalHost], [portalHost]',\n exportAs: 'cdkPortalHost',\n inputs: ['portal
cdkPortalHost'],\n providers: [in {\n provide: CdkPortalOutlet,\n useExisting: PortalHostDirective,\n },\n ],\n standalone: true,\n}\\nexport class
 PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective,
PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In}) Inexport class PortalModule
 {}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector} from '@angular/core';\n\n/**\n * Custom injector to be used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use `Injector.create`
used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use Injector.create instead.\n * @breaking-change 11.0.0\n *\nexport class Portallnjector implements Injector {\n constructor(\n private _parentlnjector: Injector,\n private _customTokens: WeakMap<any, any>,\n ) {\n\n get(token: any, notFoundValue?: any): any {\n const value = this._customTokens.get(token);\n\n if (typeof value !== 'undefined') {\n return value;\n }\n\n return this._parentlnjector.get<any>(token, notFoundValue);\n }\n\n","/**\n * Generated bundle index. Do not edit.\n *\n\nexport * from './index';\n"],"names": [],"mappings":";;;;AAQA;;;AAGG;SACa,oBAAOB,GAAA;AACIC,IAAA,MAAM,KAAK,CAAC,iCAAIC,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAACC,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAACC,CAAC;AACD,CAAC;AACD,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAAC;AACD,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,CAACC,C
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n TemplateRef,\n ViewContainerRef,\n ElementRef,\n ComponentRef,\n EmbeddedViewRef,In Injector,In ComponentFactoryResolver,In} from '@angular/core';Inimport {In throwNullPortalOutletError,In throwPortalAlreadyAttachedError,\n throwNoPortalAttachedError,\n throwNullPortalError,\n throwPortalOutletAlreadyDisposedError,\n throwUnknownPortalTypeError,in} from './portal-errors';\n\n/** Interface that can be used to generically type a class. */\nexport interface ComponentType<T> {\n new (...args: any[]): T;\n}\n\n/*\n * A `Portal` is something that you want to render somewhere else.\n * It can be attach to / detached from a `PortalOutlet`.\n */\nexport abstract class Portal<T> {\n private _attachedHost: PortalOutlet | null;\n\n /** Attach this portal to a host. */\n attach(host: PortalOutlet): T {in if (typeof ngDevMode === 'undefined' || ngDevMode) {in if (host == null) {\n if (h \ln\\n\n/*\n * A `ComponentPortal` is a portal that instantiates some Component upon attachment.\n */Inexport class ComponentPortal<T> extends Portal<ComponentRef<T>> {In /** The type of the component that will be instantiated for attachment. */In component: ComponentType<T>;\n\n /**\n * Where the attached component should live in Angular's *logical* component tree.\n * This is different from where the component *renders*, which is determined by the PortalOutlet.\n * The origin is necessary when the host is outside of the Angular application context.\n */\n viewContainerRef?: ViewContainerRef | null;\n\n /** Injector used for the instantiation of the component. */\n injector?: Injector | null;\n\n /**\n * Alternate `ComponentFactoryResolver` to use when resolving the associated component.\n * Defaults to using the resolver from the outlet that the portal is attached to.\n */\n componentFactoryResolver?: ComponentFactoryResolver | null;\n\n /**\n * List of DOM nodes that should be projected through `<ng-content>` of the attached component.\n */\n projectableNodes?: Node[[[| null;\n\n constructor(\n component: ComponentType<T>,\n viewContainerRef?: ViewContainerRef | null,\n injector?: Injector | null,\n componentFactoryResolver?: ComponentFactoryResolver | null,\n projectableNodes?: Node | | | null,\n) {\n super();\n this.component = component; In this.viewContainerRef = viewContainerRef; In this.injector = injector; In this.componentFactoryResolver = data to be passed in to the embedded view. */In public context?: C,In /** The injector to use for the embedded view. */In public injector?: Injector,In) {In super();In }In\n get origin(): ElementRef {In return this.templateRef.elementRef;In }In\n /**In * Attach the portal to the provided PortalOutlet'.In * When a context is provided it will override the 'context' property of the 'TemplatePortal'in * instance.in */\n override attach(host: PortalOutlet, context: C | undefined = this.context): EmbeddedViewRef<C> {\n this.context = context;\n return super.attach(host);\n }\n\n override detach(): void {\n this.context = undefined;\n return super.detach();\n }\n\n\n**\n * A `DomPortal` is a portal whose DOM element will be taken from its current position\n * in the DOM and moved into a portal outlet, when it is attached. On detach, the content\n * will be restored to its original position.\n */\nexport class DomPortal<T = HTMLElement> extends Portal<T> {\n /** DOM node hosting the portal's content. */\n readonly element: T;\n\n constructor(element: T | ElementRef<T>) {\n super();\n this element = element instanceof ElementRef? element.nativeElement: element;\ln }\n\n\n/** A `PortalOutlet` is an space that can contain a single `Portal`. */\nexport interface PortalOutlet {\n /** Attaches a portal to this outlet. */\n attach(portal: Portal<any>): any;\n\n /** Detaches the currently attached portal from this outlet. */\n detach(): any;\n\n /** Performs cleanup before the outlet is destroyed. */\n dispose(): void;\n\n /** Whether there is currently a portal attached to this outlet. */In hasAttached(): boolean;\n}\n\n/**\n * @deprecated Use `PortalOutlet` instead.\n * @breaking-change 9.0.0\n */Inexport type PortalHost = PortalOutlet;\n\n/**\n * Partial implementation of PortalOutlet that handles attaching\n * Attaches a portal. */\n attach(portal: Portal<any>): any {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n if (!portal) {\n' throwNullPortalError();\n }\n\n if (this.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n\n if (this._isDisposed) {\n throwPortalOutletAlreadyDisposedError();\n }\n\n if (portal instanceof ComponentPortal) {\n this._attachedPortal = portal;\n return this.attachComponentPortal(portal);\n } else if (portal instanceof TemplatePortal) {\n this.attachedPortal = portal;\n return this.attachTemplatePortal);\n | @breaking-change 10.0.0 remove null check for `this.attachDomPortal`.\n } else if (this.attachDomPortal);\n | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (breaking-change 10.0.0) remove null check for `this.attachDomPortal | (br && portal instanceof DomPortal) {\n this._attachedPortal = portal;\n return this.attachDomPortal(portal);\n }\n\n if (typeof ngDevMode = 'undefined' || ngDevMode) {\n throwUnknownPortalTypeError();\n }\n }\n\n abstract attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T>;\n\n abstract attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C>;\n\n // @breaking-change 10.0.0 `attachDomPortal` to become a required abstract method.in readonly attachDomPortal: null | ((portal: DomPortal) => any) = null;\n\n /* Detaches a previously attached portal. */\n detach(): void {\n if (this._attachedPortal) {\n this._attachedPortal.setAttachedHost(null);\n this._attachedPortal = null;\n }\n\n this._invokeDisposeFn();\n }\n\n /** Permanently dispose of this portal host. */\n dispose(): void {\n if ComponentFactoryResolver,In ComponentRef,In EmbeddedV/iewRef,In Injector,In} from '@angular/core';Inimport {BasePortalOutlet, ComponentPortal, DomPortal, TemplatePortal} from './portal';In\n/**\n * A PortalOutlet for attaching portals to an arbitrary DOM element outside of the Angular\n * application context.\n */\nexport class DomPortalOutlet extends BasePortalOutlet {\n private _document: Document;\n\n /**\n * @param outletElement Element into which the content is projected.\n * @param _componentFactoryResolver Used to resolve the component factory.\n * Only required when attaching component portals.\n * @param _appRef Reference to the application. Only

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used in component portals when there\n * is no `ViewContainerRef` available.\n * @param _defaultInjector Injector to use as a fallback when
the portal being attached doesn't\n * have one. Only used for component portals.in * @param _document Reference to the document. Used
when attaching a DOM portal. Will eventually\n * become a required parameter.\n */\n constructor(\n /** Element into which the content is
which attaching a DOM portal. Will eventually in "become a required parameter. In "An Constructor (in /" Element into which the content is projected. */\n public outlet Element: Element, in private _componentFactoryResolver?: ComponentFactoryResolver, in private _appRef?: ApplicationRef, in private _defaultInjector?: Injector, in \n /*\n * @deprecated `_document' Parameter to be made required. in * @breaking-change 10.0.0\n */\n _document?: any, in ) {\n super();\n this._document = _document;\n }\n\n /*\n * Attach the given ComponentPortal to DOM element using the ComponentFactoryResolver.\n * @param portal to be attached\n * @returns Reference to the created component.\n */\n attachComponentFactoryResolver.\n * @param portal to be attached\n * @returns Reference to the created componentFactoryResolver || this._componentFactoryResolver)!;\n\n if ((typeof ngDevMode) & !resolver) {\n throw Error('Cannot attached | || ngDevMode) & !resolver) {\n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || \n throw Error('Cannot attached || ngDevMode) & !resolver || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || \n throw Error('Cannot attached || 
component portal to outlet without a ComponentFactoryResolver.');in }In\n const componentFactory = resolver.resolveComponentFactory(portal.component);\n let componentRef: ComponentRef<7>;\n\n // If the portal specifies a
 ViewContainerRef, we will use that as the attachment point\n // for the component (in terms of Angular's component tree, not rendering).\n //
When the ViewContainerRef is missing, we use the factory to create the component directly\n // and then manually attach the view to the
application.\n if (portal.viewContainerRef) {\n componentRef = portal.viewContainerRef.createComponent(\n componentFactory,\n
portal.viewContainerRef.length,\n portal.injector || portal.viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n
 this.setDisposeFn(() => componentRef.destroy());\n } else {\n if ((typeof ngDevMode === 'undefined' || ngDevMode) && !this._appRef) {\n throw
Error('Cannot attach component portal to outlet without an ApplicationRef.');\n }\n\n componentRef = componentFactory.create(\n
portal.injector || this._defaultInjector || Injector.NULL,\n);\n this._appRef!.attachView(componentRef.hostView);\n this.setDisposeFn(() => {\n //
 Verify that the ApplicationRef has registered views before trying to detach a host view.\n // This check also protects the `detachView` from
being called on a destroyed ApplicationRef.\n if (this._appRef!.viewCount > 0) {In this._appRef!.detachView(componentRef.hostView);\n }\n
componentRef.destroy();\n }\;\n }\n /\ At this point the component has been instantiated, so we move it to the location in the DOM\n // where we want it to be rendered.\n this.outletElement.appendChild(this._getComponentRootNode(componentRef));\n this._attachedPortal =
portal;\n\n return componentRef;\n }\n\n /**\n * Attaches a template portal to the DOM as an embedded view.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n attachTemplatePortal<C>(portal: TemplatePortal<C>):
EmbeddedViewRef<C> {\n let viewContainer = portal.viewContainerRef;\n let viewRef =
viewContainer.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n\n // The method `createEmbeddedView` will add the view as a child of the viewContainer.\n // But for the DomPortalOutlet the view can be added everywhere in
the DOM\n // (e.g Overlay Container) To move the view to the specified host element. We just\n // re-append the existing root nodes.\n
viewRef.rootNodes.forEach(rootNode => this.outletElement.appendChild(rootNode));\n\n // Note that we want to detect changes after the
nodes have been moved so that\n // any directives inside the portal that are looking at the DOM inside a lifecycle\n // hook won't be invoked
too early.\n viewRef.detectChanges();\n\n this.setDisposeFn(() => {\n let index = viewContainer.indexOf(viewRef);\n if (index !== -1) {\n}
 viewContainer.remove(index);\n }\n });\n\n this._attachedPortal = portal;\n\n // TODO(jelbourn): Return locals from view.\n return viewRef;\n
}InIn /**In * Attaches a DOM portal by transferring its content into the outlet.In * @param portal Portal to be attached.In * @deprecated To be
turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n // @breaking-change 10.0.0
 Remove check and error once the\n // `_document` constructor parameter is required.in if (!this._document && (typeof ngDevMode
 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor parameter');\n }\n\n const element =
portal.element, in if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw Error('DOM portal content must be
 attached to a parent node.');\n }\n\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is
detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n element.parentNode!.insertBefore(anchorNode,
 element);In this.outletElement.appendChild(element);In this._attachedPortal = portal;InIn super.setDisposeFn(() => {In // We can't use
 replaceWith` here because IE doesn't support it.\n if (anchorNode.parentNode) {\n anchorNode.parentNode.replaceChild(element,
anchorNode);\n }\n };\n };\n\n /**\n * Clears out a portal from the DOM.\n */\n override dispose(): void {\n super.dispose();\n this.outletElement.remove();\n }\n\n /** Gets the root HTMLElement for an instantiated component. */\n private
{In ComponentFactoryResolver,In ComponentRef,In Directive,In EmbeddedViewRef,In EventEmitter,In NgModule,In OnDestroy,In OnInit,In
 .
Output,\n TemplateRef,\n ViewContainerRef,\n Inject,\n} from '@angular/core';\nimport {DOCUMENT} from '@angular/common';\nimport
 {BasePortalOutlet, ComponentPortal, Portal, TemplatePortal, DomPortal} from './portal';\n\n/**\n * Directive version of a `TemplatePortal`.
 Because the directive *is* a TemplatePortal,\n * the directive instance itself can be attached to a host, enabling declarative use of portals.\n
 */\n@Directive({\n selector: '[cdkPortal]',\n exportAs: 'cdkPortal',\n standalone: true,\n})\nexport class CdkPortal extends TemplatePortal {\n
 constructor(templateRef: TemplateRef<any>, viewContainerRef: ViewContainerRef) {\ln super(templateRef, viewContainerRef);\ln }\ln \ln \ln \rightarrow \ln \rightarrow \ln \rightarrow \ln \rightarrow \ln \rightarrow \rightarrow \ln \rightarrow \rightarrow \ln \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow 
@deprecated Use `CdkPortal` instead.\n * @breaking-change 9.0.0\n */\n@Directive({\n selector: '[cdk-portal], [portal]',\n exportAs: 'cdkPortal',\n providers: [\n {\n provide: CdkPortal,\n useExisting: TemplatePortalDirective,\n },\n ],\n standalone: true,\n})\nexport class TemplatePortalDirective extends CdkPortal {}\n\n/*\n * Possible attached references to the CdkPortalOutlet.\n */\nexport type
private _document: Document;\n\n /** Whether the portal component is initialized. */\n private _isinitialized = false;\n\n /** Reference to the currently-attached component/view ref. */\n private _attachedRef: CdkPortalOutletAttachedRef;\n\n constructor(\n private
  componentFactoryResolver: ComponentFactoryResolver,\n private viewContainerRef: ViewContainerRef,\n\n /**\n * @deprecated
   document` parameter to be made required.\n * @breaking-change 9.0.0\n */\n @Inject(DOCUMENT) _document?: any,\n ) {\n super();\n
 this._document = _document;\n }\n\n /** Portal associated with the Portal outlet. */\n get portal(): Portal<any> | null {\n return
this._attachedPortal;\n }\n\n set portal(portal: Portal<any> | null | undefined | ") {\n // Ignore the cases where the `portal` is set to a falsy value
before the lifecycle hooks have\n // run. This handles the cases where the user might do something like `<div cdkPortalOutlet>`\n // and attach
a portal programmatically in the parent component. When Angular does the first CD\n // round, it will fire the setter with empty string, causing
the user's content to be cleared in if (this has Attached() && !portal && !this_isInitialized) {In return; In } In In if (this has Attached()) {In
super.detach(); \n }\n\n if (portal) {\n super.attach(portal); \n }\n\n this_attachedPortal = portal || null; \n }\n\n /** Emits when a portal is attached
to the outlet. */In @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =\in new
EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRef():
CdkPortalOutletAttachedRef {In return this._attachedRef;In }In\n ngOnInit() {In this._isInitialized = true;In }In\n ngOnDestroy() {In
super.dispose();In this._attachedRef = this._attachedPortal = null;In }In\n g\text{Onlinity} \text{ in this._istinitialized = true;in }In\n ng\text{Onlinity} \text{ further super.dispose();In this._attachedRef = this._attachedPortal = null;In }\n\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created component.\n *\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> \{\n\ \text{protal.setAttachedHost(this);\n\n\n\ | | \text{f the portal specifies an origin, use that as the logical location of the component\n\n\ | | \text{in the application tree. Otherwise use the location of this
PortalOutlet.\n const viewContainerRef =\n portal.viewContainerRef != null ? portal.viewContainerRef : this._viewContainerRef;\n\n const resolver = portal.componentFactoryResolver || this._componentFactoryResolver;\n const componentFactory =
resolver.resolveComponentFactory(portal.component);\n const ref = viewContainerRef.createComponent(\n componentFactory,\n
viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n // If we're using a view
container that's different from the injected one (e.g. when the portalln // specifies its own) we need to move the component into the outlet, otherwise it'll be rendered\n // inside of the alternate view container.\n if (viewContainerRef) !== this._viewContainerRef) {\n}
 this._getRootNode().appendChild((ref.hostView as EmbeddedViewRef<any>).rootNodes[0]);\n }\n\n super.setDisposeFn(() => ref.destroy());\n
this._attachedPortal = portal;\n this._attachedRef = ref;\n this.attached.emit(ref);\n\n return ref;\n }\n\n /**\n * Attach the given TemplatePortal
to this PortalHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n
attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n portal.setAttachedHost(this);\n const viewRef
 this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {In injector: portal.injector,In });In super.setDisposeFn(() =
this._viewContainerRef.clear());\n\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n\n return
viewRef;\n \\n\n\n'**\n * Attaches the given DomPortal to this Portal;\n' this_attached.\n' *\@param portal Portal to be attached.\n *\@deprecated To be turned into a method.\n *\@breaking-change 10.0.0\n *\n override attachDomPortal = (portal: DomPortal) => \\n \| \| \@breaking-change 9.0.0 Remove check and error once the\n \| \| \' \_document` constructor parameter is required.\n if (!this__document && (typeof ngDevMode === 'undefined' || ngDevMode)) \\n throw Error('Cannot attach DOM portal without _document constructor parameter');\n \\n\n\n const element = portal.element;\n if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) \\n throw Error('DOM portal content must be attached to a parent node.');\n \\n\n \| \| Anchor used to save the element's previous position so\n \| \| that we
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can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n
portal.setAttachedHost(this);\n element.parentNode!.insertBefore(anchorNode, element);\n this._getRootNode().appendChild(element);\n
this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n if (anchorNode.parentNode) {\n anchorNode.parentNode!.replaceChild(element,
anchorNode);In }\n });In };InIn /** Gets the root node of the portal outlet. */In private _getRootNode(): HTMLElement {In const nativeElement:
Node = this._viewContainerRef.element.nativeElement;\n\n // The directive could be set on a template which will result in a comment\n // node
{\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector} from '@angular/core';\n\n/**\n * Custom injector to be
used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use `Injector.create
instead.\n * @breaking-change 11.0.0\n */\nexport class Portallnjector implements Injector {\n constructor(\n private _parentlnjector: Injector,\n
private _customTokens: WeakMap<any, any>,\n ) {}\n\n get(token: any, notFoundValue?: any): any {\n const value =
this._customTokens.get(token);\n\n if (typeof value !== 'undefined') {\n return value;\n }\n\n return this._parentInjector.get<any>(token,
notFoundValue);\n \\n\\n","/*\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n","names":
[],"mappings":";;;;AAQA;;;AAGG;SACa,oBAAoB,GAAA;AACIC,IAAA,MAAM,KAAK,CAAC,iCAAIC,CAAC;AACjD,CAAC;AAED;;;AAGG;S
ÃCa,+BAA+B,GÂÂA;AAC7C,IAAA,MAAM,KAAK,CAAC,oCAAoC,CAAC,CAAC;AACpD,CAAC;AAED;;;AAGG;SACa,qCAAqC,GAAA;AACnD,IAA
A,MAAM,KAAK,CAAC,6CAA6C,CAAC;CAAC;AAC7D,CAAC;AAED;;;AAGG;SACa,2BAA2B,GAAA;IACzC,MAAM,KAAK,CACT,+EAA+E;AAC7E,Q
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n ApplicationRef,\n ComponentFactoryResolver,\n ComponentRef,\n EmbeddedViewRef,In Injector,In} from '@angular/core';Inimport {BasePortalOutlet, ComponentPortal, DomPortal, TemplatePortal} from './portal';\n\n/**\n * A PortalOutlet for attaching portals to an arbitrary DOM element outside of the Angular\n * application context.\n */\nexport class DomPortalOutlet extends BasePortalOutlet {\n private _document: Document;\n\n /**\n * @param outletElement Element into which the content is projected.\n * @param _componentFactoryResolver Used to resolve the component factory.\n * Only required when attaching component portals.\n * @param _appRef Reference to the application. Only used in component portals when there\n * is no `ViewContainerRef` available.\n * @param _defaultInjector Injector to use as a fallback when the portal being attached doesn't\n * have one. Only used for component portals.\n * @param _defaultInjector injector to use as a fallback when the portal being attached doesn't\n * have one. Only used for component portals.\n * @param _document Reference to the document. Used when attaching a DOM portal. Will eventually\n * become a required parameter.\n */\n constructor(\n /** Element into which the content is projected. */\n public outletElement: Element,\n private _componentFactoryResolver?: ComponentFactoryResolver,\n private _appRef?: ApplicationRef,\n private _defaultInjector?: Injector,\n\n /**\n * @deprecated `_document` Parameter to be made required.\n * @breaking-change 10.0.0\n */\n _document?: any,\n) {\n _document?} super();\n this._document = _document;\n }\n\n /**\n * Attach the given ComponentPortal to DOM element using the ComponentFactoryResolver.In * @param portal Portal to be attached\n * @returns Reference to the created component.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n const resolver = (portal.componentFactoryResolver || this._componentFactoryResolver)!;\n\n if ((typeof ngDevMode === 'undefined' || ngDevMode) && !resolver) {\n throw Error('Cannot attach component portal to outlet without a ComponentFactoryResolver.');In }In\n const componentFactory resolver.resolveComponentFactory(portal.component);\n let componentRef: ComponentRef<T>;\n\n // If the portal specifies a ViewContainerRef, we will use that as the attachment point\n // for the component (in terms of Angular's component tree, not rendering).\n // When the ViewContainerRef is missing, we use the factory to create the component directly\n // and then manually attach the view to the application.\n if (portal.viewContainerRef) {\n componentRef = portal.viewContainerRef.createComponent(\n componentFactory,\n portal.viewContainerRef.length,\n portal.injector || portal.viewContainerRef.injector,\n portal.projectableNodes || undefined,\n);\n\n this.setDisposeFn(() => componentRef.destroy());\n } else {\n if ((typeof ngDevMode === 'undefined' || ngDevMode) && !this._appRef) {\n throw Error('Cannot attach component portal to outlet without an ApplicationRef.');\n }\n\n componentRef = componentFactory.create(\n portal.injector || this._defaultInjector || Injector.NULL,\n);\n this._appRef!.attachView(componentRef.hostView);\n this.setDisposeFn(() => {\n // Verify that the ApplicationRef has registered views before trying to detach a host view.\in // This check also protects the `detachView from being called on a destroyed ApplicationRef.\in if (this._appRef!.viewCount > 0) {\n this._appRef!.detachView(componentRef.hostView);\n }\n componentRef.destroy();\n }\;\n |\n |\n |\ At this point the component has been instantiated, so we move it to the location in the DOM\n // where we want it to be rendered.\n this.outletElement.appendChild(this._getComponentRootNode(componentRef));\in this._attachedPortal = portal;\n\n return componentRef;\n }\n\n /**\n * Attaches a template portal to the DOM as an embedded view.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n let viewContainer = portal.viewContainerRef;\n let viewRef =

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viewContainer.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n\n // The method
 createEmbeddedView` will add the view as a child of the viewContainer.in // But for the DomPortalOutlet the view can be added everywhere in
the DOM\n // (e.g Overlay Container) To move the view to the specified host element. We just\n // re-append the existing root nodes.\n
viewRef.rootNodes.forEach(rootNode => this.outletElement.appendChild(rootNode));\n\n // Note that we want to detect changes after the
nodes have been moved so that In // any directives inside the portal that are looking at the DOM inside a lifecycle In // hook won't be invoked
too early.\n viewRef.detectChanges();\n\n this.setDisposeFn(() => {\n let index = viewContainer.indexOf(viewRef);\n if (index !== -1) {\n viewContainer.remove(index);\n }\n });\n\n this._attachedPortal = portal;\n\n // TODO(jelbourn): Return locals from view.\n return viewRef;\n
\lambda \text{Nn * Attaches a DOM portal by transferring its content into the outlet.\n * @param portal Portal to be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => \{\n | / @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomP
Remove check and error once theln // _document` constructor parameter is required.in if (!this._document && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw Error('Cannot attach DOM portal without _document constructor parameter');\n }\n\n const element =
portal.element, in if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('DOM portal content must be
attached to a parent node.');\n \ln\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is
detached.\n const anchorNode = this_document.createComment('dom-portal');\n\n element.parentNode!.insertBefore(anchorNode
element); In this.outletElement.appendChild(element); In this._attachedPortal = portal; In In super.setDisposeFn(() => {In // We can't use
 replaceWith`here because IE doesn't support it.\n if (anchorNode.parentNode) {\n anchorNode.parentNode.replaceChild(element,
anchorNode);\n }\n };\n };\n\n /**\n * Clears out a portal from the DOM.\n */\n override dispose(): void {\n super.dispose();\n
this.outletElement.remove();\n }\n\n /** Gets the root HTMLElement for an instantiated component. */\n private
 _getComponentRootNode(componentRef: ComponentRef<any>): HTMLElement {\n return (componentRef hostView as
**Place of the current of the content dkPortalOutletAttachedRef = ComponentRef<any> | EmbeddedViewRef<any> | null;\ln \ln * Directive version of a PortalOutlet. Because the
directive *is* a PortalOutlet, portals can be\n * directly attached to it, enabling declarative use.\n *\n * Usage:\n * `cng-template [cdkPortalOutlet]=\"greeting\"></ng-template>\n *\n@Directive({\n selector: '[cdkPortalOutlet]',\n exportAs: 'cdkPortalOutlet',\n inputs:
['portal: cdkPortalOutlet'],\n standalone: true,\n}\\nexport class CdkPortalOutlet extends BasePortalOutlet implements Onlnit, OnDestroy {\n
private _document: Document;\n\n /** Whether the portal component is initialized. */\n private _isInitialized = false;\n\n /** Reference to the
currently-attached component/view ref. */\n private _attachedRef: CdkPortalOutletAttachedRef;\n\n constructor(\n private
_componentFactoryResolver: ComponentFactoryResolver,\n private _viewContainerRef: ViewContainerRef,\n\n /**\n * @deprecated
   _document` parameter to be made required.\n * @breaking-change 9.0.0\n */\n @lnject(DOCUMENT) _document?: any,\n ) {\n super();\n
this._document = _document;\n }\n\n /** Portal associated with the Portal outlet. */\n get portal(): Portal<any> | null {\n return
this._attachedPortal;\n }\n\n set portal(portal: Portal<any> | null | undefined | ") {\n |/ Ignore the cases where the `portal` is set to a falsy value before the lifecycle hooks have\n // run. This handles the cases where the user might do something like `<div cdkPortalOutlet>`\n // and attach a portal programmatically in the parent component. When Angular does the first CD\n // round, it will fire the setter with empty string, causing
the user's content to be cleared.\n if (this.hasAttached() && !portal && !this._isInitialized) {\n return;\n }\n\n if (this.hasAttached()) {\n
super.detach();\n }\n\n if (portal) {\n super.attach(portal);\n }\n\n this_attachedPortal = portal || null;\n }\n\n /** Emits when a portal is attached
to the outlet. */n @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =\n new
EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRef():
CdkPortalOutletAttachedRef {\n return this_attachedRef;\n }\n\n ngOnInit() {\n this_isInitialized = true;\n }\n\n ngOnDestroy() {\n super.dispose();\n this_attachedRef = this_attachedPortal = null;\n }\n\n * Attach the given ComponentPortal to this PortalOutlet using
the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created
component.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n portal.setAttachedHost(this);\n\n // If the
portal specifies an origin, use that as the logical location of the component in // in the application tree. Otherwise use the location of this
PortalOutlet.In const viewContainerRef =In portal.viewContainerRef!= null ? portal.viewContainerRef: this._viewContainerRef;InIn const
resolver = portal.componentFactoryResolver || this._componentFactoryResolver;in const componentFactory =
resolver.resolveComponentFactory(portal.component);\n const ref = viewContainerRef.createComponent(\n componentFactory,\n
viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n // If we're using a view
container that's different from the injected one (e.g. when the portalln // specifies its own) we need to move the component into the outlet,
otherwise it'll be rendered\n // inside of the alternate view container.\n if (viewContainerRef !== this._viewContainerRef) {\n
to this PortalHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n
attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n portal.setAttachedHost(this);\n const viewRef =
this._viewContainerRef.createEmbeddedView(portal.templaterOrtal.context, {\n injector: portal.injector.\n});\n super.setDisposeFn(() => this._viewContainerRef.createEmbeddedView(portal.templaterOrtal.context, {\n injector: portal.injector.\n});\n\n super.setDisposeFn(() => this._viewContainerRef.clear());\n\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n\n return
viewRef;\n }\n\n /**\n * Attaches the given DomPortal to this PortalHost by moving all of the portal content into it.\n * @param portal Portal to
be attached.in * @deprecated To be turned into a method.in * @breaking-change 10.0.0\n * in override attachDomPortal = (portal: DomPortal) => {\n || @breaking-change 9.0.0 Remove check and error once the\n || `_document` constructor parameter is required.\n if (!this._document && (typeof ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor
parameter');in }\n\n const element = portal.element;\n if (!element.parentNode && (typeof ngDevMode =
                                                                                                                                                                    == 'undefined' || ngDevMode)) {\n throw
Error('DOM portal content must be attached to a parent node.');\n \\n\// Anchor used to save the element's previous position so\n // that we
can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n
this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n if (anchorNode.parentNode) {\n anchorNode.parentNode!.replaceChild(element,
anchorNode);\n }\n });\n };\n\n /** Gets the root node of the portal outlet. */\n private_getRootNode(): HTMLElement {\n const nativeElement: Node = this._viewContainerRef.element.nativeElement;\n\n // The directive could be set on a template which will result in a comment\n // node
being the root. Use the comment's parent node if that is the case.\n return (\n nativeElement.nodeType === nativeElement.ELEMENT_NODE\n
? nativeElement\n : nativeElement.parentNode!\n ) as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `CdkPortalOutlet` instead.\n
@breaking-change 9.0.0\n *\n@Directive(\n selector: '[cdkPortalHost], [portalHost]',\n exportAs: 'cdkPortalHost',\n inputs: ['portal-cdkPortalHost'],\n providers: [\n \n provide: CdkPortalOutlet,\n useExisting: PortalHostDirective,\n \},\n ],\n ],\n standalone: true,\n\})\nexport class PortalHostDirective extends CdkPortalOutlet \}\n\n@NgModule(\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective,
PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In ), Inexport class PortalModule
{}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector} from '@angular/core';\n\n/**\n * Custom injector to be
used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use `Injector.create
instead.\n * @breaking-change 11.0.0\n */\nexport class Portallnjector implements Injector {\n constructor(\n private _parentlnjector: Injector,\n
private _customTokens: WeakMap<any, any>,\n ) {}\n\n get(token: any, notFoundValue?: any): any {\n const value =
this._customTokens.get(token);\n\n if (typeof value !== 'undefined') {\n return value;\n }\n\n return this._parentInjector.get<any>(token,
notFoundValue);\n \\n\\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n","names":
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A,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,IAAA,EAAA,uBAAuB,EARvB,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,wBAAA,EAAA,SAAA,EAA
A;AACT,YAAA;AACE,gBAAA,OAAO,EAAE,SAAS;AACIB,gBAAA,WAAW,EAAE,uBAAuB;AACrC,aAAA;AÅCF,SAAA,EAAA,QAAA,EAAA,CAAA,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n ComponentFactoryResolver,\n ComponentRef,\n Directive,\n EmbeddedViewRef,\n EventEmitter,\n NgModule,\n OnDestroy,\n Onlnit,\n Output,\n TemplateRef,\n ViewContainerRef,\n Inject,\n} from '@angular/core';\nimport {DOCUMENT} from '@angular/common';\nimport {BasePortalOutlet, ComponentPortal, Portal, TemplatePortal, DomPortal} from './portal';\n\n/**\n * Directive version of a `TemplatePortal`. Because the directive *is* a TemplatePortal,\n * the directive instance itself can be attached to a host, enabling declarative use of portals.\n */\n@Directive({\n selector: '[cdkPortal]',\n exportAs: 'cdkPortal',\n standalone: true, \n}\\nexport class CdkPortal extends TemplatePortal {\n constructor(templateRef: TemplateRef<any>, viewContainerRef: ViewContainerRef) {\n super(templateRef, viewContainerRef);\n }\n}\n\n/**\n * @deprecated Use `CdkPortal` instead.\n * @breaking-change 9.0.0\n */\n@Directive({\n selector: '[cdk-portal], [portal]',\n exportAs: 'cdkPortal',\n providers: [\n {\n provide: CdkPortal,\n useExisting: TemplatePortalDirective,\n },\n],\n standalone: true,\n})\nexport class TemplatePortalDirective extends CdkPortal {}\n\n/**\n * Possible attached references to the CdkPortalOutlet.\n */\nexport type CdkPortalOutletAttachedRef = ComponentRef<any> | EmbeddedViewRef<any> | null;\n\n/**\n * Directive version of a PortalOutlet. Because the directive *is* a PortalOutlet, portals can be\n * directly attached to it, enabling $\label{lem:declarative use.} In * \n * Usage: \n * `< ng-template [cdkPortalOutlet] = "greetingl" >< / ng-template > \n */ \n @ Directive ({ n selector: } \n */ \n @ Directive ({ n selector: } \n */ \n @ Directive ({ n selector: } \n */ \$ '[cdkPortalOutlet]',\n exportAs: 'cdkPortalOutlet',\n inputs: ['portal: cdkPortalOutlet'],\n standalone: true,\n})\nexport class CdkPortalOutlet extends BasePortalOutlet implements Onlnit, OnDestroy {In private _document: Document;\n\n /** Whether the portal component is initialized.
*/\n private _isInitialized = false;\n\n /** Reference to the currently-attached component/view ref. */\n private _attachedRef: "An private _sinitialized = raise; inin /" Reference to the currently-attached componentiview ref. "In private _attached ref:

CdkPortalOutletAttachedRef; Inin constructor(In private _componentFactoryResolver: ComponentFactoryResolver, In private

_viewContainerRef; ViewContainerRef, Inin /**In * @deprecated `_document` parameter to be made required.In * @breaking-change 9.0.0\n */In
@inject(DOCUMENT) _document?: any,In) {In super();In this._document = _document;In }Inin /** Portal associated with the Portal outlet. */In
get portal(): Portal<any> | null {In return this._attachedPortal;In }Inin set portal(portal: Portal<any> | null | undefined | ") {In // Ignore the cases
where the `portal` is set to a falsy value before the lifecycle hooks have\n // run. This handles the cases where the user might do something like `<div cdkPortalOutlet>`\n // and attach a portal programmatically in the parent component. When Angular does the first CD\n // round, it will fire the setter with empty string, causing the user's content to be cleared in if (this has Attached() && !portal && !this _islnitialized) {\n return; In In In (this.hasAttached()) (In super.detach(); In In In (portal) (In super.attach(portal); In In this._attachedPortal = portal | null; In Inlin /** Emits when a portal is attached to the outlet. */in @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =\n new EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRef(): CdkPortalOutletAttachedRef {In return this._attachedRef; In }In\n ngOnInit() {In this._isInitialized = true; In }In\n ngOnDestroy() {In super.dispose();\n this._attachedRef = this._attachedPortal = null;\n }\n\n /**\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created component.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n portal.setAttachedHost(this);\n\n // If the portal specifies an origin, use that as the logical location of the component In // in the application tree. Otherwise use the location of this PortalOutlet.In const viewContainerRef =In portal.viewContainerRef!= null ? portal.viewContainerRef: this._viewContainerRef;InIn const resolver = portal.componentFactoryResolver || this._componentFactoryResolver;\n const componentFactory = resolver.resolveComponentFactory(portal.component); In const ref = viewContainerRef.createComponent(In componentFactory,In viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n);\n\n // If we're using a view container that's different from the injected one (e.g. when the portal\n // specifies its own) we need to move the component into the outlet, otherwise it'll be rendered\n // inside of the alternate view container.\n if (viewContainerRef) !== this._viewContainerRef) {\n} this._getRootNode().appendChild((ref.hostView as EmbeddedViewRef<any>).rootNodes[0]);\n }\n\n super.setDisposeFn(() => ref.destroy());\n this._attachedPortal = portal;\n this._attachedRef = ref;\n this.attached.emit(ref);\n\n return ref;\n \\n\n /**\n * Attach the given TemplatePortal to this PortalHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n portal.setAttachedHost(this);\n const viewRef = this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n super.setDisposeFn(() => this._viewContainerRef.clear());\n\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n\n return viewRef;\n }\n\n /**\n * Attaches the given DomPortal to this PortalHost by moving all of the portal content into it.\n * @param portal Portal to be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n || @breaking-change 9.0.0 Remove check and error once the\n || `_document` constructor parameter is required.\n if (!this._document && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor parameter');In }InIn const element = portal element;In if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw Error('DOM portal content must be attached to a parent node.');\n\}\n\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n portal.setAttachedHost(this);\n element.parentNode!.insertBefore(anchorNode, element);\n this._getRootNode().appendChild(element);\n this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n if (anchorNode.parentNode) {\n anchorNode.parentNode!.replaceChild(element, anchorNode);\tag{\text{in} }\text{in} }\text{in} }\text{in} }\text{in} }\text{in} \text{in} }\text{in} \text{in} }\text{in} \text{in} }\text{in} \text{in} }\text{in} \text{in} being the root. Use the comment's parent node if that is the case.\n return (\n nativeElement.nodeType === nativeElement.ELEMENT_NODE\n ? nativeElement\n : nativeElement.parentNode!\n) as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `CdkPortalOutlet` instead.\n @breaking-change 9.0.0\n */\n@Directive({\n selector: '[cdkPortalHost], [portalHost],\n exportAs: 'cdkPortalHost',\n inputs: ['portal:

```
cdkPortalHost"],\n providers: [\n {\n provide: CdkPortalOutlet,\n useExisting: PortalHostDirective,\n },\n ],\n standalone: true,\n}\\nexport class
PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective
PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In ), Inexport class PortalModule
{\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector} from '@angular/core';\n\n/**\n * Custom injector to be
used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use `Injector.create
instead \n * @breaking-change 11.0.0\n */\nexport class Portallnjector implements Injector {\n constructor(\n private _parentInjector: Injector,\n
AAA,WCAAWC,CAC3C,CAAC;AACJ,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACXC,IAAA,MAAM,KAAK,CAAC,sDAAsD,CAAC,CAAC;AACt
E,CÁAC;AAED;;;AAGG;SACa,0BAÁ0B,GÁAA;AAĆXC,IAAÁ,MAÁM,KAAK,CAAC,8DAA8D,CAÁC,CAAC;AAC9E;;AC1BA;;;AÁGG;MÁCmB,MAA
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KAChB;AAoCD;;AAEG;IACM,OAAO,GAAA;QACd,KAAK,CAAC,OAAO,EAAE,CAAC;AAChB,QAAA,IAAI,CAAC,aAAa,CAAC,MAAM,EAAE,CAAC
;KAC7B;;AAGO,ÍAAA,qBAAqB,CAAC,YAA+B,EAAA;QAC3D,OAAQ,YAAY,CAAC,QAAIC,CAAC,SAAS,CAAC,CAAC,CAAgB,CAAC;KACpF;AACF,
CAAA;AÁED;;;ÁAGG;ÁACG,MÁAO,aÁAc,SAÁQ,eAÁe,CAAÁ;AAAĞ;;ACxKrD;;;ÁAGG;ÁAMG,MAAO,SAAU,SAAQ,cAAC,CAAA;IÁC3C,WÁAY,CÁ
AA,WAA6B,EAAE,gBAAKC,EAAA;AAC3E,QAAA,KAAK,CAAC,WAAW,EAAE,gBAAgB,CAAC,CAAC;KACtC;qHAHU,SAAS,EAAA,IAAA,EAAA,CA
AA,EAAA,KAAA,EAAA,EAAA,CAAA,WAAA,EAAA,EAAA,EAAA,KAAA,EAAA,EAAA,CAAA,gBAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA
A,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAAT,SAAS,EAAA,YAAA,EAAA,IAAA,EAĀA,QAAA,EAAA,aAAA,EAAA,QAAA,EAAA,CAAA,W
AAA,CAAA,EAAA,eAAA,EAAA,IAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAT,SAAS,EAAA,UAAA,EAAA,CAAA;kBALrB,SA
AS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,aAAa;AACvB,oBAAA,QAAQ,EAAE,WAAW;AACrB,oBAAA,UAAU,EAAE,IAAI;AA
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AAE,IAAI;AACJB,iBAAA,CAAA;;AAQD;;;;;;AAMG;AAOG,MAAO,eAAgB,SAAQ,gBAAgB,CAAA;IASnD,WACU,CAAA,yBAAmD,EACnD,iBAAmC;
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C;AAyEjD;;;;AAKG;AACM,QAAA,IAAA,CAAA,eAAe,GAAG,CAAC,MAAIB,KAAI;;;AAGIC,YAAA,IAAI,CAAC,IAAI,CAAC,SAAS,KAAK,OAAO,SAA
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K,CAAC,MAAM,EAAE,CAAC;SAChB;QAED,IAAI,MAAM,EAAE;AACV,YAAA,KAAK,CAAC,MAAM,CAAC,MAAM,CAAC,CAAC;SACtB;AAED,QAA
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AKF,QAÄA,IAAI,gBAAgB,KAAK,IAAI,CAAC,IBAÄIB,ĒAAE;ÄAC/C,YAAA,IAAĬ,CAÄC,YAAY,EAAE,CAAC,ŴAAW,CAAE,GAAG,CAAC,QAAIC,CAA
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QAAQ,EAAA,CAAA;sBAA1B,MAAM;;AA0HT;;;AAGG;AAaG,MAAO,mBAAoB,SAAQ,eAAe,CAAA;qHAA3C,mBAAmB,EAAA,IAAA,EAAA,IAAA,E
ÃAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA,AAAAB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OAAA,
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AA,EAAA,MAAA,EAAA,MAAA,EAAA,CAAA,EAAA,CAAA,EAAA,QAAA,CAAA,EAAA,SAAA,EAAA,ACT,YAAA;AACE,gBAAA,OAAO,EAA
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AA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,CAAA,EAAA;;kGAGU,mBAAmB,EAAA,UAAA,EAAA,CAAA;kBAZ/B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA
;AACT,oBAAA,QAAQ,EAAE,+BAA+B;AACzC,oBAAA,QAAQ,EAAE,eAAe;oBACzB,MAAM,EAAE,CAAC,uBAAuB,CAAC;AACjC,oBAAA,SAAS,EA
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Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the
 LICENSE file at https://angular.io/license\n */\n\nimport {Platform, normalizePassiveListenerOptions} from '@angular/cdk/platform';\nimport {\n
 Directive,\n ElementRef,\n EventEmitter,\n Injectable,\n NgZone,\n OnDestroy,\n OnInit,\n Output,\n} from '@angular/core';\nimport
 {coerceElement} from '@angular/cdk/coercion';\nimport {EMPTY, Observable, Subject} from 'rxjs';\n\n/** An event that is emitted when the
autofill state of an input changes. */\nexport type AutofillEvent = {\n /** The element whose autofill state changes. */\n target: Element;\n /** Whether the element is currently autofilled. */\n isAutofilled: boolean;\n};\n\n/** Used to track info about currently monitored elements. */\ntype
Monitored ElementInfo = {\n readonly subject: Subject<AutofillEvent>;\n unlisten: () => void;\n};\n\n/** Options to pass to the animationstart listener. */\nconst listenerOptions = normalizePassiveListenerOptions({passive: true});\n\n/** An injectable service that can be used to
monitor the autofill state of an input.\n * Based on the following blog post.\n * https://medium.com/@brunn/detecting-autofilled-fields-in-javascript-aed598d25da7\n */\n@lnjectable({providedIn: 'root'})\nexport class AutofillMonitor implements OnDestroy {\n private
monitoredElements = new Map<Element, MonitoredElementInfo>();\n\n constructor(\n private _platform: Platform, \n private _ngZone:
NgZone,\n ) {\n\n /**\n * Monitor for changes in the autofill state of the given input element.\n * @param element The element to monitor.\n *
 @return A stream of autofill state changes.\n */\n monitor(element: Element): Observable<AutofillEvent>;\n\n /**\n * Monitor for changes in the
 autofill state of the given input element.\n * @param element The element to monitor.\n * @return A stream of autofill state changes.\n */\n
 monitor(element: ElementRef<Element>): Observable<AutofillEvent>;\n\n monitor(elementOrRef: Element | ElementRef<Element>):
 Observable<AutofillEvent> {\n if (!this._platform.isBrowser) {\n return EMPTY;\n }\n\n const element = coerceElement(elementOrRef);\n const
 info = this._monitoredElements.get(element);\n\n if (info) {in return info.subject;\in }\n\n const result = new Subject<AutofillEvent>();\in const
 cssClass = 'cdk-text-field-autofilled';\n const listener = ((event: AnimationEvent) => {\n // Animation events fire on initial element render, we
 check for the presence of the autofill\n // CSS class to make sure this is a real change in state, not just the initial render before\n // we fire off
 events.\n if (\n event.animationName === 'cdk-text-field-autofill-start' &&\n !element.classList.contains(cssClass)\n ) {\n element.classList.contains(cssClass)\n ) {\n element.classList.contains(cssCl
element.classList.add(cssClass);\n this._ngZone.run(() => result.next({target: event.target as Element, isAutofilled: true}));\n } else if (\n event.animationName === 'cdk-text-field-autofill-end' &&\n element.classList.contains(cssClass)\n ) {\n element.classList.remove(cssClass);\n
 this._ngZone.run(() => result.next({target: event.target as Element, isAutofilled: false}));\n }\n }\n as EventListenerOrEventListenerObject;\n\n
this._ngZone.run(t) => result.next{(target as Element, IsAutonined: haise});\n \n \n \n \n \n \text{IstenerOrEventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListener('animationstart', listener, listenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListenerOreventListe
 element = coerceElement(elementOrRef); in const info = this._monitoredElements.get(element); in\n if (info) {in info.unlisten(); in
 info.subject.complete();\n element.classList.remove('cdk-text-field-autofill-monitored');\n elem
 autofilled');\n this._monitoredElements.delete(element);\n }\n }\n ngOnDestroy() {\n this._monitoredElements.forEach((_info, element) =>
 this.stopMonitoring(element));\n }\n}\n\n/** A directive that can be used to monitor the autofill state of an input. */\n@Directive({\n selector:
 '[cdkAutofill]', In standalone: true, In]) Inexport class CdkAutofill implements OnDestroy, OnInit (In I** Emits when the autofill state of the
 element changes. */\n @Output() readonly cdkAutofill = new EventEmitter<AutofillEvent>();\n\n constructor(\n private _elementRef:
 ElementRef<HTMLElement>,\n private _autofillMonitor: AutofillMonitor,\n ) {}\n\n ngOnInit() {\n this._autofillMonitor\n
.monitor(this._elementRef)\u00edn .subscribe(event => this.cdkAutofill.emit(event));\u00edn }\u00edn\u00edn ngOnDestroy() {\u00edn}\u00edn this._autofillMonitor.stopMonitoring(this._elementRef);\u00edn }\u00edn \u00edn \u0
 {NumberInput, coerceNumberProperty} from '@angular/cdk/coercion';\nimport {\n Directive,\n ElementRef,\n Input,\n AfterViewInit,\n
DoCheck,\n OnDestroy,\n NgZone,\n Optional,\n Inject,\n booleanAttribute,\n} from '@angular/core';\nimport {Platform} from '@angular/cdk/platform';\nimport {auditTime, takeUntil} from 'rxjs/operators';\nimport {fromEvent, Subject} from 'rxjs';\nimport {DOCUMENT}
from '@angular/common';\n\n/** Directive to automatically resize a textarea to fit its content. */\n@Directive({\n selector: 'textarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdkTextarea|cdk
 the directive applied should have a single row by default.\n // Browsers normally show two rows by default and therefore this limits the
minRows binding.in 'rows': '1',in '(input)': '_noopinputHandler()',in },in standalone: true,in})inexport class CdkTextareaAutosize implements
AfterViewInit, DoCheck, OnDestroy {in /** Keep track of the previous textarea value to avoid resizing when the value hasn't changed. */in
private _previous Value?: string;\n private _initialHeight: string | undefined;\n private readonly _destroyed = new Subject<void;\n\n) private _minRows: number;\n private _maxRows: number;\n private _enabled: boolean = true;\n\n /**\n * Value of minRows as of last resize. If the
 minRows has decreased, the n * height of the textarea needs to be recomputed to reflect the new minimum. The maxHeight\n * does not have
 the same problem because it does not affect the textarea's scrollHeight.\ln */\ln private _previousMinRows: number = -1; <math>\ln \ln private
 _textareaElement: HTMLTextAreaElement;\n\n /** Minimum amount of rows in the textarea. */\n @Input('cdkAutosizeMinRows')\n get
 minRows(): number {In return this._minRows;In }In set minRows(value: NumberInput) {In this._minRows = coerceNumberProperty(value);In
 this._setMinHeight();in }\n\n /** Maximum amount of rows in the textarea. */\n @Input('cdkAutosizeMaxRows')\n get maxRows(): number {\n
 return this._maxRows;in }\n set maxRows(value: NumberInput) {\n this._maxRows = coerceNumberProperty(value);\n this._setMaxHeight();\n
}\n\n /** Whether autosizing is enabled or not */\n @Input({alias: 'cdkTextareaAutosize', transform: booleanAttribute})\n get enabled(): boolean {\n return this._enabled;\n }\n set enabled(value: boolean) {\n // Only act if the actual value changed. This specifically helps to not run\n //
 resizeToFitContent too early (i.e. before ngAfterViewInit)\n if (this._enabled !== value) {\n (this._enabled = value) ?
resize to Fitcontent (to early (i.e. before righter viewing) in (this._eriabled ! — value) {in this.resize ToFitContent(true) : this.reset();\n \n \n \n \n \mathcal{n}\n \end{ender};\n \n \end{ender};\n \n \end{ender};\n \n \end{ender};\n \n \end{ender};\n \n \end{ender};\n \n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\n \end{ender};\
height of a textarea with a single row. */\n private _cachedLineHeight: number;\n /** Cached height of a textarea with only the placeholder. */\n private _cachedPlaceholderHeight?: number;\n\/** Used to reference correct document/window */\n protected _document?: Document;\n\n
 private _hasFocus: boolean;\n\n private _isViewInited = false;\n\n constructor(\n private _elementRef: ElementRef<HTMLElement>,\n private
  _platform: Platform,\n private _ngZone: NgZone,\n /** @breaking-change 11.0.0 make document required */\n @Optional()
 @Inject(DOCUMENT) document?: any,\n ) {\n this._document = document;\n\n this._textareaElement = this._elementRef.nativeElement as
 HTMLTextAreaElement;\n }\n\n /** Sets the minimum height of the textarea as determined by minRows. */\n _setMinHeight(): void {\n const
 minHeight =\n this.minRows && this._cachedLineHeight? `${this.minRows * this._cachedLineHeight}px`: null;\n\n if (minHeight) {\n
 _setMaxHeight(): void {In const maxHeight =\n this.maxRows && this._cachedLineHeight ? `${this.maxRows * this._cachedLineHeight}px`
 null;\n\n if (maxHeight) {\n this._textareaElement.style.maxHeight = maxHeight;\n }\n }\n\n ngAfterViewInit() {\n if (this._platform.isBrowser) {\n
 // Remember the height which we started with in case autosizing is disabled in this _initial Height = this _textarea Element.style.height; in
 this.resizeToFitContent();\n\n this._ngZone.runOutsideAngular(() => {\n const window = this._getWindow();\n\n fromEvent(window, 'resize')\n
 .pipe(auditTime(16), takeUntil(this._destroyed))\n .subscribe(() => this.resizeToFitContent(true));\n\n this._textareaElement.addEventListener('focus', this._handleFocusEvent);\n this._textareaElement.addEventListener('blur',
 this._handleFocusEvent);\n });\n\n this._isViewInited = true;\n this.resizeToFitContent(true);\n }\n }\n\n ngOnDestroy() {\n
this_textareaElement.removeEventListener('focus', this_handleFocusEvent);\n this_textareaElement.removeEventListener('focus', this_handleFocusEvent);\n this_textareaElement.removeEventListener('blur', this_handleFocusEvent);\n this_destroyed.next();\n this_destroyed.complete();\n }\n\n \n\n*\n * Cache the height of a single-row textarea if it has not already been cached.\n *\n * We need to know how large a single \"row\" of a textarea is in order to apply minRows and\n * maxRows.

For the initial version, we will assume that the height of a single line in the\n * textarea does not ever change.\n */\n private
   _cacheTextareaLineHeight(): void {In if (this._cachedLineHeight) {In return;In }In\n // Use a clone element because we have to override some
 styles.In let textareaClone = this_textareaElement.cloneNode(false) as HTMLTextAreaElement;In textareaClone.rows = 1;InIn // Use `position:
 absolute` so that this doesn't cause a browser layout and usein // visibility: hidden` so that nothing is rendered. Clear any other styles that\n
```

```
// would affect the height.\n textareaClone.style.position = 'absolute';\n textareaClone.style.visibility = 'hidden';\n textareaClone.style.border =
'none';\n textareaClone.style.padding = '0';\n textareaClone.style.height = ";\n textareaClone.style.minHeight = ";\n
textareaClone.style.maxHeight = ";\n\n // In Firefox it happens that textarea elements are always bigger than the specified amount\n // of rows.
This is because Firefox tries to add extra space for the horizontal scrollbar.\n // As a workaround that removes the extra space for the
scrollbar, we can just set overflow\n // to hidden. This ensures that there is no invalid calculation of the line height.\n // See Firefox bug report:
https://bugzilla.mozilla.org/show_bug.cgi?id=33654\n textareaClone.style.overflow = 'hidden';\n\n
this.\_textarea Element.parent Node!.append Child (textarea Clone); \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height = textarea Clone.client Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this.\_cached Line Height; \\ \n this Line Height; \\ \n this Line Height; \\ \n this Line Height; \\ \n this Line Height; \\ \n this Line Height; \\ 
textareaClone.remove();\n\n // Min and max heights have to be re-calculated if the cached line height changes\n this._setMinHeight();\n
this._setMaxHeight();\n }\n\n private _measureScrollHeight(): number {\n const period before the const previous Margin = element.style.marginBottom || ";\n const isFirefox = this._platform.FIREFOX;\n const needsMarginFiller = isFirefox && this._hasFocus;\n const measuringClass = isFirefox\n ? 'cdk-textarea-autosize-measuring-firefox'\n : 'cdk-textarea-autosize-measuring';\n\n // In some cases the
page might move around while we're measuring the 'textarea' on Firefox. We\n // work around it by assigning a temporary margin with the
same height as the `textarea` so that\n // it occupies the same amount of space. See #23233.\n if (needsMarginFiller) {\n
element.style.marginBottom = `${element.clientHeight}px`;\n }\n\n // Reset the textarea height to auto in order to shrink back to its default
size.\n // Also temporarily force overflow:hidden, so scroll bars do not interfere with calculations.\n element.classList.add(measuringClass);\n
// The measuring class includes a 2px padding to workaround an issue with Chrome,\n // so we account for that extra space here by
subtracting 4 (2px top + 2px bottom). In const scrollHeight = element.scrollHeight - 4; In element.classList.remove(measuringClass); In In if
(needsMarginFiller) {In element.style.marginBottom = previousMargin;\n }\n\n return scrollHeight;\n }\n\n private
_cacheTextareaPlaceholderHeight(): void {\n if (!this._isViewInited || this._cachedPlaceholderHeight != undefined) {\n return;\n }\n if
(!this.placeholder) {\n this._cachedPlaceholderHeight = 0;\n return;\n }\n\n const value = this._textareaElement.value;\n\n
only if the value changed since the last call.\n */\n resizeToFitContent(force: boolean = false) {\n // \n f autosizing is disabled, just skip everything else\n if (!this._enabled) {\n return;\n }\n\n this._cacheTextareaLineHeight();\n this._cacheTextareaPlaceholderHeight();\n\n // \n f we haven't
determined the line-height yet, we know we're still hidden and there's no point\n // in checking the height of the textarea.\n if
(!this._cachedLineHeight) {\n return;\n }\n\n const textarea = this._elementRef.nativeElement as HTMLTextAreaElement;\n const value =
textarea.value;\n\n // Only resize if the value or minRows have changed since these calculations can be expensive.\n if (!force &&
this. minRows === this. previousMinRows && value === this. previousValue) {\n return;\n }\n\n const scrollHeight =
this._measureScrollHeight();\n const height = Math.max(scrollHeight, this._cachedPlaceholderHeight || 0);\n\n // Use the scrollHeight to know
how large the textarea *would* be if fit its entire value.\n`textarea.style.height = `${height}px`;\n\n this._ngZone.runOutsideAngular(() => {\n if
(typeof requestAnimationFrame !== 'undefined') {\n requestAnimationFrame(() => this._scrollToCaretPosition(textarea));\n } else {\n'
setTimeout(() => this._scrollToCaretPosition(textarea));\n }\n }\;\n\n this._previousValue = value;\n this._previousMinRows = this._minRows;\n
}InIn /**In * Resets the textarea to its original sizeIn */In reset() {In // Do not try to change the textarea, if the initialHeight has not been
determined yet\n // This might potentially remove styles when reset() is called before ngAfterViewInit\n if (this._initialHeight !== undefined) {\n
this._textareaElement.style.height = this._initialHeight;\n }\n \n\n _noopInputHandler() {\n // no-op handler that ensures we're running change detection on input events.\n }\n\n /** Access injected document if available or fallback to global document reference */\n private _getDocument(): Document {\n return this._document || document;\n }\n\n /** Use defaultView of injected document if available or fallback to
_getDocument(): Document {\pi return this._document |\pi document();\pi return doc.defaultView of injected document |\pi available of rainback to global window reference */\n private _getWindow(): Window {\n const doc = this._getDocument();\n return doc.defaultView || window;\n }\n\n /**\n * Scrolls a textarea to the caret position. On Firefox resizing the textarea will\n * prevent it from scrolling to the caret position. We need to re-set the selection\n * in order for it to scroll to the proper position.\n */\n private _scrollToCaretPosition(textarea: HTMLTextAreaElement) {\n const {selectionStart, selectionEnd} = textarea;\n\n /\n /\ \text{IE will throw an \"Unspecified error\" if we try to set the selection range after the\n /\ \n'
element has been removed from the DOM. Assert that the directive hasn't been destroyed\n // between the time we requested the animation
frame and when it was executed \n // Also note that we have to assert that the textarea is focused before we set the\n // selection range.
Setting the selection range on a non-focused textarea will cause\n // it to receive focus on IE and Edge.\n if (!this. destroyed.isStopped &&
this._hasFocus) {\n textarea.setSelectionRange(selectionStart, selectionEnd);\n }\n }\n }\n }\n }\n }\n @license\n * Copyright Google LLC All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAutofill} from './autofill';\nimport
{CdkTextareaAutosize} from './autosize';inln@NgModule({in imports: [CdkAutofill, CdkTextareaAutosize],in exports: [CdkAutofill, CdkTextareaAutosize],in})\nexport class TextFieldModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from
  ./index';\n"],"names":
[],"mappings":";;;;;;;AAoCA;AACA,MAAM,eAAe,GAAG,+BAA+B,CAAC,EAAC,OAAO,EAAE,IAAI,EAAC,CAAC,CAAC;AAEzE;;;;AAIG;MAEU,eA
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Ãe,CAAA;IAG1B,WACU,CAAA,SAAmB,EACnB,OAAe,EAAA;QADf,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACnB,IAAO,CAAA,OAAA,GAAP,OA AO,CAAQ;AAJjB,QAAA,IAAA,CAAA,kBAAkB,GAAG,IAAI,GAAG,EAAIC,CAAC;KAKIE;AAgBJ,IAAA,OAAO,CAAC,YAA2C,EAAA;AACjD,QAAA,I AAI,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,EAAE;AAC7B,YAAA,OAAO,KAAK,CAAC;SACd;AAED,QAAA,MAAM,OAAO,GAAG,AAAa,CAAC,YAAY, ,QAAÁ,IAAI,CAAC,OAAO,CAAC,iBAAIB,CAAC,MAAK;YACIC,OAAO,CAAC,gBAAgB,CAAC,gBAAgB,EAAE,QAAQ,EAAE,eAAe,CAAC,CAAC;AA ĆĬĘ,YAAA,OAAO,CAAC,SAAS,CAAC,GAAG,CAAC,MCAAMO,CAAC,CAAC,ÃAC7Ď,ŚAAC,ČAAC,ČAAC;AAĖH,QAAA,IAAI,CAAC,kBAAkB,CAAC ,GAAG,CAAC,OAAO,EAAE;AACnC,YAAA,OAAO,EAAE,MAAM;YACf,QAAQ,EAAE,MAAK;gBACb,OAAO,CAAC,mBAAmB,CAAC,gBAAgB,EAAE, QAAQ,EAAE,eAAe,CAAC,CAAC;aAC1E;AACF,SAAA,CAAC,CAAC;AAEH,QAAA,OAAO,MAAM,CAAC;KACf;AAcD,IAAA,cAAc,CAAC,YAA2C,EA ÃA;AÃCXD,QAAA,MAAM,OAAO,GAAG,aAAa,CAAC,YAAY,CAAC,CAAC;QÃC5C,MAAM,IAAI,GAAG,IAAI,CAAC,KBAAKB,CAAC,GAAG,CAAC,OA AO,CAAC,CĂAC;QAEID,IAAI,IAAI,EAAE;YACR,IAAI,CAAC,QAAQ,EAAE,CAAC;AAChB,YAAA,IAAI,CAAC,OAAO,CAAC,QAAQ,EAAE,CAAC;AA CxB,YAAA,OAAO,CAAC,SAAS,CAAC,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAC9D,YAAA,OAAO,CAAC,SAAS,CAAC,MAAM,CAAC,2BAA2B,CA AC,CAAC;AACtD,YAAA,IAAI,CAAC,KBAAKB,CAAC,MAAM,CAAC,OAAO,CAAC,CAAC;SACzC;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAA C,kBAAkB,CAAC,OAAO,CAAC,CAAC,KAAK,EAAE,OAAO,KAAK,IAAI,CAAC,cAAc,CAAC,OAAO,CAAC,CAAC,CAAC;KACnF;qHAjGU,eAAe,EA ACU,CAAA,WAAoC,EACPC,gBAAiC,EAAA;QADjC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAyB;QACPC,IAAgB,CAAA,gBAAA,GAAAB,gBAAGB,CA
AiB;;AAJxB,QAAA,IAAA,CAAA,WAAW,GAAG,IAAI,YAAY,EAAiB,CAAC;KAK/D;IAEJ,QAAQ,GAAA,AACN,QAAA,IAAI,CAAC,gBAAgB;AACIB,aA AA,OAAO,CÀAC,IAAI,CAAC,WAAW,CAAC;AACZB,aAAA,SAAS,CAAC,KAAK,IAAI,IAÀI,CAAC,WAAW,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC,CA AC;KACrD;IAED,WAAW,GAAA;QACT,IAAI,CAAC,gBAAgB,CAAC,cAAc,CAAC,IAAI,CAAC,WAAW,CAAC,CAAC;KACxD;qHAjBU,WAAW,EAAA,IA AA,EAAA,CAAA,EAAA,KAAA,ÉÀAA,EAAA,CAAA,UAAĂ,EAAA,EAAA,ÉAAA,KAAA,EAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA, eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAAX,WAAW,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,EAAA,CAAA,CAAA,EAAA,OAAA,EAAA, AA,EÁAA,aÁAA,EÁAA,EÁAA,QÁAA,EÁAA,EAÁA,EAÁA,CAAÁ,CAAÁ,CAAÁ;KGÁAX,WAAW,ÉÀAA,ÚAAA,ÉAAA,ĆAAA;KBAJVB,SAAŚ;AAAĆ,Y AAÁ,IAAÁ,EAAÁ,CAAÁ;AACŤ,oBAÁA,QAÁQ,EAÁE,eAÁE,AACZB,oBÁAA,UÁAU,EAÁE,IAAI;AACJB,iBAAÁ,CAAÁ;0GAGoB,WAÁW,EAÁA,CAÁA ;sBAA7B,MAAM;;;AC9HT;MAaa,mBAAmB,CAAA;;AA0B9B,IAAA,IACI,OAAO,GAAA;QACT,OAAO,IAAI,CAAC,QAAQ,CAAC;KACtB;IACD,IAAI,O AAO,CAAC,KAAKB,EAAA;AAC5B,QAAA,IAAI,CAAC,QAAQ,GAAG,oBAAoB,CAAC,KAAK,CAAC,CAAC;QAC5C,IAAI,CAAC,aAAa,EAAE,CAAC;K ACtB;;AAGD,IAAA,IACI,OAAO,GAAA;QACT,OAAO,IAAI,CAAC,QAAQ,CAAC;KACtB;IACD,IAAI,OAAO,CAAC,KAAkB,EAAA;AAC5B,QAAA,IAAI, ACIB;;AAGD,IAAA,IACI,OAAO,GAAA;QAC I,OAAO,IAAI,CAAC,QAAQ,CAAC;AACI;ACIB;IACD,IAAI,OAAO,CAAC,RAACB,EAAA;AACSB,QAAA,IAAI,CAAC,QAAQ,GAAG,OBAAOB,CAAC,KAAK,CAAC,CAAC;QAC5C,IAAI,CAAC,AAAa,EAAE,CAAC;KACIB;;AAGD,IAAA,IACI,OAAO,GAAA;QACT,OAO,IAAI,CAAC,QAAQ,CAAC;KACIB;IACD,IAAI,OAAO,CAAC,KAAC,EAAA;;AACBB,QAAA,IAAI,IAAI,CAAC,QAAQ,KAAK,KAAK,EAAE;YAC3B,CAAC,IAAI,CAAC,QAAQ,GAAG,KAAK,IAAI,IAAI,CAAC,KBAAKB,CAAC,IAAI,CAAC,GAAG,IAAI,CAAC,KAAK,EAAE,CAAC;SACXE;KACF;AAED,IAAA,IACI,WAAW,GAAA;AACb,QAAA,OAAO,IAAI,CAAC,GBAAGB,CAAC,WAAW,CAAC;KAC1C;IACD,IAAI,WAAW,CAAC,KAAa,EAAA;AAC3B,QAAA,IAAI,CAAC,WBAAWB,GAAG,SAAS,CAAC;QAE1C,IAAI,KAAK,EAAE;YACT,IAAI,CAAC,GBAAGB,CAAC,YAAY,CAAC,AAA,EAAE,KAAK,CAAC,CAAC;SAC1D;AAAM;AACL,YAAA,IAAI,CAAC,GBAAGB,CAAC,AAAA,CAAC,CAAC;SAC1D;QAED,IAAI,CAAC,+BAA+B,EAAE,CAAC;CAAC;SACD,IAAA,WAAACAC,CAAC;AACA,CAAC,CAAC;SACD,IAAA,CAAC,CAAC;AACA,CAAC,CAAC;AACA,CAAC,CAAC;AACA,CAAC,CAAC;AACA,CAACAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CA KACxC;AAcD,IAAA,WAAA,CACU,WAAoC,EACpC,SAAmB,EACnB,OAAe;;IAEO,QAAc,EAAA;QAJpC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAyB;

QACpC,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACnB,IAAO,CAAA,OAAA,GAAP,OAAO,CAAQ;AA/ER,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OA ÃO,EAAQ,CAAC;QAI1C,IAAQ,CAAA,QAAA,GAÂY,IAAI,CAAC;AAEJC;;;;AAIG;QACK,IAAgB,CÃAA,gBAÃA,GAAW,CAAC,CAAC,CAAC;QA+D9B,I AAa,CAAA,aAAA,GAAG,KAAK,CAAC;;AA0JtB,QAAA,IAAA,CAAA,iBAAiB,GAAG,CAAC,KAAiB,KAAI;YAChD,IAAI,CAAC,SAAS,GAAG,KAAK,C AAC,IAAI,KAAK,OAAO,CAAC;AAC1C,SAAC,CAAC;AAnJA,QAAA,IAAI,CAAC,SAAS,GAAG,QAAQ,CAAC;QAE1B,IAAI,CAAC,gBAAgB,GAAG,IA AI,CAAC,WAAW,CAAC,aAAOC,CAAC;KAC/E;;IAGD,aAAa,GAAA;QACX,MAAM,SAAS,GACb,lAAI,CAAC,OAAO,IAAI,IAAI,CAAC,IBAAIB,GAAG,GAAG,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,BAAB,GAAG,GAAG,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,BAAB,CAAA,CAAI,GAAG,IAAI,CAAC;QAE/F,IAAI,SAAS,EAAE;YACb,IAAI,CAAC,gBAAgB,CA C,MAAM,EAAE,QAAQ,CAAC;AACXB,qBAAA,IAAI,CAAC,SAAS,CAAC,EAAE,CAAC,EAAE,SAAS,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC;qBAC/C, SAAS,CAAC,MAAM,IAAI,CAAC,kBAAkB,CAAC,IAAI,CAAC,CAAC,CAAC;gBAEID,IAAI,CAAC,gBAAgB,CAAC,gBAAgB,CAAC,OAAO,EAAE,IAAI, CAAC, iBAAiB, CAAC, CAAC, GBACxE, IAAI, CAAC, GBAAGB, CAAC, GBAAGB, CAAC, MAAM, EAAE, IAAI, CAAC, iBAAiB, CAAC, CAAC, AACze, &AAC, C AAC,CAAC;AÁEH,YÁAA,IAÁÍ,CAAC,AAAA,GAAG,IAAI,ČAÁC;AAČ1B,YĂAÁ,IAAI,CAAC,KBAAKB,CAÁC,IAÁI,CAAC,CAAC;SAC/B;KACF;IAED,W AAW,GAAA;QACT,IAAI,CAAC,gBAAgB,CAAC,mBAAmB,CAAC,OAAO,EAAE,IAAI,CAAC,iBAAiB,CAAC,CAAC;QAC3E,IAAI,CAAC,gBAAgB,CAA C,mBAAmB,ČAAC,MAAM,EAAE,IAAĬ,CAAC,iBAAiB,CAAC,CAAC;AAC1E,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,ÈAAE,CAAC;AACVB,QAAA,IAAI, CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC;KAC5B;AAED;;;;;;AAMG;IACK,wBAAwB,GAAA;AAC9B,QAAA,IAAI,IAAI,CAAC,iBAAiB,EAAE;YAC1B,O AAO;SACR;;QAGD,IAAI,aAAa,GAAG,IAAI,CAAC,gBAAgB,CAAC,SAAS,CAAC,KAAK,CAAWB,CAAC;AACIF,QAAA,aAAa,CAAC,IAAI,GAAG,CAA C,CAAC;;;;AAKvB,QAAA,aAAa,CAAC,KAAK,CAAC,QAAQ,GAAG,UAAU,CAAC;AAC1C,QAAA,aAAa,CAAC,KAAK,CAAC,UAAU,GAAG,QAAQ,C AAC;AAC1C,QAAA,aAAa,CAAC,KAAK,CAAC,MAAM,GAAG,MAAM,CAAC;AACpC,QAAA,aAAa,CAAC,KAAK,CAAC,OAAO,GAAG,GAAG,CAAC; AACIC,QAAA,aAAa,CAAC,KAAK,CAAC,MAAM,GAAG,EAAE,CAAC;AAChC,QAAA,aAAa,CAAC,KAAK,CAAC,SAAS,GAAG,EAAE,CAAC;AAChC, CAAC, CAAC, CAAC, QAEZC, IAAI, IBAAIB, EAAE; AACIB, YAAA, OAAO, CAAC, KAAK, CAAC, YAAY, GAAG, CAAC, SAC7C; AAED, QAAA, OAAO, Y AAY,CAAC;KACrB;ÍAEO,+BAA+B,GAAÁ;QACrC,IAAI,CAAC,ÍAAI,CÁAC,aÁAa,IAÁÍ,IAAI,CAAC,WBAÁWB,IAÁI,SAÁS,EAAÉ;YACrE,OAAÓ;SACR; AACD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,IAAI,CAAC,wBAAwB,GAAG,CAAC,CAAC;YACIC,OAAO;SACR;AAED,QAAA,M AAM,KAAK,GAAG,IAAI,CAAC,gBAAgB,CAAC,KAAK,CAAC;QAE1C,IAAI,CAAC,gBAAgB,CAAC,KAAK,GAAG,IAAI,CAAC,gBAAgB,CAAC,WAA W,CAAC;AAChE,QAAA,IAAI,CAAC,wBAAwB,GAAG,IAAI,CAAC,oBAAoB,EAAE,CAAC;AAC5D,QAAA,IAAI,CAAC,gBAAgB,CAAC,KAAK,GAAG, KAAK,CAAC;KACTC;IAOD,SAAS,GAAA;AACP,QAAA,IAAI,IAAI,CAAC,SAAS,CAAC,SAAS,EAAE;YAC5B,IAAI,CAAC,KBAAKB,EAAE,CAAC;SAC3 B;KACF;AAED;;;;AAIG;IACH,kBAAKB,CAAC,QAAIB,KAAK,EAAA;;AAEVC,QAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;YACIB,OAAO;SACR;QAE D,IAAI,CAAC,WBAAWB,EAAE,CAAC;QAChC,IAAI,CAAC,+BAA+B,EAAE,CAAC;;;;AAIVC,QAAA,IAAI,CAAC,IAAI,CAAC,IBAAIB,EAAE;YAC3B,OA AO;SACR;AAED,QAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,WAAW,CAAC,aAAoC,CAAC;AACvE,QAAA,MAAM,KAAK,GAAG,QAAQ,CAAC,KAAK,CAAC;;AAG7B,QAAA,IAAI,CAAC,KAAK,IAAI,IAAI,CAAC,QAAQ,KAAK,IAAI,CAAC,gBAAgB,IAAI,KAAK,KAAK,IAAI,CAAC,CAAC;EAAE;YACtF,OA AC,CAAC;aACzD;AACH,SAAC,CAAC,CAAC;AAEH,QAAA,IAAI,CAAC,CAAC,GAAG,KAAK,CAAC;AAC5B,QAAA,IAAI,CAAC,gBAAgB,GAAG,IAAI AÃO,IAAI,CAAC,SAAS,IAAI,QAAQ,CAAC;KACnC;;IAGO,UAAU,GAAA;AAChB,QAAA,MAAM,GAAG,GAAG,IAAI,CAAC,YAAY,EAAE,CAAC;AACh C,QÁAA,ÓAAO,GAAG,CAAC,WAAW,IAAI,MAAM,CAAC;KACIC;AAED;;;;AAIG;AACK,IAAA,sBAAsB,CAAC,QAA6B,EAAA;AAC1D,QAAA,MAAM, EAAC,cAAc,EAAE,YAAY,EAAC,GAAG,QAAQ,CAAC;;;;;;;QAQhD,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,SAAS,IAAI,IAAI,CAAC,SAAS,EAAE;AACh D,YAAA,QAAQ,CAAC,IBAAIB,CAAC,CAAc,EAAE,YAAY,CAAC,CAAC;SAC1D;KACF;AA3UU,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA, AAA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EAAA,IAAA,EAAA,MBAAmB,+MAwCmB,gB AÁ,CAAÁ,EAAÁ;;kGAxCtD,mBAAmB,EAAA,UAAÁ,EAAA,CAAA;kBAZ/B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,+B ,UAAA,EAAA,QAAA,EAAA,OAAÀ,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,eAAe,YAHhB,WAAW,EAAE,mBAAmB,CAChC,EAA A,OAAA,EAAA,CAAA,WAAW,EAAE,mBAAmB,CAAA,EAAA,CAAA,CAAA,EAAA;sHAE/B,eAAe,EAAA,CAAA,CAAA,EAAA;;kGAAf,eAAe,EAAA,U AAA,EAAA,CAAA;kBAJ3B,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EAAE,CAAC,WAAW,EAAE,mBAAmB,CAAC;AAC3C,oB AAA,OAAO,EAAE,CAAC,WAAW,EAAE,mBAAmB,CAAC;AAC5C,iBAAA,CAAA;;;ACfD;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NumberInput, coerceNumberProperty} from '@angular/cdk/coercion';\nimport {\n Directive, \n ElementRef, \n Input, \n AfterViewInit, \n DoCheck, \n OnDestroy, \n NgZone, \n Optional, \n Inject, \n booleanAttribute, \n} from '@angular/core';\nimport {Platform} from '@angular/cdk/platform';\nimport {auditTime, takeUntil} from 'rxjs/operators';\nimport {fromEvent, Subject} from 'rxjs';\nimport {DOCUMENT} from '@angular/common';\n\n/** Directive to automatically resize a textarea to fit its content. */\n@Directive({\n selector: 'textarea[cdkTextareaAutosize]',\n exportAs: 'cdkTextareaAutosize',\n host: {\n 'class': 'cdk-textarea-autosize',\n // Textarea elements that have the directive applied should have a single row by default.\n // Browsers normally show two rows by default and therefore this limits the minRows binding.\in 'rows': '1',\n '(input)': '_noopInputHandler()',\n },\n standalone: true,\n})\nexport class CdkTextareaAutosize implements AfterViewInit, DoCheck, OnDestroy (\n /** Keep track of the previous textarea value to avoid resizing when the value hasn't changed. */\n private _previousValue?: string;\n private _initialHeight: string | undefined;\n private readonly _destroyed = new Subject<void>();\n\n private _minRows: number;\n private _maxRows: number;\n private _enabled: boolean = true;\n\n /**\n * Value of minRows as of last resize. If the minRows has decreased, the\n * height of the textarea needs to be recomputed to reflect the new minimum. The maxHeight\n * does not have the same problem because it does not affect the textarea's scrollHeight.\n */\n private _previousMinRows: number = -1;\n\n private _textareaElement: HTMLTextAreaElement;\n\n /** Minimum amount of rows in the textarea. */\n @Input('cdkAutosizeMinRows')\n get minRows(): number {\n return this._minRows;\n }\n set minRows(value: NumberInput) {\n this._minRows = coerceNumberProperty(value);\n this._setMinHeight();\n }\n\n /** Maximum amount of rows in the textarea. */\n = coercenumberProperty(value);\text{if this._set\(\) infinity \(\) max\(\) max\(\) max\(\) max\(\) max\(\) or coercenumberProperty(value);\text{in this._max\(\) nows \(\) in this._max\(\) max\(\) nows \(\) nows \(\) nows \(\) max\(\) nows\(\) and this._max\(\) nows\(\) in \(\) set max\(\) max\(\) nows\(\) in \(\ Only act if the actual value changed. This specifically helps to not run\n // resizeToFitContent too early (i.e. before ngAfterViewInit)\n if (this._enabled !== value) {\n (this._enabled = value) ? this.resizeToFitContent(true) : this.reset();\n }\n }\n\n @Input()\n get placeholder(): string (in return this._textareaÉlement.placeholder;\n }\n set placeholder(value: string) {\n this._cachedPlaceholderHeight = undefined;\n\n if (value) (in this_textareaElement.setAttribute('placeholder', value);in } else {in this_textareaElement.removeAttribute('placeholder');in }in\n this._cacheTextareaPlaceholderHeight();\n }\n\n /** Cached height of a textarea with a single row. */\n private_cachedLineHeight: number;\n /**

```
Cached height of a textarea with only the placeholder. */\n private _cachedPlaceholderHeight?: number;\n\n /** Used to reference correct
document/window */\n protected _document?: Document;\n\n private _hasFocus: boolean;\n\n private _isViewInited = false;\n\n constructor(\n
private _elementRef: ElementRef<HTMLElement>,\n private _platform: Platform,\n private _ngZone: NgZone,\n I** @breaking-change 11.0.0
make document required */\n @Optional() @Inject(DOCUMENT) document?: any,\n ) {\n this._document = document;\n\n this._textareaElement = this._elementRef.nativeElement as HTMLTextAreaElement;\n }\n\n /** Sets the minimum height of the textarea as determined by minRows.
*/\n_setMinHeight(): void {\n const minHeight =\n this.minRows && this_cachedLineHeight ? `${\this.minRows * this._cachedLineHeight}px` : null;\n\n if (minHeight) {\n this._textareaElement.style.minHeight = minHeight;\n }\n \n\n /** Sets the maximum height of the textarea as
determined by maxRows. */\n_setMaxHeight(): void {\n const maxHeight =\n this.maxRows && this._cachedLineHeight ? `${this.maxRows * this._cachedLineHeight}px`: null;\n\n if (maxHeight) {\n this._textareaElement.style.maxHeight = maxHeight;\n }\n }\n\n ngAfterViewInit() {\n if (this._platform.isBrowser) {\n |/ Remember the height which we stared with in case autosizing is disabled\n this._initialHeight =
this._textareaElement.style.height;\n this.resizeToFitContent();\n\n this._ngZone.runOutsideAngular(() => {\n const window =
this._getWindow();\n\n fromEvent(window, 'resize')\n .pipe(auditTime(16), takeUntil(this._destroyed))\n .subscribe(() => this.resizeToFitContent(true));\n\n this._textareaElement.addEventListener('focus', this._handleFocusEvent);\n
this._textareaElement.addEventListener('blur', this._handleFocusEvent);\n\};\n\n this._isViewInited = true;\n this.resizeToFitContent(true);\n
In In IngOnDestroy() {in this_textareaElement.removeEventListener('focus', this_handleFocusEvent); In
this._textareaElement.removeEventListener('blur', this._handleFocusEvent);\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n
/**\n * Cache the height of a single-row textarea if it has not already been cached.\n *\n * We need to know how large a single \"row\" of a
textarea is in order to apply minRows and\n * maxRows. For the initial version, we will assume that the height of a single line in the\n '
textarea does not ever change.\n */\n private _cacheTextareaLineHeight(): void {\n if (this._cachedLineHeight) {\n return;\n }\n\n // Use a clone
element because we have to override some styles. In let textareaClone = this._textareaElement.cloneNode(false) as HTMLTextAreaElement; In
textareaClone.rows = 1;\n\n // Use `position: absolute` so that this doesn't cause a browser layout and use\n // `visibility: hidden` so that
nothing is rendered. Clear any other styles that \n // would affect the height.\n textareaClone.style.position = 'absolute';\n
textareaClone.style.visibility = 'hidden';\n textareaClone.style.border = 'none';\n textareaClone.style.padding = '0';\n textareaClone.style.height = ";\n textareaClone.style.minHeight = ";\n textareaClone.style.maxHeight = ";\n\n // In Firefox it happens that textarea elements are always bigger than the specified amount\n // of rows. This is because Firefox tries to add extra space for the horizontal scrollbar.\n // As a workaround
that removes the extra space for the scrollbar, we can just set overflowln // to hidden. This ensures that there is no invalid calculation of the
line height.in // See Firefox bug report: https://bugzilla.mozilla.org/show_bug.cgi?id=33654\n textareaClone.style.overflow = 'hidden';\n\n this._textareaElement.parentNode!.appendChild(textareaClone);\n this._cachedLineHeight = textareaClone.clientHeight;\n
textareaClone.remove();\n\n // Min and max heights have to be re-calculated if the cached line height changes\n this._setMinHeight();\n
this._setMaxHeight();\in }\n\n private _measureScrollHeight(): number {\n const element = this._textareaElement;\n const previousMargin =
element.style.marginBottom || ";'in const isFirefox = this._platform.FIREFOX;\n const needsMarginFiller = isFirefox && this._hasFocus;\n const measuringClass = isFirefox\n ? 'cdk-textarea-autosize-measuring-firefox'\n : 'cdk-textarea-autosize-measuring';\n\n // In some cases the
page might move around while we're measuring the `textarea` on Firefox. We\n // work around it by assigning a temporary margin with the
same height as the `textarea` so that\n // it occupies the same amount of space. See #23233.\n if (needsMarginFiller) {\n
element.style.marginBottom = `${element.clientHeight}px`;\n }\n\n // Reset the textarea height to auto in order to shrink back to its default
size.\n // Also temporarily force overflow:hidden, so scroll bars do not interfere with calculations.\n element.classList.add(measuringClass);\n
// The measuring class includes a 2px padding to workaround an issue with Chrome,\n // so we account for that extra space here by
subtracting 4 (2px top + 2px bottom). In const scrollHeight = element.scrollHeight - 4; In element.classList.remove(measuringClass); In In if
(needsMarginFiller) {\n element.style.marginBottom = previousMargin;\n }\n\n return scrollHeight;\n }\n\n private
  .cacheTextareaPlaceholderHeight(): void [\n if (!this._isViewInited || this._cachedPlaceholderHeight != undefined) {\n return;\n }\n if
(!this.placeholder) {\n this._cachedPlaceholderHeight = 0;\n return;\n }\n\n const value = this._textareaElement.value;\n\n
this._textareaElement.value = this._textareaElement.placeholder;\n this._cachedPlaceholderHeight = this._measureScrollHeight();\n this._textareaElement.value = value;\n \n\/* Handles \focus\ and \blur\ events. */\n private _handleFocusEvent = (event: FocusEvent) => \{\n\}
this._hasFocus = event.type === 'focus';\n };\n\n ngDoCheck() {\n if (this._platform.isBrowser) {\n this.resizeToFitContent();\n }\n\n ngDoCheck() {\n if (this._platform.isBrowser) {\n this.resizeToFitContent();\n }\n }\n\n recalculated
only if the value changed since the last call.\n */\n resizeToFitContent(force: boolean = false) {\n // If autosizing is disabled, just skip everything
else\n if (!this. enabled) {\n return;\n }\n\n this. cacheTextareaLineHeight();\n this. cacheTextareaPlaceholderHeight();\n\n // If we haven't
determined the line-height yet, we know we're still hidden and there's no point\n // in checking the height of the textarea.\n if
(!this_cachedLineHeight) {in return; in }in\n const textarea = this_elementRef.nativeElement as HTMLTextAreaElement; in const value =
textarea.value;\n\n // Only resize if the value or minRows have changed since these calculations can be expensive.\n if (!force &&
this._minRows === this._previousMinRows && value === this._previousValue) {\n return;\n }\n\n const scrollHeight =
this._measureScrollHeight();\n const height = Math.max(scrollHeight, this._cachedPlaceholderHeight || 0);\n\n // Use the scrollHeight to know
how large the textarea *would* be if fit its entire value.\n textarea.style.height = `${height}px`;\n\n this._ngZone.runOutsideAngular(() => {\n if
(typeof requestAnimationFrame !== 'undefined') {\n requestAnimationFrame(() => this._scrollToCaretPosition(textarea));\n } else {\n
setTimeout(() => this._scrollToCaretPosition(textarea));\n }\n }\;\n\n this._previousValue = value;\n this._previousMinRows = this._minRows;\n
Inn /**\n * Resets the textarea to its original size\n */\n reset() {\n // Do not try to change the textarea, if the initialHeight has not been
determined yet\n // This might potentially remove styles when reset() is called before ngAfterViewInit\n if (this._initialHeight !== undefined) {\n
this._textareaElement.style.height = this._initialHeight;\n }\n\n_noopInputHandler() {\n // no-op handler that ensures we're running change
_getDocument(): Document {\n' return this._document || document;\n' \n' \n' \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \overline{\n'} \over
element has been removed from the DOM. Assert that the directive hasn't been destroyed\n // between the time we requested the animation
frame and when it was executed.\n // Also note that we have to assert that the textarea is focused before we set the\n // selection range.
Setting the selection range on a non-focused textarea will cause\n // it to receive focus on IE and Edge.\n if (!this._destroyed.isStopped &&
this._hasFocus) {\n textarea.setSelectionRange(selectionStart, selectionEnd);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAutofill} from './autofill';\nimport
{CdkTextareaAutosize} from './autosize';inin@NgModule({in imports: [CdkAutofill, CdkTextareaAutosize],in exports: [CdkAutofill, CdkTextareaAutosize],in})\nexport class TextFieldModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from
'./index';\n"],"names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {BehaviorSubject, Observable} from 'rxjs';\nimport {ProxyZone, ProxyZoneStatic} from './proxy-zone-types';\n\n/** Current state of the intercepted zone. */\nexport interface TaskState {\n /** Whether the zone is stable (i.e. no microtasks and macrotasks). */\n stable: boolean;\n\\n\/** Unique symbol that is used to patch a property to a proxy zone. */\nconst stateObservableSymbol = Symbol('ProxyZone_PATCHED#stateObservable');\n\n/** Type that describes a potentially patched proxy zone instance. */Intype PatchedProxyZone = ProxyZone & {In [stateObservableSymbol]: undefined | Observable<TaskState>;In};InIn/**In Interceptor that can be set up in a 'ProxyZone' instance. The interceptor\n* will keep track of the task state and emit whenever the state changes. In *In * This serves as a workaround for https://github.com/angular/angular/issues/32896. In */nexport class TaskStateZoneInterceptor {\n /** Subject that can be used to emit a new state change. */\n private readonly _stateSubject = new BehaviorSubject<TaskState>(\n this._lastState ? this._getTaskStateFromInternalZoneState(this._lastState) : {stable: true},in);\n\n /** Public observable that emits whenever the task state changes. */\n readonly state: Observable<TaskState> = this._stateSubject;\n\n constructor(private _lastState: HasTaskState | null) {\n\n /** This will be called whenever the task state changes in the intercepted zone. */\n onHasTask(delegate: ZoneDelegate, current: Zone, target: Zone, hasTaskState: HasTaskState) {\n if (current === target) {\n this._stateSubject.next(this._getTaskStateFromInternalZoneState(hasTaskState));\n }\n }\n\ /** Gets the task state from the internal ZoneJS task state. */\n private _getTaskStateFromInternalZoneState(state: HasTaskState): TaskState {\n return {stable: !state.macroTask && !state.microTask};\n }\n\n /**\n * Sets up the custom task state Zone interceptor in the `ProxyZone`. Throws if\n * no `ProxyZone` could be istate.finicrofask;;if jiiii /**iii *Sets up the custom task state Zonie interceptor in the Proxyzone . Throws into *No Proxyzone Could be found.in * @returns an observable that emits whenever the task state changes.in */in static setup(): Observable<TaskState> {in if (Zone === undefined) {in throw Error(in 'Could not find ZoneJS. For test harnesses running in TestBed, ' +in 'ZoneJS needs to be installed.',in);in }in\n // tslint:disable-next-line:variable-name\n const ProxyZoneSpec = (Zone as any)['ProxyZoneSpec'] as ProxyZoneStatic | undefined;\n\n // If there is no \text{\ (!ProxyZoneSpec) {In throw Error(In 'ProxyZoneSpec is needed for the test harnesses but could not be found. ' +\In 'Please make sure that your environment includes zone.is/dist/zone-testing.is'.\in \\n\n\ // Ensure that there is a proxy zone instance set up, and get\n // a reference to the instance if present.\n const zoneSpec = ProxyZoneSpec.assertPresent() as PatchedProxyZone;\n\n // If there already is a delegate registered in the proxy zone, and it\n // is type of the custom task state interceptor, we just use that state\n // observable. This allows us to only intercept Zone once per test\n // (similar to how `fakeAsync` or `async` work).\n if (zoneSpec[stateObservableSymbol]) {\n return zoneSpec[stateObservableSymbol]!;\n }\n\n // Since we intercept on environment creation and the fixture has been\n // created before, we might have missed tasks scheduled before. Fortunately\n // the proxy zone keeps track of the previous task state, so we can just pass\n // this as initial state to the task zone interceptor. In const interceptor = new TaskStateZoneInterceptor(zoneSpec.lastTaskState); In const zoneSpecOnHasTask = zoneSpec.onHasTask.bind(zoneSpec);\n\n // We setup the task state interceptor in the `ProxyZone`. Note that we cannot register\n // the interceptor as a new proxy zone delegate because it would mean that other zone\n // delegates (e.g. FakeAsyncTestZone` or `AsyncTestZone`) can accidentally overwrite/disable\n // our interceptor. Since we just intend to monitor the task state of the proxy zone, it is\n // sufficient to just patch the proxy zone. This also avoids that we interfere with the task\n // queue scheduling logic.\n zoneSpec.onHasTask = function (...args: [ZoneDelegate, Zone, Zone, HasTaskState]) {\n zoneSpecOnHasTask(...args);\n \text{in} return (zoneSpec[stateObservableSymbol] = interceptor.state);\n \text{in} \t at https://angular.io/license\n */\n\nimport {ModifierKeys} from '@angular/cdk/testing';\n\n/** Used to generate unique IDs for events. */\nlet uniquelds = 0;\n\n/**\n * Creates a browser MouseEvent with the specified options.\n * @docs-private\n */\nexport function createMouseEvent(In type: string,In clientX = 0,In clientY = 0,In offsetX = 0,In offsetY = 0,In button = 0,In modifiers: ModifierKeys = {},In) {In // Note: We cannot determine the position of the mouse event based on the screen\n // because the dimensions and position of the browser window are not available\n // To provide reasonable `screenX` and `screenY` coordinates, we simply use the\n // client coordinates as if the browser is opened in fullscreen.\n const screenX = clientX;\n const screenY = clientY;\n\n const event = new MouseEvent(type, {\n bubbles: true, In cancelable: true, In composed: true, // Required for shadow DOM events. In view: window, In detail: 1, In related Target: null, In screen X, In screenY,\n clientY,\n clientY,\n ctrlKey: modifiers.control,\n altKey: modifiers.alt,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n button: button, in buttons: 1,in }};n\n // The `MouseEvent` constructor doesn't allow us to pass these properties into the constructor.in // Override them to `1`, because they're used for fake screen reader event detection.\n if (offsetX != null) {In defineReadonlyEventProperty(event, 'offsetX', offsetX);In }\n\n if (offsetY != null) {\n defineReadonlyEventProperty(event, 'offsetY', offsetY);\n }\n\n return event;\n\n\n\n\n*\n *
Creates a browser `PointerEvent` with the specified options. Pointer events\n * by default will appear as if they are the primary pointer of their type.\n * https://www.w3.org/TR/pointerevents2/#dom-pointerevent-isprimary.\n *\n * For example, if pointer events for a multi-touch interaction are created, the non-primaryln * pointer touches would need to be represented by non-primary pointer events.\n *\n * @docs-private\n *\nexport function createPointerEvent(\n type: string,\n clientX = 0,\n clientX = 0,\n offsetX?: number,\n offsetY?: number,\n options: PointerEventInit = {isPrimary: true},\n) {\n const event = new PointerEvent(type, {\n bubbles: true,\n cancelable: true,\n composed: true, // Required for shadow DOM events. In view: window, In clientX, In cl In return event; In In return event; In In Treates a browser TouchEvent with the specified pointer coordinates. In * @docs-privateIn */Inexport function createTouchEvent(type: string, pageX = 0, pageY = 0, clientX = 0, clientY = 0) {\ln // We cannot use the `TouchEvent` or `Touch` because Firefox and Safari lack support.\n // TODO: Switch to the constructor API when it is available for Firefox and Safari.\n const event = document.createEvent('UIEvent');\n const touchDetails = {pageX, pageY, clientX, clientY, identifier: uniquelds++};\n\n // TS3.6 removes the initUIEvent method and suggests porting to \"new UIEvent()\".\n (event as any).initUIEvent(type, true, true, window, 0);\n\n // Most of the browsers don't have a \"initTouchEvent\" method that can be used to define\n' // the touch details.\n defineReadonlyEventProperty(event, 'touches', [touchDetails]);In defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);In defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);In defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);In return event;In}In\n/**\n * Creates a keyboard event with the specified key and modifiers.In * @docs private\n */\nexport function createKeyboardEvent(\n type: string,\n keyCode: number = 0,\n key: string = ",\n modifiers: ModifierKeys = {},\n) In return new KeyboardEvent(type, {In bubbles: true,\n cancelable: true,\n composed: true, // Required for shadow DOM events.\n view: window,\n keyCode: keyCode,\n key: key,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n altKey: modifiers.alt,\n ctrlKey: modifiers.control,\n }};\n\\n*\n * Creates a fake event object with any desired event type.\n * @docs-private\n */\nexport function modifiers.control,in });in}inIn/**in * Creates a fake event object with any desired event type.in *@docs-privatein */inexport function createFakeEvent(type: string, bubbles = false, cancelable = true, composed = true) {in return new Event(type, {bubbles, cancelable, composed});in}inNin/**in * Defines a readonly property on the given event object. Readonly properties on an event object\n * are always set as configurable as that matches default readonly properties for DOM event objects.in */infunction defineReadonlyEventProperty(event: Event, propertyName: string, value: any) {in Object.defineProperty(event, propertyName, {get: () => value, configurable: true});in}in,","**in * @licensein * Copyright Google LLC All Rights Reserved.in * in * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ModifierKeys} from '@angular/cdk/testing';\nimport {\n createFakeEvent,\n createKeyboardEvent,\n createMouseEvent,\n createPointerEvent,\n createTouchEvent,\n} from './event-objects';\n\n/**\n * Utility to dispatch any event on a Node.\n * @docs-private\n */\nexport function dispatchEvent<T extends Event>(node: Node | Window, event: T): T {\n node.dispatchEvent(event);\n return event;\n}\n\n/**\n * Shorthand to dispatch a fake event on a specified node.\n * @docs-private\n

```
*/nexport function dispatchFakeEvent(node: Node | Window, type: string, bubbles?: boolean): Event {In return dispatchEvent(node,
 createFakeEvent(type, bubbles));\n}\n\n/**\n * Shorthand to dispatch a keyboard event with a specified key code and\n * optional modifiers.\n *
 @docs-private\n */\nexport function dispatchKeyboardEvent(\n node: Node,\n type: string,\n keyCode?: number,\n key?: string,\n modifiers?:
 ModifierKeys,\n): KeyboardEvent {\n return dispatchEvent(node, createKeyboardEvent(type, keyCode, key, modifiers));\n}\n\n/**\n * Shorthand
 to dispatch a mouse event on the specified coordinates.\n * @docs-private\n */\nexport function dispatchMouseEvent(\n node: Node,\n type:
string,\n clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n button?: number,\n modifiers?: ModifierKeys,\n): MouseEvent {\n return dispatchEvent(\n node,\n createMouseEvent(type, clientX, clientY, offsetX, button, modifiers),\n );\n\n\n\n*\n * Shorthand to
dispatch a pointer event on the specified coordinates. In * @docs-private\n */\nexport function dispatchPointerEvent(\n node: Node,\n type: string,\n clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n options?: PointerEventInit,\n): PointerEvent {\n return}
string, in pageX = 0, in pageY = 0, in clientX = 0, in clientY = 0, in) {in return dispatchEvent(node, createTouchEvent(type, pageX, pageY, clientX,
 clientY));\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style
 license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {dispatch-fakeEvent} from './dispatch-
 events';\n\nfunction triggerFocusChange(element: HTMLElement, event: 'focus' | 'blur') {\n let eventFired = false;\n const handler = () =>
 (eventFired = true);\n element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if
 (!eventFired) {In dispatchFakeEvent(element, event);In }In}In\/h*\n * Patches an elements focus and blur methods to emit events consistently
 and predictably.\n * This is necessary, because some browsers can call the focus handlers asynchronously,\n * while others won't fire them at
 all if the browser window is not focused.\n * @docs-private\n */\n// TODO: Check if this element focus patching is still needed for local
 testing,\n// where browser is not necessarily focused.\nexport function patchElementFocus(element: HTMLElement) {\n element.focus = () =>
'./element-focus;\n\n/** Input types for which the value can be entered incrementally. */nronst incrementallnputTypes = new Set([\n 'text',\n 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docs-
 private\n */\nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement {\n const nodeName =
 element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n}\n\n/**\n * If keys have been specified,
 focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.in * @param element Element onto which to
 set the value.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function typeInElement(\n element:
 HTMLElement,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its
 value and dispatchesin * the `input` event, simulating the user typing.in * @param element Element onto which to set the value.in * @param
 modifiers Modifier keys that are held while typing.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function
 typeInElement(In element: HTMLElement,In modifiers: ModifierKeys,In ...keys: (string | {keyCode?: number; key?: string})[]In): void;InInexport
function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {In const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (\n first !== undefined &&\n typeof first !== 'string' &&\n
 first.keyCode === undefined &&\n first.key === undefined\n ) {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers =
[3;\n rest = modifiersAndKeys;\n }\n const isInput = isTextInput(element);\n const inputType = element.getAttribute('type') || 'text';\n const keys: {keyCode?: number; key?: string}[] = rest\n .map(k =>\n typeof k === 'string'\n ? k.split(").map(c => {{keyCode: c.toUpperCase().charCodeAt(0), key: c})\n : [k],\n )\n .reduce((arr, k) => arr.concat(k), []);\n\n // Throw an error if no keys have been specified. Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw \text{in throw on the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of the norm of 
 getNoKeysSpecifiedError();\n }\n\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is
 that for some input types, the browser won't allow for an invalid value to be set via the\n // value` property which will always be the case when
 going character-by-character. If we detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the
  ReactiveFormsModule` uses such an approach) won't receive the correct value.\n const enterValueIncrementally =\n inputType =
 'number'\n ? // The value can be set character by character in number inputs if it doesn't have any decimals.\n keys.every(key => key.key !== '.'
 && key.key !== '-' && key.keyCode !== PERIOD)(in : incrementalInputTypes.has(inputType);\n\n triggerFocus(element);\n\n // When we aren't
 entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if
 (!enterValueIncrementally) {\n (element as HTMLInputElement).value = keys.reduce((value, key) => value + (key.key || "), ");\n }\n\n for (const
 key of keys) {\n dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key,`modifiers);\n dispatchKeyboardEvent(element, 'keypress',
 key.keyCode, key.key, modifiers);\n if (isInput && key.key && key.key.length === 1) {\n if (enterValueIncrementally) {\n (element as
 HTMLInputElement | HTMLTextAreaElement).value += key.key;\n dispatchFakeEvent(element, 'input');\n }\n }\n
 dispatchKeyboardEvent(element, 'keyup', kéy.keyCode, key.key, modifiers);\n \\n\n\ \lambda \text{Since we weren't dispatching `input` events while
 sending the keys, we have to do it now.in if (!enterValueIncrementally) {In dispatchFakeEvent(element, 'input');In }In}In\n/**In * Clears the text
in an input or textarea element.\n' @docs-private\n' *\nexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {\n triggerFocus(element as HTMLElement);\n element.value = ";\n dispatchFakeEvent(element, 'input');\n}\n',"\n'*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n * \n\n/\n | These are private APIs that are used both by the public APIs inside of this package, as well\n/\n/\ as in unit
tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './element-focus';\nexport * from './type-in-element';\n","/**\n * @license\n * Copyright Google LLC All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
 https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n _getTextWithExcludedElements,\n
 ElementDimensions, In ModifierKeys, In TestElement, In TestKey, In TextOptions, In EventData, In} from '@angular/cdk/testing'; Inimport {In
 clearElement,In createFakeEvent,In dispatchFakeEvent,In dispatchMouseEvent,In dispatchPointerEvent,In isTextInput,In triggerBlur,In
triggerFocus,\in typeInElement,\in dispatchEvent,\in} from './fake-events';\in\in/** Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. */\nconst keyMap = {\in [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\in
 [TestKey.TAB]: {keyCode: keyCodes.TAB, key: 'Tab'},\n [TestKey.ENTER]: {keyCode: keyCodes.ENTER, key: 'Enter'},\n [TestKey.SHIFT]:
 {keyCode: keyCodes.SHIFT, key: 'Shift'},\n [TestKey.CONTROL]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONT
 keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\n [TestKey.PAGE_DOWN]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'},\n [TestKey.END]:
keyCodes.PAGE_UP, key: 'PageUp'},\n [TestKey.PAGE_DOWN]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'},\n [TestKey.END]: {keyCode: keyCodes.END, key: 'End'},\n [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLp'},\n [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\n [TestKey.DOWN_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowRight'},\n [TestKey.DOWN_ARROW]: {keyCode: keyCodes.BOWN_ARROW, key: 'ArrowDown'},\n [TestKey.BERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]: {keyCode: keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.F1]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]: {keyCode: keyCodes.P6, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key: 'F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: 'F4'},\n [TestKey.F5]: {keyCode: keyCodes.F6, key: 'F6'},\n [TestKey.F7]: {keyCode: keyCodes.F7, key: 'F7'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F1]: {key
 Promise<void>) {}\n\n /** Blur the element. */\n async blur(): Promise<void> {\n triggerBlur(this.element as HTMLElement);\n await
 this._stabilize();\n }\n\n /** Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n if
 (!isTextInput(this.element)) {In throw Error('Attempting to clear an invalid element');In }In clearElement(this.element);In await
 this._stabilize();\n }\n\n /**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is
 clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):

Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n *
Click the element at the specified coordinates relative to the top-left of the element.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers
 Modifier keys held while clickingin */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n
...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n const isDisabled = (this.element as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n
// sequence but not dispatch the 'click' event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click
```

```
event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n //
https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await
this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n *Right clicks on the element at the
specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n '
@param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
[ˈcenterˈ, ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n await this._dispatchMouseEventSequence(ˈcontextmenuˈ,
args, 2);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<\oid> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<\single {\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<\single {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse
over the element. */\n async hover(): Promise<\pre>void> {\n this._dispatchPointerEventlfSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async mouseAway(): Promise<\pre>void> {\n this._dispatchPointerEventlfSupported('pointerleave');\n
dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n /**\n *
Sends the given string to the input as a series of key presses. Also fires input events in and attempts to add the string to the Element's value.
Note that this cannot\n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys:
(string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and
attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]):
Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const args = modifiersAndKeys.map(k => (typeof k ===
'number' ? keyMap[k as TestKey] : k));\n typeInElement(this.element as HTMLElement, ...args);\n await this._stabilize();\n \\n\n'*\n * Gets the text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
{\n await this._stabilize();\n if (options?.exclude) {\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return (this.element.textContent || ").trim();\n }\n\n /**\n * Sets the value of a `contenteditable` element.\n * @param value Value to be set on the
element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a 'contenteditable' element.');in }ln\n await this_stabilize();in this.element.textContent = value;in }\n\n /** Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> {\n await
dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this. stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in } in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in Promise (this._stabilize(); in return (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Pro
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */\n async selectOptions(...optionIndexes: number[]): Promise<void> {\n let
hasChanged = false; \n const options = this.element.querySelectorAll('option'); \n const indexes = new Set(optionIndexes); // Convert to a set to
remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');\n }\n }\n\n if (hasChanged) {\n`await this._stabilize();\n }\n }\n\n'* Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> (In await this._stabilize();In const elementPrototype = Element.prototype as
any;\n return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(\n this.element,\n selector,\n );\n }\n\n /** Checks whether the element is focused. */\n async isFocused(): Promise<br/>
*ho await this._stabilize();\n return document.activeElement ===
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event);\n await this._stabilize();\n \n\n /**\n * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
number,\n offsetY?: number,\n button?: number,\n /\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {In dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {In isPrimary:
true, In button, In }); In }In }In In /**In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary
event at the end, if specifed.\n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n ) {\n let clientX: number | undefined = undefined;\n let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;\n let
modifiers: ModifierKeys = {};\n\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n if (args.length {\text{ } top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n\ // Round the computed click position as decimal pixels are not\n\// supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n }\n\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientY,\n offsetY,\n offsetY,\n button,\n );\n
dispatchMouseEvent(\n this.element,\n 'mousedown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See:
https://github.com/angular/components/pull/20758/files#r520886256.\n await this_stabilize();\n }\n}\n","**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In From '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) => root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */\nlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */inconst activeFixtures
= new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n
  @param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {\n if (!activeFixtures.size) {\n handleAutoChangeDetectionStatus(((isDisabled, onDetectChangesNow}) => {\n
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\n activeFixtures.add(fixture);\n}\n\n/**\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.in * @param fixture The fixture to stop handling change detection batching for.in */infunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {in
activeFixtures.delete(fixture); In if (!activeFixtures.size) {In stopHandlingAutoChangeDetectionStatus(); In }In}InIn/** Whether we are currently
in the fake async zone. */Infunction isInFakeAsyncZone() {In return Zone!.current.get('FakeAsyncTestZoneSpec') != null;In}In\n'*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */\nexport class
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
_destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /**
The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
```

```
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
this._options = {...defaultEnvironmentOptions, ...options};in this._taskState = TaskStateZoneInterceptor.setup();in this._stabilizeCallback = ()
=> this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {\n return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n }\n\n *\Creates a `HarnessLoader` at
the document root. This can be used if harnesses arein * located outside of a fixture (e.g. overlays appended to the document body).in */in static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n \\n\n \rightarrow \text{Treates an instance of the given harness}
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await
detectChanges(this._fixture);\n }\n }\n /\n *\un * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\in */\in async waitForTasksOutsideAngular(): Promise<void> {\in // If we run in the fake async zone, we run \"flush\" to run any scheduled tasks. This\in // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state willin // never change. This is because the task queue will be only drained if the fake async\n // zone is being flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this_taskState.pipe(takeWhile(state => !state.stable)).toPromise();in }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return document.body;\n }\n\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this_stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (n return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n`}\n\n`/**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
[],"mappings":";;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAMC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASn
C,IAAA,WAAA,CAAoB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C
AAC,UAAU,GAAG,IAAI,CAAC,kCAAkC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAA
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AC,GAAG,IAAI,CAAC,CAAC;AAC3B,YAAA,WAAW,CAAC,SAAS,CAAC,GAAG,IAAI,CAAC,CAAC;AACJC,SAAC,CAAC;QAEF,QAAQ,QAAQ,CAAC,
qBAAqB,CAAC,GAAG,WAAW,CAAC,KAAK,EAAE;KAC9D;AACF;;ACrGD;AACA,IAAI,SAAS,GAAG,CAAC,CAAC;AAEIB;;;AAGG;AACG,SAAU,g
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GAAĞ,CAAC,EACV,SAAA,GAA0B,EAAE,EAAA;;;;;IAM5B,MAAM,OAAO,GAAG,OAAO,CAAC;IACxB,MAAM,OAAO,GAAG,OAAO,CAAC;AAExB,I
AAA,MAAM,KAAK,GAAG,IAAI,UAAU,CAAC,IAAI,EAAE;AACjC,QAAA,OAAO,EAAE,IAAI;AACb,QAAA,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IA
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,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;SACa,gBAAgB,CAAC,IAAY,EAAE,KAAK,GAAG,CAAC,EAAE,KAAK,GAAG,CAAC,EAAE,
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E,gBAAgB,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;AAErE,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;AACa,SAAA,mBAAmB,CACjC,I
AÄY,EAČZ,OAAA,GAAkB,CAAC,EACnB,GAAc,GAAA,EAAE,EAChB,SAAA,GAA0B,EAAE,EAAA;AAE5B,IAAA,OAAO,IAAI,aAAa,CAAC,IAAI,EAA
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AGG; SACa, OBAAOB, CACIC, IAAU, EACV, IAAY, EACZ, OAAO, GAAG, CAAC, EACX, OAAO, GAAG, CAAC, EACX, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAgB, EAChB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OAAGB, OA
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AA,IAAI,IAAI,CAAC,MAAM,IAAI,OAAO,IAAI,CAAC,IAAI,CAAC,MAAM,GAAG,CAAC,CAAC,KAAK,QAAQ,EAAE;AAC5D,YAAA,SAAS,GAAG,IAAI, CAAC,GAAG,EAAkB,CAAC;SACxC;AAED,QAAA,IAAI,IAAI,CAAC,MAAM,EAAE;AACf,YAAA,MAAM,EAAC,IAAI,EAAE,GAAG,EAAE,KAAK,EAAE ,MAAM,EAAC,GAAG,MAAM,IAAI,CAAC,AAÂa,EAAE,CAAC;YAC9D,OAAÓ,GAAG,IAAI,CAAC,CAAC,CAAC,KAAK,QAAQ,GAAG,KAAK,GAAG,CA AC,GAAI,IAAI,CAAC,CAAC,CAAY,CAAC;YACjE,OAAO,GAAG,IAAI,CAAC,CAAC,CAAC,KAAK,QAAQ,GAAG,MAAM,GAAG,CAAC,GAAI,IAAI,CAA C,CAAC,CAAY,CAAC;;;YAIIE,OAAO,GAAG,IAAI,CAAC,KAAK,CAAC,IAAI,GAAG,OAAO,CAAC,CAAC;YACrC,OAAO,GAAG,IAAI,CAAC,KAAK,CA AC,GAAG,GAAG,OAAO,CAAC,CAAC;SACrC;AAED,QAAA,IAAI,CAAC,gCAAgC,CACnC,aAAa,EACb,OAAO,EACP,OAAO,EACP,OAAO,EACP,OA AO,EACP,MAAM,CACP,CAAC;AACF,QAAA,KBAAKB,CAChB,IAAI,CAAC,OAAO,EACZ,WAAW,EACX,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACF,OAAO,EACP, EACP,MAAM,EACN,SAAS,CACV,CAAC;;AAGF,QAAA,IAAI,gBAAgB,KAAK,IAAI,EAAE;AAC7B,YAAA,kBAAkB,CAChB,IAAI,CAAC,OAAO,EACZ,g BAAgB,EAChB,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;SACH;;;;;AAMD,QAAA,MAAM,IAAI,CAAC ,UAAU,EAAE,CAAC;KACzB;AACF;;AChXD;AACA,MAAM,yBAAyB,GAAqC;AACIE,IAAA,OAAO,EAAE,CAAC,QAAgB,EAAE,IAAa,KAAK,IAAI,CA ÁC, gBÁAgB, CAAC, QAAQ, CAAC; CÁC9E, CÁAC; AÁEF; AACA, IAÁI, 0BAA0B, GAAG, KAAK, CAAC; AAEÝC;; AAEG; AÁCH, MAÁM, CÁAC, GAÁG, IÁÁI, GAAG,EAA6B,CAAC;AAE5D;;;AAGG;AACH,SAAS,uCAAuC,CAAC,OAAKC,EAAA;AACjF,IAAA,IAAI,CAAC,cAAc,CAAC,IAAI,EAAE;QACXB,+BA A+B,CAAC,CAAC,EAAC,UAAÚ,EAAE,kBAAKB,EAAC,KAAI;ÝACnE,0BAA0B,GAAG,UAAÚ,CAAC;YACxC,IAAI,kBAAKB,EAAÉ;gBACťB,OAAO,C F;AACH,SAAC,CAAC,CAAC;KACJ;AACD,IAAA,cAAc,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;AAC9B,CAAC;AAED;;;AAGG;AACH,SAAS,yCAA AAA,qCAAqC,EAAE,CAAC;KACzC;AACH,CAAC;AAED;AACA,SAAS,iBAAiB,GAAA;IACxB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,CAAC,uBA AUB, CAAC, IAAI, IAAI, CAAC; AAC5D, CAAC; AAED;;;;AAGG;AACH, eAAe, aAAA, CAAC, OAAKC, EAAA;IAC7D, OAAO, CAAC, aAAa, EAAE, CAAC;IACx B,IAAI,iBAAIB,EAAE,EAAE;AACvB,QAAA,KAAK,EAAE,CAAC;KACT;SAAM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AAC H,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAAxE,IAAA,WAAA,CACE,cAAuB,EACf,QAAmC,EAC3C,OAA0C,EAAA;QAE1C,K AAK,CAAC,CAAC,CAAC,CAAC,QAHd,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAA2B;;QAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC,QAIBZB,IAAI,CA
AC,QAAQ,GAAG,EAAC,GAAG,WBAAWB,EAAE,GAAG,OAAO,EAAC,CAAC;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,WBAAWB,CAAC,KAAK,EAAE
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ModifierKeys} from '@angular/cdk/testing';\n\n/** Used to generate unique IDs for events. */\nlet uniquelds = 0;\n\n/*\n * Creates a browser MouseEvent with the specified options.\n * @docs-private\n */\nexport function createMouseEvent(\n type: string,\n clientX = 0,\n clientY = 0,\n offsetX = 0,\n offsetY = 0,\n button = 0,\n modifiers: ModifierKeys = {},\n) {\n // Note: We cannot determine the position of the mouse event based on the screen\n // because the dimensions and position of the browser window are not available\n // To provide reasonable `screenX` and `screenY` coordinates, we simply use the\n // client coordinates as if the browser is opened in fullscreen.\n const screenX = clientX;\n const screenY = clientY;\n\n const event = new MouseEvent(type, {\n bubbles: true,\n cancelable: true,\n composed: true, // Required for shadow DOM events.\n view: window,\n detail: 1,\n relatedTarget: null,\n screenX,\n screenY,\n clientX,\n clientY,\n ctrlKey: modifiers.control,\n altKey: modifiers.alt,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n button: button,in buttons: 1,in });\n\n // The `MouseEvent` constructor doesn't allow us to pass these properties into the constructor.\n // Override them to `1`, because they're used for fake screen reader event detection.\n if (offsetX != null) {\n defineReadonlyEventProperty(event, 'offsetX', offsetX);in }in\n if (offsetY != null) {in defineReadonlyEventProperty(event, 'offsetY', offsetY);in }in\n return event;in}in\n'*\n *
Creates a browser `PointerEvent` with the specified options. Pointer events\n * by default will appear as if they are the primary pointer of their type.\n * https://www.w3.org/TR/pointerevents2/#dom-pointerevent-isprimary.\n *\n * For example, if pointer events for a multi-touch interaction are created, the non-primary\n * pointer touches would need to be represented by non-primary pointer events.\n *\n * @docsprivate\n */\nexport function createPointerEvent(\n type: string,\n clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n options: PointerEventInit = {isPrimary: true},\n) {\n const event = new PointerEvent(type, {\n bubbles: true,\n cancelable: true,\n composed: true, // Required for shadow DOM events. In view: window, In clientY, In clientY, In ... options, In }); In In (offsetX != null) {In defineReadonlyEventProperty(event, 'offsetX', offsetX);\n }\n\n if (offsetY != null) {\n defineReadonlyEventProperty(event, 'offsetY', offsetY);\n }\n\n return event;\n}\n\n**\n * Creates a browser TouchEvent with the specified pointer coordinates.\n * @docs-private\n */\nexport function createTouchEvent(type: string, pageX = 0, pageY = 0, clientX = 0, clientY = 0) {\n // We cannot use the `TouchEvent` or `Touch` because Firefox and Safari lack support.\n // TODO: Switch to the constructor API when it is available for Firefox and Safari.\n const event = document.createEvent('UIEvent');\n const touchDetails = {pageX, pageY, clientX, clientY, identifier: uniqueIds++};\n\n // TS3.6 removes the initUIEvent method and suggests porting to \"new UIEvent()\".\n (event as any).initUIEvent(type, true, true, window, 0);\n\n // Most of the browsers don't have a \"initTouchEvent\" method that can be used to define\n // the touch details.\n defineReadonlyEventProperty(event, 'touches', [touchDetails]);In defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);In defineReadonlyEventProperty(event, 'changedTouches', [touchDetails]);In\n return event;in\n\n*\n * Creates a keyboard event with the specified key and modifiers.\n * @docs-private\n *\nexport function createKeyboardEvent(\n type: string,\n keyCode: number = 0,\n key: string = ",\n modifiers: ModifierKeys = \{\},\n\) \{\n return new KeyboardEvent(type, \{\n bubbles: true,\n cancelable: true,\n composed: true,\n\) Required for shadow DOM events.\n view: window,\n keyCode: keyCode,\n key: key,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n altKey: modifiers.alt,\n ctrlKey: modifiers.control,\n }};\n}\n\n\n**\n * Creates a fake event object with any desired event type.\n * @docs-private\n */\nexport function createFakeEvent(type: string, bubbles = false, cancelable = true, composed = true) {In return new Event(type, {bubbles, cancelable, composed}};\n}\n\\n\n'*\n * Defines a readonly property on the given event object. Readonly properties on an event object\n * are always set as configurable as that matches default readonly properties for DOM event objects.\n */\nfunction defineReadonlyEventProperty(event: Event, propertyName: string, value: any) {\n Object.defineProperty(event, propertyName, {get: () => value, configurable: true});\n}\n*\n*\n*\n* @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ModifierKeys} from '@angular/cdk/testing';\nimport {\n createFakeEvent,\n createKeyboardEvent,\n createMouseEvent,\n createPointerEvent,\n createTouchEvent,\n} from './event-objects';\n\n/**\n * Utility to dispatch any event on a Node.\n * @docs-private\n */\nexport function dispatchEvent<T extends Event>(node: Node | Window, event: T): T {\n node.dispatchEvent(event);\n return event;\n}\n\n*\n * Shorthand to dispatch a fake event on a specified node.\n * @docs-private\n */Inexport function dispatchFakeEvent(node: Node | Window, type: string, bubbles?: boolean): Event {In return dispatchEvent(node, createFakeEvent(type, bubbles));In}InIn/**In * Shorthand to dispatch a keyboard event with a specified key code andIn * optional modifiers.\n * @docs-private\n */Inexport function dispatchKeyboardEvent(\n node: Node,\n type: string,\n keyCode?: number,\n key?: string,\n modifiers?: ModifierKeys,\n): KeyboardEvent {\n return dispatchEvent(node, createKeyboardEvent(type, keyCode, key, modifiers));\n\n\n\n*\n * Shorthand to dispatch a mouse event on the specified coordinates.\n * @docs-private\n */Inexport function dispatchMouseEvent(\n node: Node,\n type: string, In clientX = 0, In clientY = 0, In offsetX?: number, In offsetY?: number, In button?: number, In modifierS?: ModifierKeys, In): MouseEvent (In return dispatchEvent(ln node,ln createMouseEvent(type, clientX, clientY, offsetX, offsetY, button, modifiers),ln);ln}lnln/**ln * Shorthand to dispatch a pointer event on the specified coordinates. In * @docs-private\n */\nexport function dispatchPointerEvent(\n node: Node,\n type: string, In clientX = 0, In clientY = 0, In offsetX?: number, In offsetY?: number, In options?: PointerEventInit, In): PointerEvent {In return dispatchEvent(\n node,\n createPointerEvent(type, clientX, clientY, offsetX, offsetY, options),\n) as PointerEvent;\n\\n\n*\n * Shorthand to

```
dispatch a touch event on the specified coordinates.\n * @docs-private\n */\nexport function dispatchTouchEvent(\n node: Node,\n type:
string, In pageX = 0, In pageY = 0, In clientX = 0, In clientY = 0, In finety = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY = 0, In clientY 
clientY));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style
license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {dispatchFakeEvent} from './dispatch-
events';\n\nfunction triggerFocusChange(element: HTMLElement, event: 'focus' | 'blur') {\n let eventFired = false;\n const handler = () =>
(eventFired = true);\n element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (!eventFired) {\n dispatchFakeEvent(element, event);\n }\n}\n\n'*\n * Patches an elements focus and blur methods to emit events consistently
and predictably.\n * This is necessary, because some browsers can call the focus handlers asynchronously,\n * while others won't fire them at
all if the browser window is not focused.\n * @docs-private\n */\n// TODO: Check if this element focus patching is still needed for local
https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from
 '@angular/cdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from './dispatch-events';\nimport {triggerFocus} from
 '.lelement-focus';\n\n/** Input types for which the value can be entered incrementally. */\nconst incrementallnputTypes = new Set([\n 'text',\n
 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docs-
private\n */\nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement (\( \)\n const nodeName =
 element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n}\n\n/**\n * If keys have been specified,
focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the value.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function typeInElement(\n element:
HTMLElement, In ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the value.\n * @param
value and dispatchesin * the 'input' event, simulating the user typing.in * @param element Element onto which to set the value.in * @param modifiers Modifier keys that are held while typing.in * @param keys The keys to send to the element.in * @docs-privateln */Inexport function typelnElement(In element: HTMLElement, In modifiers: ModifierKeys, In ...keys: (string | {keyCode?: number; key?: string})[], In const first = modifiersAndKeys[0]; In let modifiers: ModifierKeys; In let rest: (string | {keyCode?: number; key?: string})[], In if (In first !== undefined &&In typeof first !== 'string' &&In first.keyCode === undefined &&In first.key === undefined In ) {In modifiers = first; In rest = modifiersAndKeys.slice(1); In } else {In modifiers = {}}. In rest = modifiersAndKeys; In } In const isInput = isTextInput(element); In const inputType = element.getAttribute('type') || 'text'; In const
keys: {keyCode?: number; key?: string}[] = restin .map(k =>in type of k === 'string'in ? k.split(").map(c => ({keyCode: c.toUpperCase().charCodeAt(0), key: c}))\n : [k],\n )\n .reduce((arr, k) => arr.concat(k), []);\n\n // Throw an error if no keys have been specified.
 Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw
getNoKeysSpecifiedError();\n }\n\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is
 that for some input types, the browser won't allow for an invalid value to be set via the\n // `value` property which will always be the case when
going character-by-character. If we detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the
  ReactiveFormsModule` uses such an approach) won't receive the correct value.In const enterValueIncrementally =In inputType
 'number'\n ? // The value can be set character by character in number inputs if it doesn't have any decimals.\n keys.every(key => key.key !== '.'
&& key.key !== '-' && key.keyCode !== PERIOD)\n: incrementalInputTypes.has(inputType);\n\n triggerFocus(element);\n\n // When we aren't
entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if
sending the keys, we have to do it now.in if (lenterValueIncrementally) {in dispatchFakeEvent(element, 'input');\in }\n\]/\n\n'in' Clears the text in an input or textarea element.\n' @docs-private\n */\nexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {in an input or textarea element.\n' @docs-private\n */\nexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {in an input or textarea element.\n' @docs-private\n' */\nexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {in an input or textarea element.\n' */\nexport function clearElement(element: HTMLInputElement) }
triggerFocus(element as HTMLElement);\in element.value = ";\in dispatchFakeEvent(element, 'input');\n}\n","/**in * @license\n * Copyright
Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file
at https://angular.io/license\n */\n\n// These are private APIs that are used both by the public APIs inside of this package, as well\n// as in unit
tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './event-
 objects';\nexport * from './element-focus';\nexport * from './type-in-element';\n","/**\n * @license\n * Copyright Google LLC All Rights
 Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n_getTextWithExcludedElements,\n ElementDimensions,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n EventData,\n} from '@angular/cdk/testing';\nimport {\n extOptions,\n EventData,\n} from '@angular/cdk/testing';\nimport {\n extOptions,\n}
clearElement,In createFakeEvent,In dispatchFakeEvent,In dispatchMouseEvent,In dispatchPointerEvent,In isTextInput,In triggerBlur,In
create-akeevent,in dispatch-akeevent,in dispatch-outerEvent,in dispatchPointerEvent,in isTextinput,in triggerBlur,in triggerFocus,in typeInElement,in dispatchEvent,in} from './fake-events';\n\n/** Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. */inconst keyMap = {\n [TestKey.BACKSPACE]; {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [TestKey.TAB]; {keyCode: keyCodes.KSPACE, key: 'Backspace'},\n [TestKey.SHIFT]; {keyCode: keyCodes.SHIFT, key: 'Shift'},\n [TestKey.CONTROL]; {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]; {keyCode: keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]; {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]; {keyCode: keyCodes.PAGE_UP, key: 'PageDown'},\n [TestKey.PAGE_DOWN]; {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.EFT_ARROW]; {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]; {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\n [TestKey.UP_ARROW]; {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\n [TestKey.Code: keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. keyCodes. 
 [TestKey.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: `ArrowRight'},\n [TestKey.DOWN_ARROW]: {keyCode:
 keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]:
 {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key:
 F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: 'F4'},\n [TestKey.F5]: {keyCode:
 keyCodes.F5, key: F5'},\n [TestKey.F6]: {keyCode: keyCodes.F6, key: F6'},\n [TestKey.F7]: {keyCode: keyCodes.F7, key: F7'},\n [TestKey.F8]:
 {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F9]: {keyCode: keyCodes.F9, key: 'F9'},\n [TestKey.F10]: {keyCode: keyCodes.F10, key: 'F10'},\n
[TestKey.F11]: {keyCode: keyCodes.F11, key: 'F11'},\n [TestKey.F12]: {keyCode: keyCodes.F12, key: 'F12'},\n [TestKey.META]: {keyCode: keyCodes.META, key: 'Meta'},\n [TestKey.COMMA]: {keyCode: keyCodes.COMMA, key: ','},\n};\n\n/** A `TestElement` implementation for unit
tests. */Inexport class UnitTestElement implements TestElement {\n constructor(readonly element: Element, private _stabilize: () =>
Promise<void>) {\ln\n | /** Blur the element. *\ln async blur(): Promise<void> {\ln triggerBlur(this.element as HTMLElement); \n await this._stabilize();\n }\ln\n | /** Clear the element's input (for input and textarea elements only). *\ln async clear(): Promise<void> {\ln if (!isTextInput(this.element)) {\ln throw Error('Attempting to clear an invalid element');\n }\ln clearElement(this.element);\n await this._stabilize();\n }\ln\n | /**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is
clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):

Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n *
Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along
the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers
Modifier keys held while clickingin */In click(relativeX: number, relativeY: number, modifierS?: ModifierKeys): Promise<void>;\n async click(\n
 ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n const isDisabled = (this.element
as Partial<{disabled?: boolean}>).disabled === true;\n\n // if the element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click
event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n //
https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await
this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n * Right clicks on the element at the
 specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n '
 @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n
 *Än rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys^?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n await this._dispatchMouseEventSequence('contextmenu',
args, 2);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run
```

```
into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse
over the element. */\n async hover(): Promise<void> {\n this._dispatchPointerEventlfSupported('pointerenter');\n
dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves
the mouse away from the element. */\n async mouseAway(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerleave');\n
dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n/**\n *
Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value. Note that this cannot\n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys:
(string | TestKey)[]): Promise<void>;\n |**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n *\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]): Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const args = modifiersAndKeys.map(k => (typeof k === 'number' ? keyMap[k as TestKey] : k));\n typeInElement(this.element as HTMLElement, ...args);\n await this._stabilize();\n \n\n '*\n * Gets the
text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
{In await this._stabilize();\n if (options?.exclude) {In return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.exclude);\n return _getTextWithExcludedElements(this.element, options.excludedElements(this.element, options.excludedElement, options.excludedElements(this.element, options.excludedElemen
this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a `contenteditable` element.');\n }\n\n await this._stabilize();\n this.element.textContent =
value;\n }\n\n /** Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> {\n await
this._stabilize();\n return this.element.getAttribute(name);\n \n\n /** Checks whether the element has the given class. */\n async
hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n }* Gets the
dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> {In await this._stabilize();\n return (this.element as any)[name];\n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. *In async selectOptions(...optionIndexes: number[]): Promise<void> {In let hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');\n }\n }\n\n if (hasChanged) {\n await this._stabilize();\n }\n }\n\n /** Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> {\n await this._stabilize();\n const elementPrototype = Element.prototype as
any;\n return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(\n this.element,\n selector,\n );\n }\n\n /** Checks
whether the element is focused. */In async isFocused(): Promise<boolean> {\n await this._stabilize();\n return document.activeElement ===
this.element;\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n const event = createFakeEvent(name); \n\n if (data) {\n I/
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this element, event); In await this _stabilize(); In } In I have a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12 does not have support for this,\n // so we need to conditionally create and dispatch these events based on feature detection.\n if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
true, In button, In } In } In } In } In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary
event at the end, if specified.\n */\n private async_dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n ) {\n let clientX: number | undefined = undefined;\n let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;
modifiers: ModifierKeys = {};\n\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n
if (args.length) {\n const {\eft, top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as
number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n // Round the computed click position as decimal pixels are
not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n }\n\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n );\n
dispatchMouseEvent(In this element,In 'mousedown',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );In
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See: https://github.com/angular/components/pull/20758/files#r520886256.\n await this._stabilize();\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment,\n HarnessLoader,\n stopHandlingAutoChangeDetectionStatus,\n TestElement,\n} from '@angular/cdk/testing';\nimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
TaskState, TaskStateZoneInterceptor from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */\nexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements.
*/\n queryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;\n}\n\n/** The default environment options. */\nconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */Inlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n *\inconst activeFixtures
= new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n * @param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {In if (!activeFixtures.size) {In handleAutoChangeDetectionStatus(({isDisabled, onDetectChangesNow}) => {In
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
change detection batching for.\n *\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n}
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
fixture.whenStable();\n \\n\/* A `HarnessEnvironment` implementation for Angular's Testbed. */inexport class
TestbedHarnessEnvironment extends HarnessEnvironment+Element> {\n /** Whether the environment has been destroyed. */\n private
_destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /**
The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
this._options = {...defaultEnvironmentOptions, ...options};in this._taskState = TaskStateZoneInterceptor.setup();in this._stabilizeCallback = ()
this_options = {...defaultEnvironmentOptions, ...options;;in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase tappy,in this_classifice = rask-state2offenter explorase
the document root. This can be used if harnesses arein * located outside of a fixture (e.g. overlays appended to the document body).in */in static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
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given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el.element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment'); In }InIn /**In * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,In options?: TestbedHarnessEnvironmentOptions,In ): Promise<T> (In const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if (this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await
detectChanges(this._fixture);\n }\n }\n /\n *\un * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\n */\n async waitForTasksOutsideAngular(): Promise<void> {\n // If we run in the fake async
zone, we run \"flush\" to run any scheduled tasks. This\n // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being
flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this_taskState.pipe(takeWhile(state =>
!state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return
this._fixture, this._options);\n }\n\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();In return
Array.from(this._options.queryFn(selector, this.rawRootElement));In }In}\n"],"names":
[],"mappings":";;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;AAKG;MACU,wBAAwB,CAAA;AASn
C,IAAA,WAAA,CAAOB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAQB;;QAPIC,IAAa,CAAA,AAAA,GAAG,IAAI,eAAe,CACID,IAAI,C
AAC,UAAU,GAAG,IAAI,CAAC,kCAAK,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAA
A,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGVD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACVF
,OAAA,IAAI,OAAO,KAAK,MAAM,EAAE;AACtB,YAAA,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,IAAI,CAAC,KCAAKC,CAAC,YAAY,CAAC,CAAC,CAAC
SAChF;KACF;;AAGO,IAAA,kCAAkC,CAAC,KAAmB,EAAA;AAC5D,QAAA,OAAO,EAAC,MAAM,EAAE,CAAC,KAAK,CAAC,SAAS,IAAI,CAAC,KA
AK,CAÁC,SAÁS,EAAC,CAÁC;KACVĎ;AAEĎ;;;;AAIĠ;AACH,IAAA,ÓÀAO,KAAK,ĠAAA;ÁACV,QAAA,IÁAI,IAÁI,KAAK,SAAŚ,EAAÉ;YAĆtB,MÁAM,
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 $\textbf{Copyright} @ \textbf{Google LLC All Rights Reserved.} \\ \textbf{(n * ln * Use of this source code is governed by an MIT-style license that can be (n * found in the LICENSE file at https://angular.io/license(n */\n\nimport {ModifierKeys} from '@angular/cdk/testing';\nimport {\n createFakeEvent,\n ...} \\ \textbf{(n createFakeEvent, n ...} \\ \textbf{(n createFakeEvent, n ...)}$ createKeyboardEvent,\n createMouseEvent,\n createPointerEvent,\n createTouchEvent,\n} from './event-objects';\n\n/**\n * Utility to dispatch any event on a Node.\in * @docs-private\n */\nexport function dispatchEvent<T extends Event>(node: Node | Window, event: T): T {\n node.dispatchEvent(event);\n return event;\n\\nin/**\n * Shorthand to dispatch a fake event on a specified node.\n * @docs-private\n */\nexport function dispatchFakeEvent(node: Node | Window, type: string, bubbles?: boolean): Event {\n return dispatchEvent(node, createFakeEvent(type, bubbles));\n}\n\n/**\n * Shorthand to dispatch a keyboard event with a specified key code and\n * optional modifiers.\n * @docs-private\n */\nexport function dispatchKeyboardEvent(\n node: Node.\n type: string.\n keyCode?: number.\n key?: string.\n modifiers?: ModifierKeys,\n): KeyboardEvent {\n return dispatchEvent(node, createKeyboardEvent(type, keyCode, key, modifiers));\n}\n\n/**\n * Shorthand to dispatch a mouse event on the specified coordinates. In * @docs-private In */Inexport function dispatch Mouse Event (In node: Node, In type: string, In clientX = 0, In clientY = 0, In offsetX?: number, In offsetY?: number, In button?: number, In modifierS?: ModifierKeys, In): MouseEvent (In return dispatchEvent(\n node,\n createMouseEvent(type, clientX, clientY, offsetX, offsetY, button, modifiers),\n);\n\\\n\n*\n * Shorthand to dispatch a pointer event on the specified coordinates. In * @docs-private In */\nexport function dispatchPointer Event(In node: Node, In type: string, In clientX = 0, In clientY = 0, In offsetX?: number, In offsetY?: number, In options?: PointerEventInit, In): PointerEvent {In return dispatchEvent(\n node,\n createPointerEvent(type, clientX, clientY, offsetX, offsetY, options),\n) as PointerEvent;\n}\n\n/*\n * Shorthand to dispatch a touch event on the specified coordinates.\n * @docs-private\n */\nexport function dispatchTouchEvent(\n node: Node,\n type: string,\n pageX = 0,\n pageY = 0,\n clientX = 0,\n clientY = 0,\n \{\n return dispatchEvent(node, createTouchEvent(type, pageX, pageY, clientX, client(y));in}\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {dispatchFakeEvent} from './dispatchevents';\n\nfunction triggerFocusChange(element: HTMLElement, event: 'focus' | 'blur') {\n let eventFired = false;\n const handler = () => (eventFired = true);\n element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (leventFired) {\n dispatchFakeEvent(element, event);\n }\n}\n\n/**\n * Patches an elements focus and blur methods to emit events consistently and predictably.\n * This is necessary, because some browsers can call the focus handlers asynchronously,\n * while others won't fire them at all if the browser window is not focused.\n * @docs-private\n */\n// TODO: Check if this element focus patching is still needed for local testing,\n// where browser is not necessarily focused.\nexport function patchElementFocus(element: HTMLElement) {\n element.focus = () => dispatchFakeEvent(element, 'focus');\n element.blur = () => dispatchFakeEvent(element, 'blur');\n}\n\n/** @docs-private */\nexport function triggerFocus(element: HTMLElement) {\n triggerFocus(element, 'focus');\n}\n\n/** @docs-private */\nexport function triggerBlur(element: HTMLElement) {in triggerFocusChange(element, 'blur');in}in","/**in * @license\in * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from '@angular/cdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from './dispatch-events';\nimport {triggerFocus} from './element-focus';\n\n/** Input types for which the value can be entered incrementally. */\nconst incrementallnputTypes = new Set([\n 'text',\n 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docsprivate\n */\nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement (\(\)\ n const nodeName = element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n}\n\n/**\n * If keys have been specified, typeInElement(In element: HTMLElement,In modifiers: ModifierKeys,In ...keys: (string | {keyCode?: number; key?: string})[]In): void;InInexport function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {In const first = modifiersAndKeys[0];In let modifiers. ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (\in first !== undefined &&\n typeof first !== 'string' &&\n first.keyCode === undefined &&\n first.key === undefined\n) {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers = {};\n rest = modifiersAndKeys;\n }\n const isInput = isTextInput(element);\n const inputType = element.getAttribute('type') || 'text';\n const keys: {keyCode?: number; key?: string}[] = rest\n .map(k =>\n typeof k === 'string'\n ? k.split(").map(c => ({keyCode: c.toUpperCase().charCodeAt(0), key: c}) \ln : [k], \ln) \ln .reduce((arr, k) => arr.concat(k), []); \ln 1 Throw an error if no keys have been specified. Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw getNoKeysSpecifiedError();\n }\n\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is that for some input types, the browser won't allow for an invalid value to be set via the\n // `value` property which will always be the case when going character-by-character. If we detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the ReactiveFormsModule` uses such an approach) won't receive the correct value.\n const enterValueIncrementally =\n inputType === 'number'\n ? // The value can be set character by character in number inputs if it doesn't have any decimals.\n keys.every(key => key.key !== '.' && key.key !== '-' && key.keyCode !== PERIOD)in : incrementalinputTypes.has(inputType);inin triggerFocus(element);inin // When we aren't entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if (lenterValueIncrementally) {In (element as HTMLInputElement) value = keys.reduce((value, key) => value + (key.key || "), "); In \n\n for \const key of keys) {In dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n if (isInput && key.key && key.key.length === 1) {\n if (enterValueIncrementally) {\n (element as HTMLInputElement | HTMLTextAreaElement).value += key.key;\n dispatchFakeEvent(element, 'input');\n }\n }\n dispatchKeyboardEvent(element, 'keyup', key keyCode, key.key, modifiers);\n \\n\n/\ Since we weren't dispatching \input\ events while

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sending the keys, we have to do it now.\n if (!enterValueIncrementally) {In dispatchFakeEvent(element, 'input');In }\n}\n\n/**\n * Clears the text
in an input or textarea element. In * @docs-private\n */Inexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {In
triggerFocus(element as HTMLElement);\n element.value = ";\n dispatchFakeEvent(element, 'input');\n}\n","/**\n * @license\n * Copyright
Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file
at https://angular.io/license\n */\n\n// These are private APIs that are used both by the public APIs inside of this package, as well\n// as in unit
at https://angular.io/licensein */nnii/ These are private APIs that are used both by the public APIs inside of this package, as wellthi/ as in users of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './event-objects';\nexport * from './event-objects';\nexport * from './event-objects';\nexport * from './event-objects';\nexport * from './event-objects';\nimport * found in the LICENSE file at https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\nexport = getTextWithExcludedElements,\n ElementDimensions,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n EventData,\n} from '@angular/cdk/testing';\nimport {\nexport = getTextWithExcludedElement,\n clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchMouseEvent,\n dispatchPointerEvent,\n isTextInput,\n triggerBlur,\n
triggerFocus,\in typeInElement,\in dispatchEvent,\in} from './fake-events';\in\n/** Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. */\inconst keyMap = \in [TestKey.BACKSPACE]: \{keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\in
[TestKey.TAB]: {keyCode: keyCodes.TAB, key: 'Tab'},\n [TestKey.ENTER]: {keyCode: keyCodes.ENTER, key: 'Enter'},\n [TestKey.SHIFT]: {keyCode: keyCodes.SHIFT, key: 'Shift'},\n [TestKey.CONTROL]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCodes.CONTROL, keyCode
 keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]: {keyCode:
 keyCodes.PAGE_UP, key: 'PageUp'},\n [TestKey.PAGE_DOWN]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'},\n [TestKey.END]:
{keyCode: keyCodes.END, key: 'End'},\in [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\in [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\in [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\in
 [TestKey.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowRight'},\n [TestKey.DOWN_ARROW]: {keyCode:
 keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]:
 {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key:
| Fe2'},\n [TestKey.F3]: {keyCode: keyCodes.F2, key: F2'},\n [TestKey.F4]: {keyCode: keyCodes.F2, key: F2'},\n [TestKey.F3]: {keyCode: keyCodes.F2, key: F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: F5'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: F4'},\n [TestKey.F5]: {keyCode: keyCodes.F5, key: F5'},\n [TestKey.F6]: {keyCode: keyCodes.F7, key: F7'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: F10'},\n [TestKey.F1]: {keyCode: keyCodes.F11, key: F11'},\n [TestKey.F1]: {keyCode: keyCodes.F12, key: F12'},\n [TestKey.META]: {keyCode: keyCodes.META, key: Meta'},\n [TestKey.COMMA]: {keyCode: keyCodes.COMMA, key: ','},\n},\n\n'** A `TestElement implementation for unit tests. */nexport class UnitTestElement implements TestElement (In constructor(readonly element: Element, private_stabilize: () =>
 Promise<void>) {}\n\n /** Blur the element. */\n async blur(): Promise<void> {\n triggerBlur(this.element as HTMLElement);\n await
this._stabilize();\n \\n\n \rangle \text{Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> \\n\n if
 (!isTextInput(this.element)) {In throw Error('Attempting to clear an invalid element');In }In clearElement(this.element);In await
 this._stabilize();\n }\n\n /**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is
clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):

Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n *
 Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along
the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifier's
Modifier keys held while clickingln */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n extra click)
 ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n const isDisabled = (this.element
 as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n
// sequence but not dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click
event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n //
https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await this_dispatchMouseEventSequence(isDisabled? null: 'click', args, 0);\n await this_stabilize();\n }\n\n #\n* Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n
 */In rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
["center", ModifierKeys?] | [number, number, ModifierKeys?]In ): Promise-void> {In await this._dispatchMouseEventSequence("contextmenu", args, 2);\n await this._stabilize();\n }\n\n \** Focus the element. */\n async focus(): Promise<void> {In triggerFocus(this.element as
HTMLElement);\n await this._stabilize();\n \\n\ I** Get the computed value of the given CSS property for the element. */\n async
getCssValue(property: string): Promise<string> {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run
 into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse
 over the element. */\n async hover(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerenter');\n
 dispatchMouseEvent(this.element, 'mouseover');in dispatchMouseEvent(this.element, 'mouseenter');in await this._stabilize();in }\n\n /** Moves
 the mouse away from the element. */\n async mouseAway(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerleave');\n
 dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n /**\n *
'number'? keyMap[k as TestKey]: k));in typeInElement(this.element as HTMLElement, ...args);in await this._stabilize();in }\nin /**in * Gets the text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
{In await this._stabilize();in if (options?.exclude) {In return _getTextWithExcludedElements(this.element, options.exclude);in }\n return _(this.element.textContent || '').trim();\n }\n\n *Sets the value of a `contenteditable` element.\n * @param value Value to be set on the
 element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await
this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a `contenteditable` element.');\n \\n\n await this._stabilize();\n this.element.textContent =
 value;\n }\n\n /** Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> {\n await
 this._stabilize();\n return this.element.getAttribute(name);\n }\n\n /** Checks whether the element has the given class. */\n async
 hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n /** Gets the
 dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
 this.element.getBoundingClientRect(); in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> {In await this._stabilize();In return (this.element as any)[name];In }InIn /** Sets the value of a property of an input. */In async
setInputValue(value: string): Promise<void> {In (this.element as any).value = value; In await this._stabilize(); In }In\n /** Selects the options at the specified indexes inside of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise<void> {In let
hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change'); in }in }in if (hasChanged) {in await this_stabilize(); in }in }init in the given selector. *In async matches selector string): Promise<br/>
| In a plant of the control of the given selector in the given selector. *In async matches selector string): Promise<br/>
| In await this_stabilize(); in const elementPrototype = Element.prototype as
this.element;\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n const event = createFakeEvent(name);\n\n if (data) {\n |/
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event); In await this._stabilize(); In } In In /** In *Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventlfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?: number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
 Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this,\in // so we need to conditionally create and dispatch these events based on feature detection.\in if (typeof PointerEvent!== 'undefined' && PointerEvent) {\in dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\in isPrimary:
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event at the end, if speciifed.\n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n ) {\n let clientX: number | undefined = undefined;\n let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;\n let
modifiers: ModifierKeys = {};\n\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n if (args.length) {\n const {left, top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n/ Round the computed click position as decimal pixels are
not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n }\n\this._dispatchPointerEventlfSupported(\n' pointerdown',\n clientX,\n offsetX,\n offsetY,\n button,\n button,\n' housedown',\n clientX,\n offsetX,\n offsetY,\n button,\n' housedown',\n' clientX,\n' offsetX,\n' offsetY,\n' button,\n' modifiers,\n' );\n' this._dispatchPointerEventlfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n' dispatchMouseEvent(\n' this.element,\n' mouseup',\n' clientX,\n' offsetX,\n' offsetX,\n' offsetX,\n' offsetY,\n' button,\n' modifiers,\n' );\n\n' // ff a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n ),\n }\n\n // This call to stabilize should not be needed since the callers will already do that them-in
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.in // See:
https://github.com/angular/components/pull/20758/files#r520886256.\n await this_stabilize();\n }\n}\n","/**\n * @license\n * Copyright Google
LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, MarnessLoader, MaroHandlingAutoChangeDetectionStatus, MaroHallement, MaroHangular/cdk/testing'; Mimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
{TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */inlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures = new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n
 @param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {\n if (!activeFixtures.size) {\n handleAutoChangeDetectionStatus(((isDisabled, onDetectChangesNow}) => {\n
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\;\n }\n activeFixtures.add(fixture);\n}\n\n\/*\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.in * @param fixture The fixture to stop handling
change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
activeFixtures.delete(fixture); In if (!activeFixtures.size) {In stopHandlingAutoChangeDetectionStatus(); In }In}InIn/** Whether we are currently
in the fake async zone. */Infunction isInFakeAsyncZone() {\n return Zone!.current.get('FakeAsyncTestZoneSpec') != null;\n}\n\n'*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */أnexport class
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
_destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /** The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
Element, in private _fixture: ComponentFixture<unknown>, in options?: TestbedHarnessEnvironmentOptions, in ) {In super(rawRootElement); in this._options = {...defaultEnvironmentOptions, ...options}; in this._taskState = TaskStateZoneInterceptor.setup(); in this._stabilizeCallback = ()
  > this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\ln }\;\n \ln \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \rangle\n \ran
fixture's root element. */In static loader(In fixture: ComponentFixture-unknown-, In options?: TestbedHarnessEnvironmentOptions, In ):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment'); In }InIn /**In * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return environment.createComponentHarness(harnessType, fixture.nativeElement);\n \\n\ **\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {In throw Error('Harness is attempting to use a fixture that has already been destroyed.');In }In\n await
detectChanges(this._fixture);\n \\n \text{Nn } \n \text{Waits for all scheduled or running async tasks to complete. This allows harness\n \text{* authors to}
wait for async tasks outside of the Angular zone.\n */\n async waitForTasksOutsideAngular(): Promise<void> {\n // If we run in the fake async
zone, we run \"flush\" to run any scheduled tasks. This\n // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being
flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we
cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this._taskState.pipe(takeWhile(state =
!state.stable)).toPromise();\in \in\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element \in\ return document.body;\in \in\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement \in\ return new UnitTestElement(element, this._stabilizeCallback);\in\ \in\ /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n }\n\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
Array.from(this._options.queryFn(selector, this.rawRootElement[]):\n }\n}\n"],\n"],\n"names":
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AAO,CAAC,KAAK,QAAQ,GAAG,MAAM,CAAC,CAAY,CAAC,GAAG,CAAC,CAAC,CAAC;QACSF,AAAA,CAAC,IAAI,CAAC,OAASB,EAAE,GA AG,IAAI,CAAC,CAAC;AACpD,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;KACzB;AAED;;;AAGG;IACH,MAAM,IAAI,CAAC,OAAqB,EAAA;AAC 9B,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC,AACxB,QAAA,IAAI,OAAO,EAAE,OAAO,EAAE;YACpB,OAAO,4BAA4B,CAAC,IAAI,CAAC,OAA O,ÉÀAE,ÓAAO,CÁAC,OAAO,CAAC,CAAC;SACpE;AACD,QAAA,OAAO,CAAC,IAAÍ,CAAC,OAAO,CAAC,WAAW,IAAI,EAAE,EAAE,IAAI,EAAE,CA AC;KAChD;AAED;;;AAGG;IACH,MAAM,uBAAuB,CAAC,KAAa,EAAA;QACzC,MAAM,mBAAmB,GAAG,MAAM,IAAI,CAAC,YAAY,CAAC,iBAAiB,C AAC,CAAC;QAEVE,IAAI,mBAAmB,KAAK,EAAE,IAAI,mBAAmB,KAAK,MAAM,EAAE;AAChE,YAAA,MAAM,IAAI,KAAK,CAAC,4EAA4E,CAAC,CA AC;SAC/F;AAED,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;AACxB,QAAA,IAAI,CAAC,OAAO,CAAC,WAAW,GAAG,KAAK,CAAC;KACIC;;IAG D,MAAM,YAAY,CAAC,IAAY,EAAA;AAC7B,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC,OAAO,CAAC,YAAY,CAAC,IA AI,CAAC,CAAC;KACxC;;IAGD,MAAM,QAAQ,CAAC,IAAY,EAAA;AACzB,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC, OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC;KAC9C;;AAGD,IAAA,MAAM,aAAa,GAAA;AACjB,QAAA,MAAM,IAAI,CAAC,UAAU,EA AE,CAAC;AACxB,QAAA,OAAO,IAAI,CAAC,OAAO,CAAC,qBAAqB,EAAE,CAAC;KAC7C;;IAGD,MAAM,WAAW,CAAU,IAAY,EAAA;AACrC,QAAA MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;AACxB,QAAA,OAAQ,IAAI,CAAC,OAAe,CAAC,IAAI,CAAC,CAAC;KACpC;;IAGD,MAAM,aAAa,CAAC,KAA a,EAAÁ;AAĆ9B,QÁAA,IÁAI,CAÁC,OAÁe,CAAĆ,KAAK,GAAĞ,KAÁK,CAÁC;AAĆPC,QÁAA,MAAM,IAAI,CAAC,UÁAU,EÁAE,CAÁC;KÁCZB;;ÁAG D,IAAA,MAAM,aAAa,CAAC,GAAG,aAAuB,EAAA;QAC5C,IAAI,UAAU,GAAG,KAAK,CAAC;QACvB,MAAM,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC, gBAAgB,CAAC,QAAQ,CAAC,CAAC;QACxD,MAAM,OAAO,GAAG,IAAI,GAAG,CAAC,aAAa,CAAC,CAAC;AAEvC,QAAA,KAAK,IAAI,CAAC,GAAG, CAAC,EAAE,CAAC,GAAG,OAAO,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;AACvC,YAAA,MAAM,MAAM,GAAG,OAAO,CAAC,CAAC,CAAC,CAAC, AO,EAAE,QAAQ,CAAC,CAAC;AAC3C;SACF;QAED,IAAI,UAAU,EAAE;AACd,YAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;SACZB;KACF;;IAGD, MAAM, eAAe, CAAC, QAAgB, EAAA; AACpC, QAAA, MAAM, IAAI, CAAC, UAAU, EAAE, CAAC; AACXB, QAAA, MAAM, gBAAgB, GAAG, OAAO, CAAC, SA AgB,CAAC;QACID,QAAQ,CAAC,gBAAgB,CAAC,SAAS,CAAC,IAAI,gBAAgB,CAAC,mBAAmB,CAAC,EAAE,IAAI,CACHF,IAAI,CAAC,QAAQ,EACZ ,QÃÁQ,CAĆŤ,CAAĆ;KACH;;AAGĎ,IAAĂ,MAAM,ŚAAS,ĠAAA;ÁACЬ,QAAĂ,MAAM,IÁAI,CAAĆ,UAAU,EAAE,CAAĆ;AACXB,QÁAA,OÁAO,QÁAQ, CAAC,AAAa,KAAK,IAAI,CAAC,OAAO,CAAC;KAChD;AAED;;;AAGG;AACH,IAAA,MAAM,AAAa,CAAC,IAAY,EAAE,IAAgC,EAAA;AAChE,QAAA,M AAM,KAAK,GAAG,eAAe,CAAC,IAAI,CAAC,CAAC;QAEpC,IAAI,IAAI,EAAE;;AAER,YAAA,MAAM,CAAC,MAAM,CAAC,KAAK,EAAE,IAAI,CAAC,C AAC;SAC5B;AAED,QAAA,AAAa,CAAC,IAAI,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;AACnC,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;KAC zB;AAED;;;;;AAMG;IACK,gCAAgC,CACtC,IAAY,EACZ,OAAgB,EAChB,OAAgB,EAChB,OAAgB,EAChB,OAAgB,EAChB,MAAe,EAAA;;;;AAMf,Q AAA,IAAI,OAAO,YAAY,KAAK,WAAW,IAAI,YAAY,EAAE;AACvD,YAAA,oBAAoB,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,EAAE,OAAO,EAAE,OAAO,E AAE,OAAO,EAAE,OAAO,EAAE;AAC3E,gBAAA,SAAS,EAAE,IAAI;gBACf,MAAM;AACP,aAAA,CAAC,CAAC;SACJ;KACF;AAED;;;AAGG;AACK,IA AA,MAAM,2BAA2B,CACvC,gBAA+B,EAC/B,IAAmF,EACnF,MAAe,EAAA;QAEf,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAuB,SA AS,CAAC;QAC5C,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,SAAS,GAAIB,EAAE,CAAC;AAEjC,QA O,EACP,MAAM,EACN,SAAS,CACV,CAAC;AACF,QAAA,IAAI,CAAC,gCAAgC,CAAC,WAAW,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO ,EAAE,MAAM,CAAC,CAAC;AAC/F,QAAA,kBAAKB,CAChB,IAAI,CAAC,OAAO,EACZ,SAAS,EACT,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO, ÉACP,MAAM,ÉACN,SAAS,CACV,CAAC;;AAGF,QAAA,IAAI,gBAAgB,KAAK,IAAI,EAAÉ;AAC7B,YAAA,kBAAkB,CAChB,IAAI,CAAC,OAAO,EACZ,g BAAgB,EAChB,OAAO,EACP,OAAO,EACP,OAAÒ,EACP,OAĂO,EACP,MAAM,EACN,SAAS,CACV,CAAC;SACH;;;;;AAMD,QAAA,MAAM,IAAI,CAAČ ,UAAU,EAAE,CAAC;KACzB;AACF;;AChXD;AACA,MAAM,yBAAyB,GAAqC;AACIE,IAAA,OAAO,EAAE,CAAC,QAAgB,EAAE,IAAa,KAAK,IAAI,CA AC,gBAAgB,CAAC,QAAQ,CAAC;CAC9E,CAAC;AAEF;AACA,IAAI,0BAA0B,GAAG,KAAK,CAAC;AAEvC;;AAEG;AACH,MAAM,cAAc,GAAG,IAAI, GAÁG,EAÁ6B,CAAC;AAÉ5D;;;AAGG;AACH,SAAS,uCAAuC,CAAC,OAAKC,EAAA;AACjF,IAAA,IAAI,CAAC,cAAc,CAAC,IAAI,EAAE;QACxB,+BA A+B,CAAC,CAAC,EAAC,UAAU,EAAE,kBAAkB,EAAC,KAAI;YACnE,0BAA0B,GAAG,UAAU,CAAC;YACxC,IAAI,kBAAkB,EAAE;gBACtB,OAAO,C F;AACH,SAAC,CAAC,CAAC;KACJ;AACD,IAAA,cAAc,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;AAC9B,CAAC;AAED;;;AAGG;AACH,SAAS,yCAA yC,CAAC,OAAKC,EAAA;AACnF,IAAA,cAAC,CAAC,MAAM,CAAC,OAAO,CAAC;AAC/B,IAAA,IAAI,CAAC,CAAC,CAAC,IAAI,EAAE;AACXB,Q
AAA,qCAAqC,EAAE,CAAC;KACZC;AACH,CAAC;AAED;AACA,SAAS,IBAAIB,GAAA;IACXB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,CAAC,UBA
AUB,CAAC,IAAI,IAAI,CAAC;AAC5D,CAAC;AAED;;;;AAGG;AACH,eAAe,aAAa,CAAC,OAAKC,EAAA;IAC7D,OAAO,CAAC,aAAa,EAAE,CAAC;IACX
B,IAAI,IBAAIB,EAAE,EAAE;AACVB,QAAA,KAAK,EAAE,CAAC;KACT;SAAM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AAC
H,CAAC;AAED;AACM,MAAO,YBAA0B,SAAQ,kBAA2B,CAAA;AAaxE,IAAA,WAAA,CACE,cAAUB,EACf,QAAMC,EAC3C,OAAOC,EAAA;QAE1C,K AAK,CAAC,CAAC,CAAC,CAAC;OAHd,IAAO,CAAA,OAAA,GAAR,OAAO,CAA2B;;OAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC;OAiBzB,IAAI,CA AC,QAAQ,GAAG,EAAC,GAAG,yBAAyB,EAAE,GAAG,OAAO,EAAC,CAAC;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,wBAAwB,CAAC,KAAK,EAAE ,CAAC;QACnD,IAAI,CAAC,kBAAkB,ĞAAG,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC;QACtD,uCAAuC,CAAC,QAAQ,CAAC,CAAC;AACID,QAAA,QA ÁQ,CAÁC,YAAY,CAÁC,SAÁS,CAAC,MAAK;YACnĆ,yCÁAYC,CAAC,QAAQ,CAAC,CAAC;AACPD,YAAA,IAÁÌ,CAÁC,UAAU,GAAG,IAAI,CAAC;ÁAC zB,SAAC,CAAC,CAAC;KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAKC,EACIC,OAAOC,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,OAAO,CAAC, aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;KAC/E;AAED;;;AAGG;AACH,IAAA,OAAO,kBAAKB,CACvB,OAAkC,EACIC,OAA0C,EAAA;QAE1C, OAAÓ,IAAI,yBAAyB,CAAĆ,QAAQ,CAAĆ,IAAI,EAAE,ÓAAO,ÉAAE,OÁAO,CÁAC,CÁAC;KACvE;;IAGD,OAÁO,gBAÁgB,CÁAC,EAÁe,EAAÁ,AACr C,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACjC,OAAO,EAAE,CAAC,OAAO,CAAC;SACnB;AACD,QAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAA C;KACIF;AAED;;;;;AAKG;IACH,aAAa,iBAAiB,CAC5B,OAAKC,EACIC,WAA2C,EAC3C,OAA0C,EAAA;AAE1C,QAAA,MAAM,WAAW,GAAG,IAAI,yB AAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;AAC3F,QAAA,MAAM,WAAW,CAAC,cAAc,EAAE,CAAC;QACnC,OAAO, WAAW,CAAC,sBAAsB,CAAC,WAAW,EAAE,OAAO,CAAC,aAAa,CAAC,CAAC;KAC/E;AAED;;;;AAIG;AACH,IAAA,MAAM,cAAc,GAAA,QACIB,IAAI,CAAC,0BAA0B,EAAE;AAC/B,YAAA,IAAI,IAAI,CAAC,UAAU,EAAE;AACnB,gBAAA,MAAM,KAAK,CAAC,yEAAyE,CAAC,CAAC;aACxF;AAED,YA AA,MAAM,aAAa,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;SACDC;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,0BAA0B,GAAA;;;;;QAO9B,IAAI,iBAA
iB,EAAE,EAAE;AACVB,YAAA,KAAK,EAAE,CAAC;SACDC;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,0BAA0B,GAAA;;;;;QAO9B,IAAI,iBAA
iB,EAAE,EAAE;AACVB,YAAA,KAAK,EAAE,CAAC;SACT;;;;QAMD,MAAM,IAAI,CAAC,UAAU,CAAC,IAAI,CAAC,SAAS,CAAC,KAAK,IAAI,CAAC,K
AAK,CAAC,MAAM,CAAC,CAAC,CAAC,SAAS,EAAE,CAAC;KAC3E;;IAGS,eAAe,GAAA;QACVB,OAAO,QAAQ,CAAC,IAAI,CAAC;KAC1B;;AAGS,I
AAA,IBAAIB,CAAC,OAAgB,EAAA;QAC1C,OAAO,IAAI,eAAe,CAAC,OAAO,EAAE,IAAI,CAAC,KBAAKB,CAAC,CAAC;KAC9D;;AAGS,IAAA,IBAAIB ,CAAC,OAAgB,EAAA;AAC1C,QAAA,OAAO,IAAI,yBAAyB,CAAC,OAAO,EAAE,IAAI,CAAC,QAAQ,EAAE,IAAI,CAAC,QAAQ,CAAC,CAAC;KAC7E; AAED;;AAEĞ;IACO,MAAM,IBAAIB,CAAC,QAAgB,EAAA;AAChD,QAAA,MAAM,IAAI,CAAC,CAAC,EAAE,CAAC;AAC5B,QAAA,OAAO,KAAK,CAA C,IAAI,CAAC,IAAI,CAAC,QAAQ,CAAC,OAAO,CAAC,QAAQ,EAAE,IAAI,CAAC,CAAC,CAAC,CAAC,CAAC,KACzE;AACF;;;;"}

```
triggerBlur(element: HTMLElement) {\n triggerFocusChange(element, 'blur');\n}\n","/**\n * @license\n * Copyright Google LLC All Rights
 Reserved. In *In * Use of this source code is governed by an MIT-style license that can be In * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from
 '@angular/cdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from './dispatch-events';\nimport {triggerFocus} from
 '.lelement-focus';\n\n/** Input types for which the value can be entered incrementally. */\nconst incrementallnputTypes = new Set([\n 'text',\n
 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docs-
private\n */nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement (\n const nodeName
element.nodeName.toLowerCase(); In return nodeName === 'input' || nodeName === 'textarea'; In} In\n/** In * If keys have been specified,
focuses an input, sets its value and dispatchesin * the `input' event, simulating the user typing.in * @param element Element onto which to set the value.in * @param keys The keys to send to the element.in * @docs-privatein */inexport function typeInElement(in element).
HTMLElement,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its
value and dispatchesin * the `input` event, simulating the user typing.in * @param element Element onto which to set the value.in * @param modifiers Modifier keys that are held while typing.in * @param keys The keys to send to the element.in * @docs-privatein */inexport function
typeInElement(\n element: HTMLElement,\n modifiers: ModifierKeys,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\nexport
 function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {\n`const first = modifiersAndKeys[0];\n let modifiers
ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (in first !== undefined &&\n typeof first !== 'string' &&\n
                                   = undefined &&in first.key === undefinedIn ) {In modifiers = first;In rest = modifiersAndKeys.slice(1);In } else {In modifiers =
{}_{n} = 0 (keyCode: number; key: string) | 'text'; \n const keys: {keyCode?: number; key: string} = rest\n .map(k =>\n typeof k === 'string'\n ? k.split(").map(c => ({keyCode: number; key: string}) | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: {keyCode?: number; key?: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | | 'text'; \n const keys: string} | 'text'; \n const keys: string} | | 'text'; \n const keys: string
 c.toUpperCase().charCodeAt(0), key: c}]) n : [k], ln )\n .reduce((arr, k) => arr.concat(k), []); \n\n /i Throw an error if no keys have been specified.
 Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw
 getNoKeysSpecifiedError();\n }\n\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is
 that for some input types, the browser won't allow for an invalid value to be set via the\n // `value` property which will always be the case when
 going character-by-character. If we detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the
  ReactiveFormsModule` uses such an approach) won't receive the correct value.\n const enterValueIncrementally =\n inputType =
 'number'n? // The value can be set character by character in number inputs if it doesn't have any decimals.\n keys.every(key => key.key !== '.'
&& key.key !== '-' && key.keyCode !== PERIOD)\n : incrementalInputTypes.has(inputType);\n\n triggerFocus(element);\n\n // When we aren't
entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if
(lenterValueIncrementally) {In (element as HTMLInputElement) value = keys.reduce((value, key) => value + (key.key || "), "); In \n\n for \const key of keys) {In dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n if (isInput && key.key && key.key.length === 1) {\n if (enterValueIncrementally) {\n (element as
HTMLInputElement | HTMLTextAreaElement).value += key.key;\n dispatchFakeEvent(element, 'input');\n }\n }\n
dispatchKeyboardEvent(element, 'keyup', key.keyCode, key.key, modifiers);\n \\n\/l\ Since we weren't dispatching `input` events while
sending the keys, we have to do it now.in if (!enterValueIncrementally) {In dispatchFakeEvent(element, 'input');In }In}In\n/**In * Clears the text
in an input or textarea element.\n * @docs-private\n */\nexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {\line{\text{Input}}}
triggerFocus(element as HTMLElement);\n element.value = ";\n dispatchFakeEvent(element, 'input');\n}\n","/**\n * @license\n * Copyright
 Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file
at https://angular.io/license\n */\n\n// These are private APIs that are used both by the public APIs inside of this package, as well\n// as in unit
tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './type-in-element';\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n_getTextWithExcludedElements,\n ElementDimensions,\n ModifierKeys,\n TextElement,\n TestKey,\n TextOptions,\n EventData,\n} from '@angular/cdk/testing';\nimport {\n
clearElement, in createFakeEvent, in dispatchFakeEvent, in dispatchMouseEvent, in dispatchPointerEvent, in isTextInput, in triggerBlur, in
triggerFocus,\n typeInElement,\n dispatchEvent,\n} from './fake-events';\n\n/** Maps `TestKey` constants to the `keyCode` and `key` values
used by native browser events. */Inconst keyMap = {In [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'}, In [TestKey.TAB]: {keyCode: keyCodes.ENTER, key: 'Tabt'}, In [TestKey.BACKSPACE]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, key: 'Enter'}, In [TestKey.SHIFT]: {keyCodes.ENTER, keyCodes.ENTER, keyCodes.ENTER, keyCodes.ENTER, keyCodes.ENTER, keyCodes.ENTER, keyCodes.ENTER, keyCodes.EN
 {keyCode: keyCodes.SHIFT, key: 'Shift'},\n [TestKey.CONTROL]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode:
 keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]: {keyCode:
keyCodes.PAGE_UP, key: 'PageUp'},\n [TestKey.PAGE_DOWN]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'},\n [TestKey.END]: {keyCode: keyCodes.END, key: 'End'},\n [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowLeft'},\n [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\n
 [TestKey.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowRight'},\n [TestKey.DOWN_ARROW]: {keyCode:
 keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]:
 {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key:
 F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: 'F4'},\n [TestKey.F5]: {keyCode:
F2 ;,in [Testkey.F3]: {keyCode: keyCodes: keyCodes: keyCodes: keyCodes: keyCodes: keyCodes.F4, key: F4 ;,in [Testkey.F3]: {keyCode: keyCodes.F5, key: F5';,in [Testkey.F6]: {keyCode: keyCodes.F7, key: F7';,in [Testkey.F8]: {keyCode: keyCodes.F7, key: F9';,in [Testkey.F1]: {keyCode: keyCodes.F1, key: F10';,in [Testkey.F1]: {keyCode: keyCodes.F1, key: F10';,in [Testkey.F1]: {keyCode: keyCodes.F1, key: F11';,in [Testkey.META]: {keyCode: keyCodes.META, key: "H12';,in [Testkey.META]: {keyCode: keyCodes.META, key: "Meta';,in [Testkey.COMMA]: {keyCode: keyCodes.COMMA, key: ',';,in};,in\n/** A `TestElement` implementation for unit tests. */nexport class UnitTestElement implements TestElement {in constructor(readonly element: Element, private _stabilize: () => Promise<void> {in triggerBlur(this.element as HTML.Element); in await this tests is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that is the class that the class that the class that the class that the cla
this. stabilize(); I'm }\n\ \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text{In } \text
 this._stabilize();\n }\n\n /**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is
clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):
 Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n *
 Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along
 the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifier's
Modifier keys held while clickingln */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n extra click)
 ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n const isDisabled = (this element
as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click
heterory is not necessarily in // automatically prevented by the browser. There is mismatch between Firefox and Chromium: in // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\in await this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0); in await this._stabilize(); in }\in\ ** Right clicks on the element at the specified coordinates relative to the top-left of it. in * @param relativeX Coordinate within the element, along the X-axis at which to click.\in **
 @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n
 */In rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n await this._dispatchMouseEventKequence('contextmenu', args, 2);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async
getCssValue(property: string): Promise<string> {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run
 into common cases where itsin // needed.in return getComputedStyle(this.element).getPropertyValue(property);in }into the mouse
over the element. */\n async hover(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerenter');\n
dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async mouseAway(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerleave');\n
 dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n /**\n *
 Sends the given string to the input as a series of key presses. Also fires input events in * and attempts to add the string to the Element's value.
Note that this cannot\n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys:
(string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]):
Promise<void>;\n async sendKeys(...modifiersAndKeys: anyl): Promise<void> {\n const args = modifiersAndKeys.map(k => (typeof k === 'number' ? keyMap[k as TestKey] : k));\n typeInElement(this.element as HTMLElement, ...args);\n await this._stabilize();\n }\n\n /**\n * Gets the text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
```

```
{In await this._stabilize();\n if (options?.exclude) {\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return
(this.element.textContent || ").trim();\n }\n\n /**\n * Sets the value of a `contenteditable` element.\n * @param value Value to be set on the
element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await
this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {In throw new
Error('setContenteditableValue can only be called on a `contenteditable` element.');\ldots \int\n await this_stabilize();\ldots this.element.textContent = value;\ldots \int\n \rightarrow \text{Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> \int\n await this_stabilize();\ldots return this.element.getAttribute(name);\ldots \int\n \rightarrow \text{Checks whether the element has the given class. */\n async}
hasClass(name: string): Promise<br/>boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n |** Gets the dimensions of the element. *\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect();in }In\n /** Gets the value of a property of an element. */in async getProperty<T = any>(name: string): Promise<T> {In await this._stabilize();\n return (this.element as any)[name];\n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {In (this.element as any).value = value; In await this._stabilize(); In }In\n /** Selects the options at the specified indexes inside of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise<void> {In let
hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to
remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through 'option.selected', because 'HTMLSelectElement.value' doesn't\n // allow for multiple options to be selected, even in 'multiple'
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');in }\n }\n\n if (hasChanged) {\n`await this._stabilize();\n }\n }\n\n'* Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> (in await this._stabilize();\n const elementPrototype = Element.prototype as
any;\n return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(\n this.element,\n selector,\n );\n \h\n \h\n \h\n \h\n \h
whether the element is focused. */\n async isFocused(): Promise<boolean> {\n await this._stabilize();\n return document.activeElement === this.element;\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n const event = createFakeEvent(name);\n\n if (data) {\n //
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event); in await this_stabilize(); in }\n\n /*\n * Dispatches a pointer event on the current element if the browser supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X
axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this,\n // so we need to conditionally create and dispatch these events based on feature detection.\n if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
true, In button, In }); In }In }In In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary
event at the end, if specified \n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n ) {\n let clientX: number | undefined = undefined;\n let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;\n let
modifiers: ModifierKeys = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}\nn = {}
number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n // Round the computed click position as decimal pixels are
not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n |\n\n this._dispatchPointerEventIfSupported(\text{\n pointerdown',\n clientY,\n offsetY,\n offsetY,\n button,\n );\n
dispatchMouseEvent(\n this.element,\n 'mousedown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n this._dispatchPointerEventlfSupported('pointerup', clientX, clientY, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup', in clientY, in offsetY, in offsetY, in button, in modifiers, in ); in il f a primary event name is specified, emit it after the mouse event sequence. In if (primaryEventName!== null) {\n dispatchMouseEvent(in this.element, in primaryEventName, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in clientY, in 
offsetX,in offsetY,in button,in modifiers,in );in }inin /! This call to _stabilize should not be needed since the callers will already do that them-in // selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigatedin // why removing breaks those tests.in // See! https://github.com/angular/components/pull/20758/files#r520886256.in await this._stabilize();in }in} \n!\"."*\n * @license\n * Copyright Google LLC All Rights Reserved.in *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment,\n HarnessLoader,\n stopHandlingAutoChangeDetectionStatus,\n TestElement,\n} from '@angular/cdk/testing';\nimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */\nexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements.
*/In queryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;In}In\n/** The default environment options. */Inconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =:
root.querySelectorAll(selector),\n};\n\n\n**Whether auto change detection is currently disabled. */\nlet disableAutoChangeDetection = false;\n\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures = new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n * @param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {In if (!activeFixtures.size) {\n handleAutoChangeDetectionStatus(({isDisabled, onDetectChangesNow}) => {\n disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\;\n }\n activeFixtures.add(fixture);\n}\n\n/**\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.in * @param fixture The fixture to stop handling
change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
activeFixtures.delete(fixture); In if (!activeFixtures.size) {In stopHandlingAutoChangeDetectionStatus(); In }In}InIn/n** Whether we are currently
in the fake async zone. */Infunction isInFakeAsyncZone() {In return Zone!.current.get('FakeAsyncTestZoneSpec') != null;\n}\n\n\**\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */أnexport class
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
_destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /**
The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _options: restocal large schools;\n\n protected constructor(\n rawRootElement: Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options); In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el.element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n }\n\n /**\n * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.create Component Harness (harness Type, fixture.native Element); \\ ln \\ / ln \\ / **ln * Flushes change detection and async tasks for the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixture in the fixtu
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if (!disableAutoChangeDetection) {\n if (!disableAutoChangeDetection) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await detectChanges(this._fixture);\n }\n }\n \n \n *\wint \n *\waits for all scheduled or running async tasks to complete. This allows harness\n *\wint \n \text{authors to}
```

wait for async tasks outside of the Angular zone.\n */\n async waitForTasksOutsideAngular(): Promise<void> \\n // If we run in the fake async zone, we run \"flush\" to run any scheduled tasks. This\n // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // \wint until the task queue has been drained and the zone is stable. Note that\n // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this._taskState.pipe(takeWhile(state => !state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return document.body;\n }\n\n /** Creates a `TestElement' from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n }\n\n /**\n return new UnitTestElement(element, this._stabilizeCallback);\n }\n\n /**\n return new TestbedHarnessEnvironment(element, this._fixture, this._options);\n }\n\n /*\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n\n |\n^*\n^*\n^*\n

protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
[],"mappings":";;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;AAKG;MACU,wBAAwB,CAAA;AASn C,IAAA,WAAA,CAAOB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C AAC,UAAU,GAAG,IAAI,CAAC,kCAAkC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAA A,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGVD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACVF,QAAA,IAAI,OAAO,KAAK,MAAM,EAAE;AACtB,YAAA,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,IAAI,CAAC,KCAAKC,CAAC,YAAY,CAAC,CAAC,CAAC; SAChF;KACF;;AAGO,IAAA,kCAAkC,CAAC,KAAmB,EAAA;AAC5D,QAAA,OAAO,EAAC,MAAM,EAAE,CAAC,KAAK,CAAC,SAAS,IAAI,CAAC,KA AK,CAAC,SAAS,EAAC,CAAC;KACvD;AAED;;;;AAIG;AACH,IAAA,OAAO,KAAK,GAAA;AACV,QAAA,IAAI,IAAI,KAAK,SAAS,EAAE;YACtB,MAAM, KAAK,CACT,gEAAgE;AAC9D,gBAAA,+BAA+B,CACIC,CAAC;SACH;;AAGD,QAAA,MAAM,aAAa,GAAI,IAAY,CAAC,eAAe,CAAgC,CAAC;;;QAIpF,I AAI,CAAC,aAAa,EAAE;YACIB,MAAM,KAAK,CACT,yEAAyE;AACVE,gBAAA,8EAA8E,CACJF,CAAC;SACH;;;AAID,QAAA,MAAM,QAAQ,GAAG,aA GAAG,CAAC,EACV,SAAA,GAA0B,EAAE,;EAAA;;;;;IAM5B,MAAM,OAAO,GAAG,OAAO,CAAC;IACXB,MAAM,OAAO,GAAC,AAExB,I AAA,MAAM,KAAK,GAAG,IAAI,UAAU,CAAC,IAAI,EAAE;AACjC,QAAA,OAAO,EAAE,IAAI;AACb,QAAA,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IA AI;AACd,QAAA,IAAI,EAAE,MAAM;AACZ,QAAA,MAAM,EAAE,CAAC;AACT,QAAA,aAAa,EAAE,IAAI;QACnB,OAAO;QACP,OAAO;QACP,OAAO;Q ACP,OAAÒ;QACP,OAAO,EAAE,SAAS,CAAC,OAAO;QAC1B,MAAM,ÉAAE,SAAS,CAAC,GAAG;QAC1B,QAAQ,EAAE,SAAS,CAAC,KAAK;QAC2B, OAÁO,EAÁE,SAÁS,CAÁC,IAAI;AACVB,QAÁÁ,MAÁM,EAÁE,MAÁM;AACd,QAÁÁ,OAÁÓ,EAÁE,ČAÁC;AÁCX,KAÁÁ,CAÁC,CAÁC;;;AAIH,IÁAÁ,IÁ AI,OAÁO,IAÁI,IAAI,EAAE;AACnB,QAAÁ,2BAÁ2B,CAÁC,KAÁK,EAÁE,SAÁŠ,EAÁE,OAÁO,CAÁC,CAÁC;KAĆxD;AÁED,IAÁA,IAÁÍ,OAAÓ,IAAI,ÍA AI,EAAE;AACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,OAAO,CAAC,CAAC;KACxD;AAED,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AA ;;;;;AASG;AÅCG,SAAU,kBAAkB,CAChC,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAgB,EAChB,OAAgB,EACh B,UAA4B,EAAC,SAAS,EAAE,IAAI,EAAC,EAAA;AAE7C,IAAA,MAAM,KAAK,GAAG,IAAI,YAAY,CAAC,IAAI,EAAE;AACnŌ,QAAA,OAAO,ĒAAE,IAAI ;AACb,QAAA,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IAAI;AACd,QAAA,IAAI,EAAE,MAAM;QACZ,OAAO;QACP,OAAO;AĀCP,QAAA,GAAG,OAA Ó;AACX,KAAÁ,CAAC,CAAC;AÁÈH,IAAÁ,IAAI,ÓAAO,ÍAAI,ÍAAI,ÉAÀE;AÁCnÉ,QAAÁ,2BAÁ2È,CAÁC,KAÁŘ,EAÁE,SAÁS,EAÁÈ,OAÁO,CAÁC,CA E, gBAAGB, EAAE, CAAC, YAAY, CAAC, CAAC, CAAC; 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```

Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from '@angularicdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from '.ldispatch-events';\nimport {triggerFocus} from './element-focus';\n\n/** Input types for which the value can be entered incrementally. */Inconst incrementallnputTypes = new Set([In 'text',\n 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.in * @docs-private\n */\nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement {\line{\text{Input}}} const nodeName = element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n}\n\n/**\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the value.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function typeInElement(\n element: HTMLElement,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the value.\n * @param modifiers Modifier keys that are held while typing.\n * @param keys The keys to send to the element.\n * @docs-private\n */Inexport function typeInElement(lelement: HTMLElement, ...modifiersAndKeys: any[]) {\text{ln first less to define to the committee of the co modifiers: ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[]:\n if (\n first !== \undefined &&\n typeof first !== \undefined \underset \underset \ {};\n rest = modifiersAndKeys;\n }\n const isInput = isTextInput(element);\n const inputType = element.getAttribute('type') || 'text';\n const keys: {keyCode?: number; key?: string}[] = restln .map(k =>\n typeof k === 'string\n ? k.split(").map(c => ({keyCode: c.toUpperCase().charCodeAt(0), key: c})))\n : [k],\n)\n .reduce((arr, k) => arr.concat(k), []);\n\n // Throw an error if no keys have been specified.

Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw getNoKeysSpecifiedError();\n }\n\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is that for some input types, the browser won't allow for an invalid value to be set via the\n // `value` property which will always be the case when going character-by-character. If we detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the ReactiveFormsModule` uses such an approach) won't receive the correct value.\n const enterValueIncrementally =\n inputType 'number'\n ? // The value can be set character by character in number inputs if it doesn't have any decimals.\n keys.every(key => key.key !== '.' && key.key !== '-' && key.keyCode !== PERIOD)\n: incrementalInputTypes.has(inputType);\n\n triggerFocus(element);\n\n // When we aren't entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if (!enterValueIncrementally) {\n (element as HTMLInputElement).value = keys.reduce((value, key) => value + (key.key || "), ");\n }\n\n for (const key of keys) {In dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);In dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);In dispatchKeyboardEvent(element, 'keypress', key.keyCode, key.key, modifiers);In if (isInput && key.key && key.key.length === 1) {In if (enterValueIncrementally) {In (element as HTMLInputElement | HTMLTextAreaElement).value += key.key;In dispatchFakeEvent(element, 'input');In }In }In }In at https://angular.io/license\n */\n\n// These are private APIs that are used both by the public APIs inside of this package, as well\n// as in unit tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './eventobjects';\nexport * from './element-focus';\nexport * from './element';\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the LICENSE file at https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n _getTextWithExcludedElements,\n ElementDimensions, In ModifierKeys, In TestElement, In TestKey, In TextOptions, In EventData, In} from '@angular/cdk/testing'; Inimport {In clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchMouseEvent,\n dispatchPointerEvent,\n isTextInput,\n triggerBlur,\n clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchMouseEvent,\n dispatchPointerEvent,\n isTextInput,\n triggerBlur,\n triggerFocus,\n typeInElement,\n dispatchEvent,\n} from './fake-events';\n\n/** Maps TestKey constants to the 'keyCode' and 'key' values used by native browser events. */\nconst keyMap = {\n [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [TestKey.TAB]: {keyCode: keyCodes.KSPACE, key: 'Backspace'},\n [TestKey.ENTER]: {keyCode: keyCodes.ENTER, key: 'Enter'},\n [TestKey.SHIFT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageDown'},\n [TestKey.END]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\n [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\n [TestKey.Del.ETE]: {keyCode: keyCodes.DOWN, ARROW]: {keyCode: keyCodes.RIGHT_ARROW}]: {keyCode: key keyCodes.DOWN_ARROW, key: 'ArrowDown'},in [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},in [TestKey.DELETE]: {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key: F2'j,\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'j,\n [TestKey.F4]: {kéyCode: keyCodes.F4, key: 'F4'j,\n [TestKey.F5]: {kéyCode: keyCodes.F5, key: 'F5'},\n [TestKey.F6]: {keyCode: keyCodes.F6, key: 'F6'},\n [TestKey.F7]: {keyCode: keyCodes.F7, key: 'F7'},\n [TestKey.F8]: {kéyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F9]: {kéyCode: keyCodes.F9, key: 'F9'},\n [TestKey.F10]: {keyCode: keyCodes.F10, key: 'F10'},\n [TestKey.F11]: {keyCode: keyCodes.F11, key: 'F11'},\n [TestKey.F12]: {keyCode: keyCodes.F12, key: 'F12'},\n [TestKey.META]: {keyCode: keyCodes.META, key: 'Meta'},\n [TestKey.COMMA]: {keyCode: keyCodes.COMMA, key: ','},\n};\n\n/** A `TestElement` implementation for unit tests. */\nexport class UnitTestElement implements TestElement {\n constructor(readonly element: Element, private _stabilize: () => Promise<void>) {}\n\n /** Blur the element. */\n async blur(): Promise<void> {\n triggerBlur(this element as HTMLElement);\n await this._stabilize();\n }\n\n /** Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n if (!isTextInput(this.element)) {In throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\n await this. stabilize();\n \\n\ r \cdot Click the element at the default location for the current environment. If you need to guarantee\n * the element is clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):

Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n * Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clickingin */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n const isDisabled = (this.element as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the 'click' event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click

```
event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n //
https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await
this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n *Right clicks on the element at the
specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n '
@param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
[ˈcenterˈ, ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n await this._dispatchMouseEventSequence(ˈcontextmenuˈ,
args, 2);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse
over the element. */\n async hover(): Promise<\pre>void> {\n this._dispatchPointerEventlfSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async mouseAway(): Promise<\pre>void> {\n this._dispatchPointerEventlfSupported('pointerleave');\n
dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n /**\n *
Sends the given string to the input as a series of key presses. Also fires input events in and attempts to add the string to the Element's value.
Note that this cannot\n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys:
(string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and
attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]):
Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const args = modifiersAndKeys.map(k => (typeof k ===
'number' ? keyMap[k as TestKey] : k));\n typeInElement(this.element as HTMLElement, ...args);\n await this._stabilize();\n }\n\n **\n * Gets the text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
{\n await this._stabilize();\n if (options?.exclude) {\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return (this.element.textContent || ").trim();\n }\n\n *Sets the value of a `contenteditable` element.\n * @param value Value to be set on the
element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await
this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a `contenteditable` element.');\n \\n\n\ await this._stabilize();\n\ this.element.textContent = value;\n\\n\n\n\n'** Gets the value for the given attribute from the element. *\n\n\ async getAttribute(name: string): Promise<string | null> \\n\n\n'
dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this. stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in } in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise<T> (in await this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in } in Promise (this._stabilize(); in return (this.element as any)[name]; in Promise (this._stabilize(); in return (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Promise (this.element as any)[name]; in Pro
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */\n async selectOptions(...optionIndexes: number[]): Promise<void> {\n let
hasChanged = false; \n const options = this.element.querySelectorAll('option'); \n const indexes = new Set(optionIndexes); // Convert to a set to
remove duplicates.\n\n for (let i = 0; i < options.length; i++) \{\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');\n }\n }\n\n if (hasChanged) {\n`await this._stabilize();\n }\n }\n\n'* Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> (In await this._stabilize();In const elementPrototype = Element.prototype as
any;\n return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(\n this.element,\n selector,\n );\n }\n\n /** Checks whether the element is focused. */\n async isFocused(): Promise<br/>
*ho await this._stabilize();\n return document.activeElement ===
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event);\n await this._stabilize();\n \n\n /**\n * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
number,\n offsetY?: number,\n button?: number,\n /\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {In dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {In isPrimary:
true, In button, In }); In }In }In In /**In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary
event at the end, if specifed.\n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n ) {\n let clientX: number | undefined = undefined;\n let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;\n let
modifiers: ModifierKeys = {};\n\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n if (args.length {\text{ top, width, height}} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as number);\n\n // Round the computed click position as decimal pixels are not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n }\n\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientY,\n offsetY,\n offsetY,\n button,\n );\n
dispatchMouseEvent(\n this.element,\n 'mousedown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See:
https://github.com/angular/components/pull/20758/files#r520886256.\n await this_stabilize();\n }\n}\n","**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In From '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) => root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */\nlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */inconst activeFixtures
= new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n
  @param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {\n if (!activeFixtures.size) {\n handleAutoChangeDetectionStatus(((isDisabled, onDetectChangesNow}) => {\n
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\n activeFixtures.add(fixture);\n}\n\n/**\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.in * @param fixture The fixture to stop handling change detection batching for.in */infunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {in
activeFixtures.delete(fixture);\n if (!activeFixtures.size) {\n stopHandlingAutoChangeDetectionStatus();\n }\n}\n\n/** Whether we are currently
in the fake async zone. */Infunction isInFakeAsyncZone() {In return Zone!.current.get('FakeAsyncTestZoneSpec') != null;In}In\n'*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */\nexport class
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
_destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /**
The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
```

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passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
this._options = {...defaultEnvironmentOptions, ...options};in this._taskState = TaskStateZoneInterceptor.setup();in this._stabilizeCallback = ()
=> this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {\n return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n }\n\n *\Creates a `HarnessLoader` at
the document root. This can be used if harnesses arein * located outside of a fixture (e.g. overlays appended to the document body).in */in static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n \\n\n \rightarrow \text{Treates an instance of the given harness}
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await
detectChanges(this._fixture);\n }\n }\n /\n *\un * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\in */\in async waitForTasksOutsideAngular(): Promise<void> {\in // If we run in the fake async zone, we run \"flush\" to run any scheduled tasks. This\in // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state willin // never change. This is because the task queue will be only drained if the fake async\n // zone is being flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this_taskState.pipe(takeWhile(state => !state.stable)).toPromise();in }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return document.body;\n }\n\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this_stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (n return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n`}\n\n`/**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
[],"mappings":";;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAMC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASn
C,IAAA,WAAA,CAAoB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C
AAC,UAAU,GAAG,IAAI,CAAC,kCAAkC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAA
A,CÁAA,KÁAK,GÁA0B,IAAI,CÁAC,aAÁa,CAÁC;KÁEJ;;AÁGVD,IÁAA,SÁAS,CÁAC,QÁASB,EÁAE,ÓÁAa,EAAE,MAAY,ÉAAE,YÁA0B,EÃAA;ÁACVF
Aa,CAAC,aAAa,EAAsB,CAAC;;;;;AAMnE,QAAA,IAAI,QAAQ,CAAC,qBAAqB,CAAC;EAAE;AACnC,YAAA,OAAO,QAAQ,CAAC,qBAAqB,CAAC;
AC;SACzC;;;;;QAMD,MAAM,WAAW,GAAG,IAAI,WBAAWB,CAAC,QAAQ,CAAC,aAAa,CAAC;CAAC;QACzE,MAAM,iBAAiB,GAAG,QAAQ,CAAC,S
AAS,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;;;;;;;AAQ5D,QAAA,QAAQ,CAAC,SAAS,GAAG,UAAU,GAAG,IAA8C,EAAA;AAC9E,YAAA,iBAAIB,CA
AC,GAAG,IAAI,CAAC,CAAC;AAC3B,YAAA,WAAW,CAAC,SAAS,CAAC,GAAG,IAAI,CAAC,CAAC;AACJC,SAAC,CAAC;QAEF,QAAQ,QAAQ,CAAC,
qBAAqB,CAAC,GAAG,WAAW,CAAC,KAAK,EAAE;KAC9D;AACF;;ACrGD;AACA,IAAI,SAAS,GAAG,CAAC,CAAC;AAEIB;;;AAGG;AACG,SAAU,g
BAAgB,CAC9B,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,MAAM,
GAAĞ,CAAC,EACV,SAAA,GAA0B,EAAE,EAAA;;;;;IAM5B,MAAM,OAAO,GAAG,OAAO,CAAC;IACxB,MAAM,OAAO,GAAG,OAAO,CAAC;AAExB,I
AAA,MAAM,KAAK,GAAG,IAAI,UAAU,CAAC,IAAI,EAAE;AACjC,QAAA,OAAO,EAAE,IAAI;AACb,QAAA,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IA
AI;AACd,QAAA,IAAI,EAAE,MAAM;AACZ,QAAA,MAAM,EAAE,CAAC;AACT,QAAA,aAAa,EAAE,IAAI;QACnB,OAAO;QACP,OAAO;QACP,OAAO;Q
ACP,OAAO;QACP,OAAO,EAAE,SAAS,CAAC,OAAO;QAC1B,MAAM,EAAE,SAAS,CAAC,GAAG;QAC1B,QAAQ,EAAE,SAAS,CAAC,KAAK;QAC2B,
OAAO,EAAE,SAAS,CAAC,IAAI;AACvB,QAAA,MAAM,EAAE,MAAM;AACd,QAAA,OAAO,EAAE,CAAC;AACX,KAAA,CAAC,CAAC;;;AAIH,IAAA,IA
AI,OAAO,IAAI,IAAI,EAAE;AACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,OAAO,CAAC,CAAC;KACxD;AAED,IAAA,IAAI,OAAO,IAAI,IA
AC:KACXD:AAED,IAAA,IAAI,OAAO,IAAI,IAAI,EAAE:AACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,QAAQ,CAAC,CAAC;KACXD;AAED
,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;SACa,gBAAgB,CAAC,IAAY,EAAE,KAAK,GAAG,CAAC,EAAE,KAAK,GAAG,CAAC,EAAE,
OAAO,GAAG,CAAC,EAAE,OAAO,GAAG,CAAC,EAAA;;;IAG3F,MAAM,KAAK,GAAG,QAAQ,CAAC,WAAW,CAAC,SAAS,CAAC,CAAC;AAC9C,IAA
A,MAAM,YAAY,GAAG,EAAC,KAAK,EAAÉ,KAAK,EAAÉ,OAAO,EAAE,ÓAAO,ÉAAE,ÚÀAU,ĚAAE,SAAS,EÁAE,EAAC,CÁAC;;AAG9E,ÍAAA,KÁAa,
CAAC,WAAW,CAAC,IAAI,EAAE,IAAI,EAAE,IAAI,EAAE,MAAM,EAAE,CAAC,CAAC,CAAC;;;IAIxD,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,CAA
C,YAAY,CAAC,CAAC,CAAC;IAC9D,2BAA2B,CAAC,KAAK,EAAE,eAAe,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;IACpE,2BAA2B,CAAC,KAAK,EAA
E,gBAAgB,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;AAErE,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;AACa,SAAA,mBAAmB,CACjC,I
AÄY,EAČZ,OAAA,GAAkB,CAAC,EACnB,GAAc,GAAA,EAAE,EAChB,SAAA,GAA0B,EAAE,EAAA;AAE5B,IAAA,OAAO,IAAI,aAAa,CAAC,IAAI,EAA
E;AAC7B,QAAA,OAAO,EAAE,IAAI;AACb,QAAA,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IAAI;AACd,QAAA,IAAI,EAAE,MAAM;AACZ,QAAA,OAA
O,EAAE,OAAO;AAChB,QAAA,GAAG,EAAE,GAAG;QACR,QAAQ,EAAE,SAAS,CAAC,KAAK;QACzB,OAAO,EAAE,SAAS,CAAC,IAAI;QACvB,MA
U,EACV,IAAY,EACZ,OAAgB,EAChB,GAAY,EACZ,SAAwB,EAAA;AAExB,IAAA,OAAO,aAAa,CAAC,IAAI,EAAE,mBAAmB,CAAC,IAAI,EAAE,OAAO
,EAAE,GAAG,EAAE,SAAS,CAAC,CAAC,CAAC;AACjF,CAAC;AAED;;;AAGG;AACG,SAAU,kBAAkB,CAChC,IAAU,EACV,IAAY,EACZ,OAAO,GAA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n// These are private APIs that are used both by the public APIs inside of this package, as well\n// as in unit tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './type-in-element';\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n _getTextWithExcludedElements,\n ElementDimensions,In ModifierKeys,In TestElement,In TestKey,In TextOptions,In EventData,In} from '@angular/cdk/testing';Inimport {In ElementDimensions,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n EventData,\n\} from '@angular/cdk/testing';\nimport {\n clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchFous,\n dispatchPointerEvent,\n isTextInput,\n triggerFocus,\n typelnElement,\n dispatchEvent,\n\] from '/fake-events';\n\n\n/** Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. */\nconst keyMap = {\n [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [TestKey.TAB]: {keyCode: keyCodes.ENTER, key: 'Enter'},\n [TestKey.SHIFT]: {keyCode: keyCodes.ENTER, key: 'Control'},\n [TestKey.BALT]: {keyCode: keyCodes.CONTROL, key: 'Control'},\n [TestKey.ALT]: {keyCode: keyCodes.ALT, key: 'Alt'},\n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},\n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageDown'},\n [TestKey.END]: {keyCode: keyCodes.BND, key: 'PageDown'},\n [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\n [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\n [TestKey.DE] [TestKey.DONN_ARROW]: {keyCode: keyCodes.BND, ARROW, keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowDown'},\n [TestKey.DE] [TestKey.DE keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]: {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key: F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: 'F4'},\n [TestKey.F5]: {keyCode: keyCodes.F5, key: F5'},\n [TestKey.F6]: {keyCode: keyCodes.F6, key: F6'},\n [TestKey.F7]: {keyCode: keyCodes.F7, key: F7'},\n [TestKey.F8]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F9]: {keyCode: keyCodes.F9, key: 'F9'},\n [TestKey.F10]: {keyCode: keyCodes.F10, key: 'F10'},\n this._stabilize();in }In\n /** Clear the element's input (for input and textarea elements only). */\n async clear(): Promise
(!isTextInput(this.element)) {In throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\n await
this._stabilize();\n }\n\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys): Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n * Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifier's Modifier keys held while clickingin */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n' const isDisabled = (this element as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n // https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n *Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchMouseEventSequence('contextmenu', args, 2);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this_stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse over the element. */\n async hover(): Promise<void> {\n this._dispatchPointerEventlfSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves

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the mouse away from the element. */\n async mouseAway(): Promise<void> {\n this._dispatchPointerEventIfSupported('pointerleave');\n
dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\n/**\n *
Sends the given string to the input as a series of key presses. Also fires input events in * and attempts to add the string to the Element's value.
Note that this cannot\n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys:
(string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and
element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await
this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a `contenteditable` element.'); In }\n\n await this. stabilize(); \n this.element.textContent =
value;\in }\in\in /** Gets the value for the given attribute from the element. */\in async getAttribute(name: string): Promise<string | null> {\in await
 this._stabilize();\n return this.element.getAttribute(name);\n \\n\n /** Checks whether the element has the given class. */\n async
 hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n /** Gets the
 dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
 this.element.getBoundingClientRect();\ln }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> {In await this._stabilize();\n return (this.element as any)[name];\n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */\n async selectOptions(...optionIndexes: number[]): Promise<void> {\n let hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to
remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple` mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
induction option.selected – indexes.nas(i);inii ii (option.selected !== wasselected) {in naschanged = true;in dispatch-lakeEvent(this.element change); ln }ln }ln lin if (hasChanged) {in await this._stabilize(); ln }ln }ln /** Checks whether this element matches the given selector. */ln async matchesSelector(selector: string): Promise<br/>boolean> {in await this._stabilize(); ln const elementPrototype = Element.prototype as any; ln return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(ln this.element, ln selector, ln ); ln }ln ln /** Checks whether the element is focused. */ln async isFocused(): Promise<br/>boolean> {in await this._stabilize(); ln return document.activeElement ===
this.element;\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {In const event = createFakeEvent(name); InIn if (data) {In //
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event); In await this._stabilize(); In } In In /**In * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
 dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
 number,in offsetY?: number,in button?: number,in ) {in // The latest versions of all browsers we support have the new `PointerEvent` API.in //
 Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary: true,\n button,\n });\n }\n }\n\ /**\n * Dispatches all the events that are part of a mouse event sequence\n * and then emits a given primary
event at the end, if specified \n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?],\n button?: number,\n) {\n let clientX: number | undefined = undefined;\n let clientY: number | undefined = undefined;\n let clientY: number | undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefined = undefin
modifiers: ModifierKeys = {};\n\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n if (args.length) {\n const {\left, top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as modifierKeys;\n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \cdot \n \
number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n // Round the computed click position as decimal pixels are
not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n \\n\n this_dispatchPointerEventIfSupported(\n'pointerdown',\n clientX,\n clientY,\n offsetY,\n offsetY,\n button,\n);\n
 dispatchMouseEvent(\n this.element,\n 'mousedown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n
 this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
 'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence. In if (primaryEventName !== null) {In dispatchMouseEvent(In this.element, In primaryEventName, In clientX, In clientY, In
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See: https://github.com/angular/components/pull/20758/files#r520886256.\n await this._stabilize();\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://langular.io/licenseln */In/lnimport {In ComponentHarness, In ComponentHarnessConstructor, In handleAutoChangeDetectionStatus, In HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In from '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
 to configure the environment. */Inexport interface TestbedHarnessEnvironmentOptions {In /** The guery function used to find DOM elements.
 */In queryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;\n}\n\n/** The default environment options. */\nconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */Inlet disableAutoChangeDetection =
 false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures
 = new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n
 * @param fixture The fixture to handle change detection batching for \n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {In if (!activeFixtures.size) {In handleAutoChangeDetectionStatus(({isDisabled, onDetectChangesNow}) => {In disableAutoChangeDetection = isDisabled; In if (onDetectChangesNow) {In disableAutoChangeDetection = isDisabled; In if (onDetectChangesNow) {In disableAutoChangeDetection = isDisabled; In if (onDetectChangesNow) {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisabled, onDetectChangesNow) } => {In disableAutoChangeDetectionStatus((fisDisableAutoChangeSNow) } => {In disableAutoChangeDetectionStatus((fisDisableAutoChangeSNow) } => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In disableAutoChangeSNow} => {In dis
Promise.all(Array.from(activeFixtures).map(detectChanges).hten(onDetectChangesNow);\n }\n });\n }\n activeFixtures.add(fixture);\n}\n\n/**\n * Uninstalls a handler for change detection batching status changes for a specific fixture.\n * @param fixture The fixture to stop handling change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
activeFixtures.delete(fixture);\n if (!activeFixtures.size) {\n stopHandlingAutoChangeDetectionStatus();\n }\n\n\n** Whether we are currently
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
  destroyed = false; In\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>; \n\n /**
 The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private_stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
 Element,\n private_fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
this._options = {...defaultEnvironmentOptions, ...options}; in this._taskState = TaskStateZoneInterceptor.setup(); in this._stabilizeCallback = ()
 => this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given
 fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options); In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n): HarnessLoader {\n return new TestbedHarnessEnvironment(document.body, fixture, options);\n }\n\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el.element;\n }\n throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n }\n\n /**\n * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
```

```
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,In options?: TestbedHarnessEnvironmentOptions,In ): Promise<T> (In const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await detectChanges(this._fixture);\n }\n\n !\n\n *\n * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being
flushed.In if (isInFakeAsyncZone()) {In flush();in }InIn // Wait until the task queue has been drained and the zone is stable. Note thatin // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this._taskState.pipe(takeWhile(state =>
!state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n`}\n\n'*\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
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BAAgB,EAChB,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;SACH;;;;;AAMD,QAAA,MAAM,IAAI,CAAČ
,UAAU,EAAE,CAAC;KACZB;AACF;;AChXD;AACA,MAAM,yBAAyB,GAAQC;AACIE,IAAA,OAAO,EAAE,CAAC,QAAgB,EAAE,IAAa,KAAK,IAAI,CA
AC,gBAAgB,CAAC,QAAQ,CAAC;CAC9E,CAAC;AAEF;AACA,IAAI,0BAA0B,GAAG,KAAK,CAAC;AAEvC;;AAEG;AACH,MAAM,cAAc,GAAG,IAAI,
```

GAAG,EAA6B,CAAC;AAE5D;;;AAGG;AACH,SAAS,uCAAuC,CAAC,OAAKC,EAAA;AACjF,IAAA,IAAI,CAAC,cAAc,CAAC,IAAI,EAAE;QACxB,+BA A+B,CAAC,CAAC,EAAC,UAAU,EAAE,kBAAkB,EAAC,KAAI;YACnE,0BAA0B,GAAG,UAAU,CAAC;YACxC,IAAI,kBAAkB,EAAE;gBACtB,OAAO,C F;AACH,SAAC,CAAC,CAAC;KACJ;AACD,IAAA,cAAc,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;AAC9B,CAAC;AAED;;;AAGG;AACH,SAAS,yCAA yC,CAAC,OAAkC,EAAA;AACnF,IAAA,cAAc,CAAC,MAAM,CAAC,OAAO,CAAC,CAAC;AAC/B,IAAA,IAAI,CAAC,cAAc,CAAC,IAAI,EAAE;AACxB,Q AAA,qCAAqC,EAAE,CAAC;KACzC;AACH,CAAC;AAED;AACA,SAAS,iBAAiB,GAAA;IACxB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,CAAC,uBA AHA,QCAAC,IAAI,IAAI,CAAC;AAC5D,CAAC;AAED;;;AAGG;AACH,eAAe,aAAa,CAAC,OAAKC,EAAA;IAC7D,OAAO,CAAC,aAAa,EAAC;IACX B,IAAI,IBAAIB,EAAE,EAAE;AACVB,QAAA,KAAK,EAAE,CAAC;KACT;SAAM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AAC H,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAAxE,IAAA,WAAA,CACE,cAAUB,EACf,QAAmC,EAC3C,OAA0C,EAAA;QAE1C,KAC,CAAC,CAAC,CAAC,CAAC,QAHd,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAA2B;;QAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC;QAIBzB,IAAI,CAAC,QAAQ,GAAQ,GAAG,EAAC,GAAG,WBAAWB,EAAE,GAAG,OAAO,EAAC,CAAC;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,WBAAWB,CAAC,KAAK,EAAE ,CAAC;QACnD,IAAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC;QACtD,uCAAuC,CAAC,QAAQ,CAAC,CAAC;AACID,QAAA,QA ÁQ,CAÁC,YAAY,CAÁC,SAÁS,CAAC,MAAK;YACnĆ,YCÁAYC,CÁAC,QAAQ,CAAC,CÁAC;AACPD,YAAA,IAÁI,CAÁC,UAÁU,GAÁG,IAÁI,CÁAC;ÁAC zB,SAAC,CAAC,CAAC,KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAKC,EACIC,OAAOC,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,OAAO,CAAC, aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;KAC/E;AAED;;;AAGG;AACH,IAAA,OAAO,kBAARB,CACvB,OAAKC,EACIC,OAAOC,EAAA;QAE1C, OAAO,IAAI,yBAAyB,CAAC,QAAQ,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;KACvE;;IAGD,OAAO,gBAAgB,CAAC,EAAe,EAAA;AACr C,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACJC,OAAO,EAAE,CAAC,OAAO,CAAC;SACnB;AACD,QAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAA C;KACIF;AAED;;;;;AAKG;IACH,aAAa,IBAAIB,CAC5B,OAAKC,EACIC,WAA2C,EAC3C,OAA0C,EAAA;AAE1C,QAAA,MAAM,WAAW,GAAG,IAAI,yB AAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;AAC3F,QAAA,MAAM,WAAW,CAAC,CAAc,EAAE,CAAC;QACnC,OAAO, WAAW,CAAC,sBAAsB,CAAC,WAAW,EAAE,OAAO,CAAC,aAAa,CAAC,CAAC;KAC/E;AAED;;;;AAIG;AACH,IAAA,MAAM,cAAc,GAAA;QACIB,IAAI ,CAAC,0BAAÓB,EAAE;AAC/B,YAAA,IAAI,IAAI,CAAC,UAAU,EAAE;AACnB,gBAAA,MAAM,KAAK,CAAC,yEAAyE,CAAC,CAAC;aACxF;AAED,YA AA,MAAM,aAAa,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;SACpC;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,0BAA0B,GAAA;;;;;;QAO9B,IAAI,iBAA AA,MAAM,BAAB,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;SACPC;KACC;IAAED;;;IAGG;AACH,IAAA,MAAM,BAABB,GAAA;;;;;;;QAO9B,IAAI,IBAA IB,EAAE,EAAE;AACVB,YAAA,KAAK,EAAE,CAAC;SACT;;;;;QAOMD,MAM,MAM,IAAI,CAAC,AAC,IAAI,CAAC,AAC,CAAC,AAC,CAAC,CAAC,SAAS,EAAE,CAAC;KACCB;;;IAGS,eAAe,GAAA;QACVB,OAAO,QAAQ,CAAC,IAAI,CAAC,KACCB;;AAGS,IAAA,iBAAiB,CAAC,OAAQB,EAAA;QAC1C,OAAO,IAAI,eAAe,CAAC,OAAO,EAAE,IAAI,CAAC,KBAAKB,CAAC,CAAC;KAC9D;;AAGS,IAAA,iBAAiB,CAAC,OAAQBB,EAAA;AAC1C,QAAA,OAAO,IAAI,yBAAyB,CAAC,OAAO,EAAE,IAAI,CAAC,QAAQ,EAAE,IAAI,CAAC,QAAQ,CAAC,CAAC;KAC7E;AAED;;AAEG;IACO,MAAM,IBAAIB,CAAC,QAAQB,EAAE,AACHD,QAAA,MAAM,IAAI,CAAC,CAAC;AAC;AAC;AAC5B,QAAA,OAAO,KAAK,CAAC,IAAI,CAAC,QAAQ,CAAC,OAAO,CAAC,QAAQ,EAAE,IAAI,CAAC,CAAC,CAAC;KACZE;AACF;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n _getTextWithExcludedElements,\n ElementDimensions,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n EventData,\n} from '@angular/cdk/testing';\nimport {\n clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchMouseEvent,\n dispatchPointerEvent,\n isTextInput,\n triggerBlur,\n triggerFocus,\n typeInElement,\n dispatchEvent,\n} from './fake-events';\n\n/** Maps `TestKey` constants to the is rexumput, in triggerBiur, in triggerFocus, in typeinElement, in dispatchEvent, in } from './fake-events'; \n\n/** Maps 'TestKey' constants to the keyCode' and key' values used by native browser events. *\nconst keyMap = {\n [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'}, \n [TestKey.TAB]: {keyCode: keyCodes.keyCodes.ENTER, key: 'Enter'}, \n [TestKey.SHIFT]: {keyCode: keyCodes.SHIFT, key: 'Shift'}, \n [TestKey.CONTROL]: {keyCode: keyCodes.CONTROL, key: 'Control'}, \n [TestKey.ALT]: {keyCode: keyCodes.ALT, key: 'Alt'}, \n [TestKey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'}, \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP} \n [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP} \n [TestKey.PAGE_UP] \n [TestKey.PAGE_UP] \n [TestKey.PAGE_UP] \n [TestKey.PAG [TestKey.END]: {keyCode: keyCodes.END, key: 'End'},\n [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\ln [TestKey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},\ln [TestKey.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowRight'},\ln [TestKey.DOWN_ARROW]: {keyCode: keyCodes.DOWN_ARROW, key: 'ArrowDown'},\n [TestKey.INSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]: {keyCode: keyCodes.DELETE, key: 'Delete'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F1'},\n [TestKey.F2]: {keyCode: keyCodes.F2, key: 'F2'},\n [TestKey.F3]: {keyCode: keyCodes.F3, key: 'F3'},\n [TestKey.F4]: {keyCode: keyCodes.F4, key: 'F4'},\n [TestKey.F5]: {keyCode: keyCodes.F5, key: 'F5'},\n [TestKey.F6]: {keyCode: keyCodes.F6, key: 'F6'},\n [TestKey.F7]: {keyCode: keyCodes.F7, key: 'F7'},\n [TestKey.F8]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F9]: {keyCode: keyCodes.F9, key: 'F9'},\n [TestKey.F10]: {keyCode: keyCodes.F10, key: 'F10'},\n [TestKey.F11]: {keyCode: keyCodes.F11, key: 'F11'},\n [TestKey.F12]: {keyCode: keyCodes.F12, key: 'F12'},\n [TestKey.META]: {keyCode: keyCodes.META, key: 'Meta'},\n [TestKey.COMMA]: {keyCode: keyCodes.COMMA, key: ','},\n};\n\n/** A `TestElement` Click the element at the specified coordinates relative to the top-left of the element. In * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clickingin */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n const isDisabled = (this.element as Partial<{disabled?: boolean}>).disabled == = true;\n\n // If the element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n // https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n *Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * specified coordinates relative to the top-left of it.in * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchMouseEventSequence('contextmenu', args, 2);\n await this._stabilize();\n }\n\n\n'** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n\n'** Get the computed value of the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this._stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse over the element. */\n async hover(): Promise<void> {\n this._dispatchPointerEventlfSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async mouseAway(): Promise<void> {\n this._dispatchPointerEventlfSupported('pointerleave');\n dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseleave');\n await this._stabilize();\n }\n\f**\n * Sends the given string to the input as a series of key presses. Also fires input events in and attempts to add the string to the Element's value. Note that this cannot n * reproduce native browser behavior for keyboard shortcuts such as Tab, Ctrl + A, etc.\n */\n async sendKeys(...keys: (string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]):

Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const args = modifiersAndKeys.map(k => (typeof k === this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new Error('setContenteditableValue can only be called on a `contenteditable` element.');\n }\n\n await this._stabilize();\n this.element.textContent = value;\n }\n\n /** Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> {\n await this._stabilize();\n return this.element.getAttribute(name);\n \n\n /** Checks whether the element has the given class. */\n async hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n /** Gets the

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dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect(); \ln }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> {In await this._stabilize();\n return (this.element as any)[name];\n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */\n async selectOptions(...optionIndexes: number[]): Promise<void> {\n let
hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple` mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change'); In }In }In In if (hasChanged) {In await this._stabilize(); In }In }In In /* Checks whether this element matches the given selector: */In async matchesSelector(selector: string): Promise<br/>boolean> {In await this._stabilize(); In const elementPrototype = Element.prototype as
this.element;\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n const event = createFakeEvent(name);\n\n if (data) {\n |/
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event); In await this._stabilize(); In }\n\n /**\n * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event. In */In private _dispatchPointerEventIfSupported(In name: string, In clientX?: number, In clientY?: number, In offsetX?:
number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientX, offsetX, offsetY, f\n isPrimary:
['center', ModifierKeys?'] [number, number, ModifierKeys?], In button?: number, In ) {In let clientX: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined = undefined; In let clientY: number | undefined = undefined = undefined; In let clientY: number | undefined = undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In let clientY: number | undefined = undefined; In l
modifiers: ModifierKeys = {},\n\n if (args.length && typeof args|args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n\n
if (args.length) {\n const {\left, top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as
number);\n offsetY = args[0] === 'center' ? height / 2 : (args[1] as number);\n\n // Round the computed click position as decimal pixels are
not\n // supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top +
offsetY);\n }\n\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n );\n
dispatchMouseEvent(In this element,In 'mousedown',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );In
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n
// selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See
https://github.com/angular/components/pull/20758/files#r520886256.\n await this_stabilize();\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In} from '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */\nexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements.
*/In gueryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;\n}\n\n/** The default environment options. */inconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */inlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures
= new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n
  @param fixture The fixture to handle change detection batching for \n */\nfunction installAutoChangeDetectionStatusHandler(fixture
ComponentFixture<unknown>) {In if (!activeFixtures.size) {In handleAutoChangeDetectionStatus(((isDisabled, onDetectChangesNow}) => {In
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\n }\n activeFixtures.add(fixture);\n}\n\n/**\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.\n * @param fixture The fixture to stop handling change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
activeFixtures.delete(fixture);\n if (!activeFixtures.size) {\n stopHandlingAutoChangeDetectionStatus();\n }\n\n\n\** Whether we are currently
in the fake async zone. */\nfunction isInFakeAsyncZone() {\n return Zone!.current.get('FakeAsyncTestZoneSpec') != null;\n}\n\n'*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n */\nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await fixture.whenStable();\n }\n\n\r* A `HarnessEnvironment` implementation for Angular's Testbed. */\nexport class
TestbedHarnessEnvironment extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private
 destroyed = false; In\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>; \n\n /**
The options for this environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement:
Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n
this._options = {...defaultEnvironmentOptions, ...options}; in this._taskState = TaskStateZoneInterceptor.setup(); in this._stabilizeCallback = ()
  > this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given
fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {\n return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n }\n\n !\n\n * Creates a `HarnessLoader` at the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n): HarnessLoader
{\n return new TestbedHarnessEnvironment(document.body, fixture, options);\n }\n\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el.element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n \n\n\n**\n * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element in * of a fixture, as components do not have the correct selector when they are created as the root in * of the fixture. In */in static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await
detectChanges(this_fixture);\n }\n }\n /\n **\n * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\n */\n async waitForTasksOutsideAngular(): Promise<void> {\n // If we run in the fake async zone, we run \"flush\" to run any scheduled tasks. This\n // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we
cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this._taskState.pipe(takeWhile(state =>
!state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return
```

document.body;\n }\n\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n \\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,

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,CÁÁC;QÁCnD,IÁAI,CÁAC,kBÁÁKB,ĞÁAG,MÁÁM,IAÁI,CAAĆ,cAAĆ,EAAÉ,CAAC;QÁCtD,uCÁAUC,CÁAC,QÁAQ,CÁAC,CAAĆ;AACÍD,QAÁA,QA
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```

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n
handleAutoChangeDetectionStatus,\n HarnessEnvironment,\n HarnessLoader,\n stopHandlingAutoChangeDetectionStatus,\n TestElement,\n}
from '@angular/cdk/testing';\nimport {ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport
{\text{taskstate} in it is is operators ;\text{timinport} {\text{taskstate} in its is in its interface in its interface in its interface in its interface in its interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface interface inter
used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures = new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a
handler for change detection batching status changes for a specific fixture.\n * @param fixture The fixture to handle change detection
batching for \n */\infunction installAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n if (!activeFixtures.size) {\n
 handleAutoChangeDetectionStatus(((isDisabled, onDetectChangesNow}) => {In disableAutoChangeDetection = isDisabled; In if
(onDetectChangesNow) {In Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);In }In });In }In
 activeFixtures.add(fixture);\n}\n\n/**\n * Uninstalls a handler for change detection batching status changes for a specific fixture.\n * @param
fixture The fixture to stop handling change detection batching for In */Infunction uninstallAutoChangeDetectionStatusHandler(fixture:
 Component Fixture < unknown >) \{ln active Fixtures. delete (fixture); ln if (!active Fixtures. size) \{ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change Detection Status(); ln stop Handling Auto Change De
| In active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active | Active 
implementation for Angular's Testbed. */Inexport class TestbedHarnessEnvironment extends HarnessEnvironment<br/>
the environment has been destroyed. */In private _destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */In private _taskState: Observable<TaskState>;\n\n /** The options for this environment. */In private _options:
 .
TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback passed to the created test elements. */\n private
  stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: Element,\n private fixture:
 ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n this. options =
 {...defaultEnvironmentOptions, ...options};\n this._taskState = TaskStateZoneInterceptor.setup();\n this._stabilizeCallback = () =>
 this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n }\;\n \n \n\n \r* Creates a `HarnessLoader` rooted at the given fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
 HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
 static documentRootLoader(In fixture: ComponentFixture<unknown>,In options?: TestbedHarnessEnvironmentOptions,In ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
 given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\in }\in\n' *Creates an instance of the given harness type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
 element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n ): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks
captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases
where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n if (!disableAutoChangeDetection) {\n if
(this._destroyed) {\n throw Error('Harness is attempting to use a fixture that has already been destroyed.');\n }\n\n await
 detectChanges(this._fixture);\n }\n }\n }\n }\n *\un * Waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\n */\n async waitForTasksOutsideAngular(): Promise<void> {\n // If we run in the fake async
 zone, we run \"flush\" to run any scheduled tasks. This\n l ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
 the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
cannot rely on \"Inxture.wnenstable\" since it does not catch tasks scheduledin if outside of the Angular Zone. For less maniesses, we want to ensure that the\n if app is fully stabilized and therefore need to use our own zone interceptor.\n await this_taskState.pipe(takeWhile(state => !state.stable)).toPromise(); in }\n\n i** Gets the root element for the document.*/\n protected getDocumentRoot(): Element {\n return document.body;\n }\n\n i** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this_stabilizeCallback);\n }\n\n i** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this. fixture, this. options); In }In\n /**In * Gets a list of all elements matching the given selector under this environment's root element. In */In
protected async getAllRawElements(selector: string): Promise<Element[]> {in await this.forceStabilize();\n return
 Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names'
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Version} from '@angular/core';\n\n/** Current version of the Angular Component Development Kit. */\nexport const VERSION = new Version('17.1.2');\n"],"names":
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All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\n/**\n * Type describing the allowed values for a number input\n * @docs-private\n */nexport type NumberInput
= string | number | null | undefined;\n\n/** Coerces a data-bound value (typically a string) to a number. */\nexport function coerceNumberProperty(value: any): number;\nexport function coerceNumberProperty<D>(value: any, fallback: D): number | D;\nexport function coerceNumberProperty(value: any, fallbackValue = 0) {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : \n \text{ Number(value) : fallbackValue) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : fallbackValue = 0) } {\n return _isNumberValue(value) : f parseFloat(value) handles most of the cases we're interested in (it treats null, empty string,\n // and other non-number values as NaN, where Number just uses 0) but it considers the string\n // '123hello' to be a valid number. Therefore we also check if Number(value) is NaN.\n return !isNaN(parseFloat(value as any)) && !isNaN(Number(value));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\n/** Wraps the provided value in an array, unless the provided value is an array. */\nexport function coerceArray<T>(value: T | T[]): T[];\nexport function coerceArray<T>(value: T | readonly T[]): readonly T[];\nexport function coerceArray<T>(value: T | T[]): T[] {\n return Array.isArray(value) ? value: [value]; ln}ln","/**In * @licenseln * Copyright Google LLC All Rights Reserved.ln *In * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Coerces a value to a CSS pixel value. */\nexport function coerceCssPixelValue(value: any): string {\n if (value == null) {\n return ";\n }\n\n return typeof value === 'string' ? value: `\${\value}px`;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ElementRef} from '@angular/core';\n\n/**\n * Coerces an ElementRef or an Element into an element.\n * Useful for APIs that can accept either a ref or the native element itself.\n */\nexport function coerceElement<T>(elementOrRef: ElementRef<T> | T): T {\n return elementOrRef instanceof ElementRef? elementOrRef.nativeElement : elementOrRef;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Coerces a value to an array of trimmed non-empty strings.\n * Any input that is not an array, 'null' or 'undefined' will be turned into a string\n * \(\) in \(\) to String\(\) and subsequently split with the given separator.\n * 'null' and 'undefined' will result in an empty array.\n * This results in the following outcomes:\n *- `null` -> `[]`\n *- `[null]` -> `[["null\"]`\n *- `["al", \"b \", \" \"]` -> `[\"al", \"b\"]`\n *- [1, [2, 3]]` -> `[\", \"2,3\"]`\n *- `[{ a: 0 }]` -> `[\"[object\", \"Object]\"]`\n *\n * Useful for defining CSS classes or table columns.\n * @param value the value to coerce into an array of strings\n * @param separator split-separator if value isn't an array\n */\nexport function coerceStringArray(value: any, separator: string | RegExp = /\ls+/): string[] {\ln const result = [];\ln\n if (value != null) {\ln const sourceValues = Array.isArray(value) ? value : `\${value}`.split(separator);in for (const sourceValue of sourceValues) {in const trimmedString = \${sourceValue}`.trim();\n if (trimmedString) {\n result.push(trimmedString);\n }\n }\n }\n }\n return result;\n}\n"],"names" [],"mappings":";;AAcA;AACM,SAAU,qBAAqB,CAAC,KAAU,EAAA;IAC9C,OAAO,KAAK,IAAI,IAAI,GAAG,KAAK,CAAA,CAAE,KAAK,OAAO, CAAC;AACjD;;SCAgB,oBAAoB,CAAC,KAAU,EAAE,aAAa,GAAG,CAAC,EAAA;AAChE,IAAA,OAAO,cAAc,CAAC,KAAK,CAAC,GAAG,MAAM,CA AC,KAAK,CAAC,GAAG,aAAa,CAAC;AAC/D,CAAC;AAED;;;AAGG;AACG,SAAU,cAAc,CAAC,KAAU,EAAA;;;;AAIvC,IAAA,OAAO,CAAC,KAAK,C AAC,EAAA;ÁAC3Ć,IAAA,OAAÓ,KAAK,CAÁC,OAÁO,CAÁC,KAÁK,CAÁC,GAÁG,KAÁK,GAÁG,CAÁC,KAÁK,CAAĆ,CAAC;ÁAChĎ;;ACLÁ;AACM, SAAU,MBAAMB,CAAC,KAAU,EAAA;AAC5C,IAAA,IAAI,KAAK,IAAI,IAAI,EAAE;AACjB,QAAA,OAAO,EAAE,CAAC;KACX;AAED,IAAA,OAAO,OA CAAC,OAAO,CAAC,KAAK,CAAC,GAAG,KAAK,GAAG,CAAA,EAAG,KAAK,CAAA,CAAE,CAAC,KAAK,CAAC,SAAS,CAAC,CAAC,AACHF,OAAA, KAAK,MAAM,WAAW,IAAI,YAAY,EAAE;YACtC,MAAM,aAAa,GAAG,CAAG,EAAA,WAAW,EAAE,CAAC,IAAI,EAAE,CAAC;YAC9C,IAAI,aAAa,EAAE; AACjB,gBAAA,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,CAAC;aAC5B;SACF;KACF;AAED,IAAA,OAAO,MAAM,CAAC;AAChB;;;;"}

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[],"mappings":";;ÄAcA;ÄACM,SAAU,qBAAqB,CAAC,KAAU,EAAA;IAC9C,OAAO,KAAK,IAAI,IAAI,IAAI,GAAG,KAAK,CAAA,CAAE,KAAK,OAAO, CAAC;AACjD;;SCAgB,oBAAoB,CAAC,KAAU,EAAE,aAAa,GAAG,CAAC,EAAA;AAChE,IAAA,OAAO,cAAc,CAAC,KAAK,CAAC,GAAG,MAAM,CA AC,KAAK,CAAC,GAAG,aAAa,CAAC;AAC/D,CAAC;AAED;;;AAGĠ;AACĠ,SAAÚ,cAAc,CAAC,KAAU,EAAA;;;;AAÍvC,IAAA,OAAO,CAAC,KAAK,C CAAC.OAAO,CAAC,KAAK,CAAC,GAAG,KAAK,GAAG,CAAA,EAAG,KAAK,CAAA,CAAE,CAAC,KAAK,CAAC,SAAS,CAAC,CAAC;AAChF,OAAA, KAAK,MAAM,WAAW,IAAI,YAAY,EAAE;YACtC,MAAM,aAAa,GAAG,CAAG,EAAA,WAAW,EAAE,CAAC,IAAI,EAAE,CAAC;YAC9C,IAAI,aAAa,EAAE; AACjB,gBAAA,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,CAAC;aAC5B;SACF;KACF;AAED,IAAA,OAAO,MAAM,CAAC;AAChB;;;;"}

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In return result; In In "], "names":

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */In\nimport {ElementRef} from '@angular/core';\n\n/*\n * Coerces an ElementRef or an Element into an element.\n * Useful for APIs that can accept either a ref or the native element itself.\n */\nexport function coerceElement<T> (elementOrRef: ElementRef<T> | T): T {\n return elementOrRef instanceof ElementRef ? elementOrRef.nativeElement : elementOrRef;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MITstyle license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Coerces a value to an array of trimmed nonempty strings.\n * Any input that is not an array, `null` or `undefined` will be turned into a string\n * via `toString()` and subsequently split with the given separator.\n * 'null` and `undefined` will result in an empty array.\n * This results in the following outcomes:\n * - 'null` -> `[]`\n * - `[null]` -> `[\"null\"]`\n * - `[\"a\", \"b\"]` -> `[\"a\", \"b\"]`\n * - `[1, [2, 3]]` -> `[\"1\", \"2,3\"]`\n * - `[{ a: 0 }]` -> `[\"[object]\"]`\n * - `\ (a: 0 }` -> `[\"[object]\"]`\n * - `\ (a: 0 }` -> `[\"[object]\"]`\n * - `\ (a: 0 }` -> `[\"]\" -> `[\"]\n * - `\ (a: 0 }` -> `[\"]\n * - `\ (a: 0 }` -> `[\"]\n * - `\ (a: 0 }` -> `[\]\n * - `\ (a coerce into an array of stringsin * @param separator split-separator if value isn't an arrayin */inexport function coerceStringArray(value: any, separator: string | RegExp = //ls+/): string[] {In const result = []; In/In if (value != null) {In const sourceValues = Array.isArray(value) ? value : `\${value}`.split(separator);\n for (const sourceValue of sourceValues) {\n const trimmedString = `\${sourceValue}`.trim();\n if (trimmedString) {\n result.push(trimmedString);\n }\n }\n }\n\n return result;\n}\n"],"names' [],"mappings":";;AAcA;AACM,SAAU,qBAAqB,CAAC,KAAU,EAAA;IAC9C,OAAO,KAAK,IAAI,IAAI,IAAI,GAAG,KAAK,CAAA,CAAE,KAAK,OAAO,

,CAAĆ,OAAÓ,CAAĆ,KAAK,CAAĆ,GAAG,KAAK,GAAG,CAAA,EAAG,KAAK,CAAA,CAAÉ,CAAĆ,KAAK,ĆAAC,ŚÃAŚ,ĆAAC,CAAC;AACHF,QAAA,

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ConnectableObservable, Observable} from 'rxjs';\nimport {CollectionViewer} from './collection-viewer';\n\nexport abstract class DataSource<T> {\n /**\n * Connects a collection viewer (such as a data-table) to this data source. Note that\n * the stream provided will be accessed during change detection and should not directly change\n * values that are bound in template views.\n * @param collectionViewer The component that exposes a view over the data provided by this\n * data source.\n * @returns Observable that emits a new value when the data changes. In */In abstract connect(collectionViewer: CollectionViewer): Observable<readonly T[]>;\n\n /**\n * Disconnects a collection viewer (such as a data-table) from this data source. Can be used\n * to perform any clean-up or teardown operations when a view is being destroyed.\n *\n * @param collectionViewer The component that exposes a view over the data provided by thisin * data source.\n */\n abstract disconnect(collectionViewer: CollectionViewer): void;\n}\n\n/** Checks whether an object is a data source. */\nexport function isDataSource(value: any): value is DataSource<any> {\n // Check if the value is a DataSource by observing if it has a connect function. Cannot\n // be checked as an `instanceof DataSource` since people could create their own sources\n // that match the interface, but don't extend DataSource. We also can't use `isObservable \n // here, because of some internal apps.\n return value && typeof value.connect === 'function' && !(value instanceof ConnectableObservable);\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Observable, isObservable, of as observableOf} from 'rxjs';\nimport {DataSource} from './datasource';\n\n/** DataSource wrapper for a native array. */\nexport class ArrayDataSource<T> extends DataSource<T> {\n constructor(private _data: readonly T[] | Observable<readonly T[]>) {\n super();\n }\n\n connect(): Observable<readonly T[]> {\n return isObservable(this_data) ? this._data: observableOf(this._data);\n }\n\n disconnect() {}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,\n IterableChangeRecord,\n IterableChanges,\n TemplateRef,\n ViewContainerRef,\n} from '@angular/core';\n\n/**\n * The context for an embedded view in the repeater's view container.\n *\n * @template T The type for the embedded view's \$implicit property.\n */\nexport interface _ViewRepeaterItemContext<T> {\n \$implicit?: T;\n}\n\n/**\n * The arguments needed to construct an embedded view for an item in a viewln * container.\n *\n * @template C The type for the context passed to each embedded view.\n */\nexport interface

_ViewRepeaterItemInsertArgs<C> {\n templateRef: TemplateRef<C>;\n context?: C;\n index?: number;\n\\n\/*\n * A factory that derives the embedded view context for an item in a viewin * container.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n *\nexport type _ViewRepeaterItemContextFactory<T, R, C extends _ViewRepeaterItemContext<T>> = (\n record: | IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) => ViewRepeaterItemInsertArgs<C>;\n\n/**\n * Extracts the value of an item from an {@link IterableChangeRecord}.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */\nexport type ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n/** Indicates how a view was changed by a {@link view's context after it was changed. */In context?: C;\in /** Indicates how the view was changed. */In operation: _ViewRepeaterOperation;\in /**
The view's corresponding change record. */In record: IterableChangeRecord<R>;\in}\n\n/**\n * Type for a callback to be executed after a view has changed.\in *\n * @template R The type for the item in each IterableDiffer change record.\in * @template C The type for the context passed to each embedded view.\in */Inexport type _ViewRepeaterItemChanged<R, C> = (change: _ViewRepeaterItemChange<R, C>) => void;\in\in\/**\n * Describes a strategy for rendering items in a {@link ViewContainerRef}.\in * @template The type for the embedded view's \$implicit reproperty in * @template C The type for the context passed to each property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n *\nexport interface ViewRepeater<T, R, C extends ViewRepeaterItemContext<T>> {\n applyChanges(\n changes) IterableChanges<R>,\n viewContainerRef; ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemChanged<R, C>,\n): void;\n\n detach(): void;\n}\n\n*n**n * Injection token for {@link _ViewRepeater}. This token is for use by Angular Material only.\n * @docs-private\n */\nexport const_VIEW_REPEATER_STRATEGY = new InjectionToken<\n_ViewRepeater<unknown, unknown,
_ViewRepeaterItemContext<unknown>>\n>('_ViewRepeater');\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\in IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that destroys views when they are removed from a\n * {@link ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each item.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport class _DisposeViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n applyChanges(\n changes: IterableChanges<R>,\in k, C extends _viewContainerReft,\lambda itemContextFactory: _ViewRepeaterItemContextFactory-t, R, C>\n itemValueResolver: _ViewRepeaterItemContextFactory-t, R, C>\n itemValueResolver: _ViewRepeaterItemChanged<R, C>\n) {\n changes.forEachOperation(\n (\n record: \terableChangeRecord<R>,\n adjustedPreviousIndex: \text{number | null,\n currentIndex: \text{number | null,\n) => {\n let view: EmbeddedViewRef<C> | \text{undefined;\n let operation: _viewRepeaterOperation;\n if (record.previousIndex == \text{null}) {\n \const \text{insertContext} = \text{itemContextFactory(record, adjustedPreviousIndex, \currentIndex);\n \text{view} = \text{viewContainerRef.createEmbeddedView(\n \text{insertContext.templateRef,\n \text{in insertContext.index,\n });\n \text{operation} = _\text{ViewRepeaterOperation.INSERTED;\n } \text{ else if (currentIndex == null) {\n viewContainerRef.remove(adjustedPreviousIndex!);\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n

```
view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n viewContainerRef.move(view!, currentIndex);\n operation =
  ViewRepeaterOperation.MOVED; In } In I (itemViewChanged) (In itemViewChanged((In context: view?.context, In operation, In record, In )); In
IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _ViewRepeater,\n _ViewRepeaterItemContext,\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemInsertArgs,\n _ViewRepeaterItemValueResolver,\n _ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that caches views when they are
removed from a\n * {\@\in\n \text{ViewContainerRef}. When new items are inserted into the container,\n * the repeater will reuse one of the cached views instead of creating a new\n * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n *
@template T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n *@template C The type for the context passed to each embedded view.\n */\nexport class _RecycleViewRepeaterStrategy<T, R, C extends
_ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n /**\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n */\n viewCacheSize: number = 20;\n\n /**\n * View cache that stores
embedded view instances that have been previously stamped out,\n * but don't are not currently rendered. The view repeater will reuse these
views rather than\n * creating brand new ones.\n *\n * TODO(michaeljamesparsons) Investigate whether using a linked list would improve
performance.\n */\n private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */\n applyChanges(\n changes)
IterableChangesR>,in viewContainerRef: ViewContainerRef: ViewContainerRef: ViewContainerRef: ViewRepeaterItemContextFactory
T, R, C>,in itemValueResolver: _ViewRepeaterItemContextFactory
T, R, C>,in itemValueResolver: _ViewRepeaterItemChanged
T, R, C>,in itemValueResolver: _ViewRepeaterItemChanged
views to put them in the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex:
number | null,\n currentIndex: number | null,\n ) => {\n let view: EmbeddedViewRef<C> | undefined;\n let operation: _ViewRepeaterOperation;\n
if (record.previousIndex == null) {\n // Item added.\n const viewArgsFactory = () =>\n itemContextFactory(record, adjustedPreviousIndex,
currentIndex);\n view = this._insertView(\n viewArgsFactory,\n currentIndex!,\n viewContainerRef,\n itemValueResolver(record),\n );\n
operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n' || Item
removed.in this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);\in operation = ViewRepeaterOperation.REMOVED;\in \} else \{\ln // \text{ Item moved.in view} = \text{this._moveView(\ln adjustedPreviousIndex!,\in currentIndex!,\in viewContainerRef,\in \)
itemValueResolver(record), In ); In operation = _ViewRepeaterOperation.MOVED; In In In ItemViewChanged) {In itemViewChanged({In
context: view?.context, in operation, in record, in }; in }in }in hin ;in }in ln hin ;in }in ln hin ;in }in hin his._viewCache { [n viewCache] { In view.destroy(); in }in }in his._viewCache = []; in }in in }in hin ;in }in hin his._viewCache = []; in }in hin /**in * Inserts a view for a new item, either from the cache or by creating a newin * one. Returns `undefined` if the
item was inserted into a cached view.\n */\n private _insertView(\n viewArgsFactory: () => _ViewRepeaterItemInsertArgs<C>,\n currentIndex:
number,\n viewContainerRef: ViewContainerRef,\n value: T,\n ): EmbeddedViewRef<C> | undefined {\n const cachedView =
this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return
undefined;\n \\n\n const viewArgs = viewArgsFactory();\n return viewContainerRef.createEmbeddedView(\n viewArgs.templateRef,\n
viewArgs.context,\n viewArgs.index,\n );\n }\n\n /** Detaches the view at the given index and inserts into the view cache. */\n private
 _detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as
EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n \n\n/** Moves view at the previous index to the current
index. */In private _moveView(in adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<T> {\n /** Currently-
selected values. */\n private _selection = new Set<T>();\n\n /** Keeps track of the deselected options that haven't been emitted by the change
event. */\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. */\n
private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values.
 '/In get selected(): T[] {In if (!this._selected) {In this._selected = Array.from(this._selection.values());In }InIn return this._selected;In }InIn
Event emitted when the value has changed. */In readonly changed = new Subject<SelectionChange<T>>();\n\n constructor(\n private _multiple
= false,\ln initiallySelectedValues?: T[],\ln private _emitChanges = true,\ln public compareWith?: (o1: T, o2: T) => boolean,\ln ) {\ln if
(initiallySelectedValues && initiallySelectedValues.length) {\n if (_multiple) {\n initiallySelectedValues.forEach(value =>
this._markSelected(value));\n } else {\n this._markSelected(initiallySelectedValues[0]);\n }\n\n // Clear the array in order to avoid firing the
change event for preselected values. In this selected To Emit. length = 0; In \ln l^* \ln r^* Selects a value or an array of values. In this selection changed as a result of this call \ln r^* observed the values to select \ln r^* or \ln r^* of this call \ln r^* observed the values. In this selection changed as a result of this call \ln r^* observed the values.
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value => this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n *
Deselects a value or an array of values. In * @param values The values to deselect in * @return Whether the selection changed as a result of
this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this. verifyValueAssignment(values);\n values.forEach(value => this. unmarkSelected(value));\n const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Sets the selected values\n * @param values The new
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
setSelection(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet
 = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this._getConcreteValue(value, newSelectedSet)))/in .forEach(value => this._unmarkSelected(value));\in const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Toggles a value between selected and deselected.\n *
@param value The value to toggle\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return
type boolean\n */\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value) : this.select(value);\n }\n\n /**\n *
Clears all of the selected values.In * @param flushEvent Whether to flush the changes in an event.In * If false, the changes to the selection will
be flushed along with the next event.\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n clear(flushEvent = true): boolean | void \{\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if \{\n this._emitChangeEvent();\n \}\n return changed;\n \}\n\n /**\n * Determines whether a value is selected.\n */\n isSelected(value:
T): boolean {\n return this._selection.has(this._getConcreteValue(value));\n }\n\n *\n * Determines whether the model does not have a value.\n */\n isEmpty(): boolean {\n return this._selection.size === 0;\n }\n\n *\n * Determines whether the model has a value.\n */\n hasValue(): boolean {\n return !this.isEmpty();\n }\n\n /*\n * Sorts the selected values based on a predicate function.\n */\n sort(predicate?: (a: T, b: T) => number):
void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\n\ /**\n * Gets whether multiple values can be selected.\n
 */\n isMultipleSelection() {\n return this._multiple;\n }\n\n /** Emits a change event and clears the records of selected and deselected values.
*/In private _emitChangeEvent() {In // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if
(this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
removed: this._deselectedToEmit,\ln });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n\n /\* Selects a value. */\n private
 markSelected(value: T) {\n value = this._getConcreteValue(value);\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n
Inn if (!this.isSelected(value)) {\n this._selection.add(value);\n }\n\n if (!this._emitChanges) {\n this._selectedToEmit.push(value);\n }\n }\n }\n
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */in private _getConcreteValue(inputValue: T, selection?: Set<T>): T {\n if (!this.compareWith) {\n return inputValue;\n } else {\n selection = selection?? this._selection;\n for (let selectedValue of selection) {\n if (this.compareWith!(inputValue, selectedValue)) {\n return selectedValue;\n }\n }\n }\n }\n }\n }\n }\n \]
```

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return inputValue;\n }\n }\n}\n\n/**\n * Event emitted when the value of a MatSelectionModel has changed.\n * @docs-private\n */\nexport
interface SelectionChange<T> {In /** Model that dispatched the event. */In source: SelectionModel<T>;In /** Options that were added to the
model. */\n added: T[];\n /** Options that were removed from the model. */\n removed: T[];\n \n\n/**\n * Returns an error that reports that
multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function
getMultipleValuesInSingleSelectionError() {In return Error('Cannot pass multiple values into SelectionModel with single-value
mode.');\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n/|
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type
UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/!**\n * Class to coordinate unique selection based on name.\n'
Intended to be consumed as an Angular service. In * This service is needed because native radio change events are only fired on the item
currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names
because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n
*/\n@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private _listeners:
UniqueSelectionDispatcherListener∏ = ∏;\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
item.ln * @param name Name of the item.ln */\n notify(id: string, name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n
}InIn /**In * Listen for future changes to item selection.In * @return Function used to deregister listenerIn */In listen(listener:
UniqueSelectionDispatcherListener): () => void {\n this._listeners.push(listener);\n return () => {\n this._listeners
UAAa,CAAA;AACnD,IAAA,WAAA,CAAOB,KAA8C,EAAA;AAChE,QAAA,KAAK,EAAE,CAAC;QADU,IAAK,CAAA,KAAA,GAAL,KAAK,CAAYC;KAE
je;Iaed,Oaao,Gaaa;Qacl,Oaao,Yaay,Caac,IaaI,Caac,Kaak,Caac,Gaag,IaaI,Caac,Kaak,Gaaga,Eaay,Caac,IaaI,Caac,Kaak,Caa
C,CAAC;KACzE;AAED,IAAA,UAAU,MAAK;AAChB;;ACqCD;IACY,uBASX;AATD,CAAA,UAAY,sBAAsB,EAAA;;AAEhC,IAAA,sBAAA,CAAA,sBAA
ChC,MAAM,aAAa,GAAG,kBAAkB,CAAC,MAAM,EAAE,qBAAqB,EAAE,YAAY,CAAC,CAAC;AACtF,qBAAA,IAAI,GAAG,qBAAqB,CAAC,kBAAkB,C
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Observable, isObservable, of as observableOf} from 'rxis':\nimport {DataSource} from './data-source';\n\n/** DataSource wrapper for a native array. */\nexport class ArrayDataSource<T> extends DataSource<T> {\hata} constructor(private _data: readonly T[] > {\ln super();\ln }\ln\n connect(): Observable<readonly T[]> {\ln return isObservable(this._data) ? this._data : observableOf(this._data);\ln }\ln\n disconnect() {\}\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,\n IterableChangeRecord,\n IterableChanges,\n TemplateRef,\n ViewContainerRef,\n} from '@angular/core';\n\n/**\n * The context for an embedded view in the repeater's view container.\n *\n * @template T The type for the embedded view's \$implicit property.\n */\nexport interface _ViewRepeaterItemContext<T> {\n \$implicit?: T;\n}\n\n/**\n * The arguments needed to construct an embedded view for an item in a viewln * container.\n *\n * @template C The type for the context passed to each embedded view.\n *\nexport interface _ViewRepeaterItemInsertArgs<C> {\n templateRef: TemplateRef<C>;\n context?: C;\n index?: number;\n}\n\n/**\n * \$\$\text{\$ for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */\nexport type _ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n** Indicates how a view was changed by a {@link _ViewRepeater}. */\nexport enum _ViewRepeaterOperation {\n /** The content of an existing view was replaced with another item. */\n REPLACED,\n /** A new view was created with `createEmbeddedView`. */\n INSERTED,\n /** The position of a view changed, but the content remains the same. */\n MOVED,\n /** A view was detached from the view container. */\n REMOVED,\n}\n\n/**\n * Meta data describing the state of a view after it was updated by a\n * {@link _ViewRepeater}.\n *\n * @template R The type for the item in each IterableDiffer change record.\n t @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemChange<R, C> {\n /** The view's context after it was changed. */\n context?: C;\n /** Indicates how the view was changed. */\n operation: _ViewRepeaterOperation;\n /** The view's corresponding change record. */\n record: IterableChangeRecord<R>;\n\\\n\n'*\n * Type for a callback to be executed after a view has changed.\n *\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.in */inexport type_ViewRepeaterItemChanged<R, C> = (change: _ViewRepeaterItemChanged<R, C>) = void;\in\in*\n * Describes a strategy for rendering items in a {@link ViewContainerRef}.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the embedded view's Simplicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeater<T, R, C extends _ViewRepeaterItemContext<T>> {\n applyChanges(\n changes: IterableChanges<R>>,\n viewContainerRef: ViewContainerRef; NiewContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemChanged<R, C>,\n): void;\n\n\n**\n * Injection token for {@link _ViewRepeater}. This token is for use by Angular Material only.\n * @docs-private\n */\nexport const _VIEW_REPEATER_STRATEGY = new InjectionToken<\n _ViewRepeater<unknown, unknown, _ViewRepeaterItemContext<unknown>\n>('_ViewRepeater');\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\ninwport {\n \text{NowPersort Institute Personal Property Institute Personal Property Institute Inst EmbeddedViewRef,in IterableChangeRecord,in IterableChanges,in ViewContainerRef,in} from '@angular/core';inimport {in _ViewRepeater,in _ViewRepeaterItemChanged,\n _ViewRepeaterItemContext,\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemValueResolver,\n ViewRepeaterOperation, \n from './view-repeater'; $\n\n$ *\n * A repeater that destroys views when they are removed from a \n * (@link ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each item.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport class _DisposeViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>\\n itemValueResolver: _ViewRepeaterItemContextFactory<T, R, C>\\n itemValueResolver: _ViewRepeaterItemChanged<R, C>\\n) {\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) => {\n let view: EmbeddedViewRef<C> | undefined;\n let operation: _ViewRepeaterOperation;\n if (record.previousIndex == null) {\n const insertContext = $item Context Factory (record, adjusted Previous Index, current Index); \\ ln view = view Container Ref. create Embedded View (ln view = view Embedded View (ln view = view Embedded View (ln view = view = view Embedded View (ln view =$ insertContext.templateRef,in insertContext.context,in insertContext.index,in);in operation = _ViewRepeaterOperation.INSERTED;in } else if (currentIndex == null) {\n viewContainerRef.remove(adjustedPreviousIndex!);\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.RE view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n viewContainerRef.move(view!, currentIndex);\n operation = by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\n IterableChangeRecord,In IterableChanges,In ViewContainerRef,In} from '@angular/core';Inimport {In _viewRepeater,In ViewRepeaterItemChanged,\n _ViewRepeaterItemContext,\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemInsertArgs,\n _ViewRepeaterItemValueResolver,\n _ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that caches views when they are removed from a\n * {@link ViewContainerRef}. When new items are inserted into the container,\n * the repeater will reuse one of the cached views instead of creating a new\n * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.in */inexport class _RecycleViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n /**\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n */\n viewCacheSize: number = 20;\n\n /**\n * View cache that stores embedded view instances that have been previously stamped out,\n * but don't are not currently rendered. The view repeater will reuse these views rather than\n * creating brand new ones.\n *\n * TODO(michaeljamesparsons) Investigate whether using a linked list would improve performance.\n *\n private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. *\n applyChanges(in changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef;\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemChanged<R, C>,\n) {\n // Rearrange the _viewContainerRef.} views to put them in the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) => {\n let view: EmbeddedViewRef<C> | undefined;\n let operation: _ViewRepeaterOperation;\n if (record previousIndex == null) {\n // Item added.\n const viewArgsFactory = () =>\n itemContextFactory(record, adjustedPreviousIndex,

```
currentIndex);\n view = this._insertView(\n viewArgsFactory,\n currentIndex!,\n viewContainerRef,\n itemValueResolver(record),\n );\n
operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n // Item
removed.in this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);in operation = _ViewRepeaterOperation.REMOVED;in }
else {\n // Item moved.\n view = this._moveView(\n adjustedPreviousIndex!,\n currentIndex!,\n viewContainerRef,\n
itemValueResolver(record),\n );\n operation = _ViewRepeaterOperation.MOVED;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n context: view?.context,\n operation,\n record,\n });\n }\n }\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n context: view?.context,\n operation,\n record,\n });\n }\n }\n\n h\n\n detach() {\n for (const view of this._viewCache) {\n view.destroy();\n }\n this._viewCache = [];\n }\n\n |**\n * Inserts a view for a new item, either from the cache or by creating a new\n * one. Returns `undefined` if the item was inserted into a cached view.\n */\n private _insertView(\n viewArgsFactory: () => _ViewRepeaterItemInsertArgs<C>,\n currentIndex: number,\n viewContainerRef: ViewContainerRef,\n value: T,\n ): EmbeddedViewRef<C> | undefined {\n const cachedView =
viewArgs.context, In viewArgs.index, In ); In ] In In /** Detaches the view at the given index and inserts into the view cache. */In private
 detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {In const detachedView = viewContainerRef.detach(index) as
EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n \\n\n /** Moves view at the previous index to the current
index. */In private _moveView(in adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
viewContainerRef.indexOf(view); \n\n // The host component could remove views from the container outside of\n // the view repeater. It's
unlikely this will occur, but just in case, In // destroy the view on its own, otherwise destroy it through the In // container to ensure that all the
EmbeddedViewRef<C> | null {In const cachedView = this._viewCache.pop();\n if (cachedView) {In viewContainerRef.insert(cachedView, index);\n }\n return cachedView || null;\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Subject} from
'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<\tall> \\n' /\n'
selected values. */in private _selection = new Set<T>();in\in /** Keeps track of the deselected options that haven't been emitted by the change
event. */\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. */\n
private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values.
 '/In get selected(): T[] {In if (!this._selected) {In this._selected = Array.from(this._selection.values());In }InIn return this._selected;In }InIn
Event emitted when the value has changed. */In readonly changed = new Subject<SelectionChange<T>>();InIn constructor(In private _multiple
= false,\n initiallySelectedValues?: T[]_n private _emitChanges = true,\n public compareWith?: (o1: T, o2: T) => boolean,\n ) {\n if (initiallySelectedValues && initiallySelectedValues.length) {\n if (_multiple) {\n initiallySelectedValues.forEach(value =>
this._markSelected(value));\n } else {\n this._markSelected(initiallySelectedValues[0]);\n }\n\n // Clear the array in order to avoid firing the
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value =>
this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n }**\n *
Deselects a value or an array of values.\n * @param values The values to deselect\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\ \n \\
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n *\n
setSelection(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this, getConcreteValue(value, newSelectedSet)))\n.forEach(value => this, unmarkSelected(value));\n const changed =
this._hasQueuedChanges();In this._emitChangeEvent();In return changed;In }InIn /**In * Toggles a value between selected and deselected.In *
@param value The value to toggleIn * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return
type boolean\n */\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value) : this.select(value);\n }\n\n /**\n
Clears all of the selected values.\n * @param flushEvent Whether to flush the changes in an event.\n * If false, the changes to the selection will
be flushed along with the next event.\n' * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make
return type boolean\n */\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if
(flushEvent) {In this._emitChangeEvent();In }In return changed;In }InIn /**In * Determines whether a value is selected.In *In isSelected(value: T): boolean {In return this._selection.has(this._getConcreteValue(value));In }InIn /**In * Determines whether the model does not have a value.In */In isEmpty(): boolean {In return this._selection.size === 0;In }InIn /**In * Determines whether the model has a value.In */In hasValue(): boolean {In return !this.isEmpty();In }InIn /**In * Sorts the selected values based on a predicate function.In */In sort(predicate?: (a: T, b: T) => number): void {In if (this._multiple && this.selected) {In this._selected!.sort(predicate);In }In }InIn /**In * Gets whether multiple values can be selected.In
*/In isMultipleSelection() {In return this._multiple; In }In\n /** Emits a change event and clears the records of selected and deselected values.

*/In private _emitChangeEvent() {In // Clear the selected values so they can be re-cached.\In this._selected = null;\In\n if
Inln if (!this.isSelected(value)) {In this._selection.add(value); In }Inln if (this._emitChanges) {In this._selectedToEmit.push(value); In }In }In }Inln
/** Deselects a value. */\n private_unmarkSelected(value: T) {\n value = this._getConcreteValue(value);\n if (this.isSelected(value)) \n this._selection.delete(value);\n\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n }\n \n\n \r* Clears out the selected
values. */\n private _unmarkAll() {\n if (!this.isEmpty()) {\n this._selection.forEach(value => this._unmarkSelected(value));\n }\n }\n\n |**\n *
Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not
supporting multiple values.\n */\n private _verifyValueAssignment(values: T[j) {\n if (values.length > 1 && !this._multiple && (typeof
ngDevMode === 'undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n }\n\n /** Whether there are queued up
change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. *\in private
multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function
getMultipleValuesInSingleSelectionError() {In return Error('Cannot pass multiple values into SelectionModel with single-value
mode.');\n}\n","/**\n * @license\n * Copyright Google LLC All Right's Reserved.\n *\n * Use of this source code is governed by an MIT-style
license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported \nexport type
UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n *
Intended to be consumed as an Angular service. In * This service is needed because native radio change events are only fired on the item
currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names
because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n
*/\n@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private _listeners:
UniqueSelectionDispatcherListener[] = [];\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
```

```
UAAa,CAAA;AACnD,IAAA,WAAA,CAAoB,KAA8C,EAAA;AAChE,QAAA,KAAK,EAAE,CAAC;QADU,IAAK,CAAA,KAAA,GAAL,KAAK,CAAyC;KAE
jE;IAED,OAAO,GAAA;QACL,OAAO,YAAY,CAAC,IAAI,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,KAAK,GAAGA,EAAY,CAAC,IAAI,CAAC,KAAK,CAA
C,CAAC;KACZE;AAED,IAAA,UAAU,MAAK;AAChB;;ACqCD;IACY,uBASX;AATD,CAAA,UAAY,sBAAsB,EAAA;;AAEhC,IAAA,sBAAA,CAAA,sBAA
AA,UAAQ,CAAA;;AAER,IAAA,SBAAA,CAAA,SBAAA,CAAA,CAAA,GAAA,CAAA,GAAA,CAAA,GAAA,OAAK,CAAA;;AAEL,IAAA,SBAAA,CAAA,S
BAAA,CAAA,SAAA,CAAA,GAAA,CAAA,CAAA,GAAA,SAAO,CAAA;AACT,CAAC,EATW,sBAAsB,KAAtB,sBAAsB,GASjC,ÉAAA,CAAA,CAAA,CA
AQ,CAAC;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;AAC/B,gBAAA,gBAAGB,CAAC,MAAM,CAAC,qBAAsB,CAAC,CAAC;AAChD,gBAAA,
SAAS,GAAG,SBAASB,CAAC,OAAO,CAAC;aAC5C;iBAAM;AACL,gBAAA,IAAI,GAAG,gBAAgB,CAAC,GAAG,CAAC,qBAASB,CAAuB,CAAC;AAC
1E, gBAAA, gBAAgB, CAAC, IAAI, CAAC, IAAK, EAAE, YAAY, CAAC, CAAC; AAC3C, gBAAA, SAAS, GAAG, sBAAsB, CAAC, KAAK, CAAC; aAC1C; YAED,
IAAI, eAAe, EAAE; AACNB, gBAAA, eAAe, CAAC; oBACd, OAAO, EAAE, IAAI, EAAE, OAAO; oBACtB, SAAS; oBACT, MAAM; AACP, iBAAA, CAAC, CAAC;
aACJ;AACH,SAAC,CACF,CAAC;KACH;AAED,IAAA,MAAM,MAAK;AACZ;;ACVDD;;;;;;;AAUG;MACU,4BAA4B,CAAA;AAAZC,IAAA,WAAA,GAA
A;AAGE;;;AAGG;QACH,IAAa,CAAA,aAAA,GAAW,EAAE,CAAC;AAE3B;;;;;AAMG;QACK,IAAU,CAAA,UAAA,GAAyB,EAAE,CAAC;KA2I/C;;IAXIC,
YAAY,CACV,OAA2B,EAC3B,gBAAkC,EACIC,kBAA4D,EAC5D,iBAAuD,EACvD,eAAgD,EAAA;;QAGhD,OAAO,CAAC,gBAAgB,CACtB,CACE,MAA
+B,EÁC/B,qBAAoC,EACpC,ŸAA2B,KACzB;AACF,YAAA,IAAI,IAAoC,CAAC;AACzC,ŸAAA,IAAI,SAAiC,CAAC;AACtC,ŸAAA,IAAI,MAAM,CAAC,aA
Aa,IAAI,IAAI,EAAE;;AAEhC,gBAAA,MAAM,eAAe,GAAG,MACtB,kBAAkB,CAAC,MAAM,EAAE,qBAAqB,EAAE,YAAY,CAAC,CAAC;AACIE,gBAAA
,IAAI,GAAG,IAAI,CAAC,WAAW,CACrB,eAAe,EACf,YAAa,EACb,gBAAgB,EAChB,iBAAiB,CAAC,MAAM,CAAC,CAC1B,CAAC;AACF,gBAAA,SAAS
,GAAG,IAAI,GAAG,SBAASB,CAAC,QAAQ,GAAG,SBAASB,CAAC,QAAQ,CAAC;aACtF;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;;AAE/B,gBAAA,I
AAI,CAAC,mBAAmB,CAAC,qBAASB,EAAE,gBAAgB,CAAC,CAAC;AACnE,gBAAA,SAAS,GAAG,SBAASB,CAAC,OAAO,CAAC;aAC5c;iBAAM;;A
AEL,gBAAA,IAAI,GAAG,IAAI,CAAC,SAAS,CACnB,qBAAsB,EACtB,YAAa,EACb,gBAAgB,EAChB,iBAAiB,CAAC,MAAM,CAAC,CAC1B,CAAC;AA
CF,gBAAA,SAAS,GAAG,sBAAsB,CAAC,KAAK,CAAC;aAC1C;YAED,IAA1,eAAe,EAAE;AACHB,gBAAA,eAAe,CAAC;oBACd,OAAC,eAAE,IAA1,EA
AE,OAAO;oBACtB,SAAS;oBACT,MAAM;AACP,iBAAA,CAAC,CAAC;aACJ;AACH,SAAC,CACF,CAAC;KACH;IAED,MAAM,GAAA;AACJ,QAAA,KA
AK,MAAM,IAAI,IAAI,CAAC,IUAAU,EAAE;YACICI,IAAI,CAAC,OAAO,EAAE,CAAC;SAChB;AACD,QAAA,IAAI,CAAC,UAAU,GAAG,EAAE,CAAC;KACtB;AAED;;;AAGG;AACK,IAAA,WAAW,CACjB,eAAqD,EACrD,YAAoB,EACPB,gBAAKC,EACIC,KAAQ,EAAA;QAER,MAAM,UAAU,GAAG,IAAI,
ĆAAC, oBAAOB, CAAC, YAAa, EAAE, gBAAgB, CAAC, CAAC, QAC9E, IAAI, UAAU, EAAE, AACd, YAAA, UAAU, CAAC, OAAO, CAAC, ŚAAS, ĠAAG, KAA
K,CAAC;AACrC,YAAA,OAAO,SAAS,CAAC;SACIB;AAED,QAAA,MAAM,QAAQ,GAAG,eAAe,EAAE,CAAC;AACrC,QAAA,OAAO,gBAAgB,CAAC,k
BAAKB,CACxC,QAAQ,CAAC,WAAW,EACpB,QAAQ,CAAC,OAAO,EAChB,QAAQ,CAAC,KAAK,CACf,CAAC;KACH;;IAGO,mBAAmB,CAAC,KAAa,
EAAE,gBAAKC,EAAA;QAC3E,MAAM,YAAY,GÀAG,gBAAgB,CAAC,MAAM,CAAC,KAAK,CAAUB,CAAC;AAC1E,QAAA,IAAI,CAAC,eAAe,CAAC,YA
AY,EAAE,gBAAgB,CAAC,CAAC;KACtD;;AAGO,IAAA,SAAS,CACf,qBAA6B,EAC7B,YAAoB,EACPB,gBAAkC,EACIC,KAAQ,EAAA;QAER,MAAM,I
AAI,GAAĞ,gBAĂgB,CAAC,GAAG,CAAC,qBAAsB,CAAuB,CAAC;AAChF,QAAA,gBAAgB,CAAC,IAAİ,CAAC,IAAI,EAAE,YAAY,CAAC,CAAC;AAC1
C,QAAA,IAAI,CAAC,OAAO,CAAC,SAAS,GAAG,KAAK,CAAC;AAC/B,QAAA,OAAO,IAAI,CAAC;KACb;AAED;;;AAGG;IACK,eAAe,CAAC,IAAwB,E
AAE,gBAAKC,EAAA;QACIF,IAAI,IAAI,CAAC,UAAU,CAAC,MAAM,GAAG,IAAI,CAAC,AAAa,EAAE;AAC/C,YAAA,IAAI,CAAC,UAAU,CAAC,IAAI,CA
AC;aAChC;SACF;KACF;;IAGO,oBAAoB,CAC1B,KAAa,EACb,gBAAkC,EAAA;QAEIC,MAAM,UAAU,GAAG,IAAI,CAAC,UAAU,CAAC,GAAG,EAAE,CAAC;QACZC,IAAI,UAAU,EAAE;AACd,YAAA,gBAAgB,CAAC,MAAM,CAAC,UAAU,EAAE,KAAK,CAAC,CAAC;SAC5C;QACD,OAAO,UAAU,IAAI,I
AAI,CAAC;KAC3B;AACF;;ACpLD;;AAEG;MACU,CAAC,CAAA;;AAC2B,IAAA,IAAI,QAAQ,GAAA;AACV,QAAA,IAAI,CAAC,IAAI,CAAC,AAC,;AAC,AAC,;AACnB,YAAA,IAAI,CAAC,SAAS,GAAG,KAAK,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,C
CAAC,SAAS,CAAC;KACVB;IAKD,WACU,CAAA,SAAA,GAAY,KAAK,EACZB,uBAA6B,EACrB,YAAe,GAAA,IAAI,EACpB,WAAUC,EAAA;QAHtC,IA
AS,CAAA,SAAA,GAAT,SAAS,CAAQ;QAEjB,IAAY,CAAA,YAAA,GAAZ,YAAY,CAAO;QACpB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAAB;;AA3BXC,Q
AAA,IAAA,CAAA,UAAU,GAAG,IAAI,GAAG,EAAK,CAAC;;QAG1B,IAAiB,CAAA,iBAAA,GAAQ,EAAE,CAAC;;QAG5B,IAAe,CAAA,GAAZ,YAAY,CAAO;AAA,GAAZ,YAAY,CAAO;AAA,UAAU,GAAG,IAAI,GAAG,EAAK,CAAC;;QAG1B,IAAiB,CAAA,iBAAA,GAAQ,EAAE,CAAC;;QAG5B,IAAe,CAAA,OAAO,GAAG,IAAI,OAAO,EAASB,CAAC;AAQnD,QAAA,IAAI,uBAAUB,IAAI,uBAAUB,CAAC,MAAM,EAAE;Y
AC7D,IAAI,SAAS,EAAE;AACb,qBAAA,uBAAuB,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC;aACre;iBA
AM;gBACL,IAAI,CAAC,aAAa,CAAC,uBAAuB,CAAC,CAAC,CAAC,CAAC,CAAC;aAChD;;AAGD,YAAA,IAAI,CAAC,eAAe,CAAC,MAAM,GAAG,CA
AC,ČAAC;ŚACjĆ;KACF;AAED;;;;;AAKG;IACH,MAAM,CAAC,GAAG,MAAW,EAAA;AACnB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAA
C;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC;AACnD,QAAA,MAAM,OAAO,GAAG,
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AAQ,CAAC,GAAG,MAAW,EAAA;AACrB,QAAA,IAAI,ČAAC,SBAASB,CAAC,MAAM,CAAC,ĆAAC;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAA
K,IAAI,IAAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;AACrD,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,iBAAiB,EAAE,CAAC;QACzC,IAAI,CA
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U,CAAC,IAAI,KAAK,CAAC,CAAC;KACnC;AAED;;AAEG;IACH,QAAQ,GAAA;AACN,QAAA,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,CAAC;KACxB;
AAED;;ÁAEG;AACH,IAAA,IAAI,CÁAC,SAÁKC,EÁAA;QÁCrC,IÁÀI,IAÀI,CAAC,SAAS,IAAI,IÁAI,CÁAC,QÁAQ,ÉAAE;ÁACRC,ÝAAA,IAAI,CÁAC,SA
AU,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;SACjC;KACF;AAED;;AAEG;IACH,mBAAmB,GAAA;QACjB,OAAO,IAAI,CAAC,SAAS,CAAC;KACvB;;IA
GO,gBAAgB,GAAA;;AAEtB,QAAA,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;AAEtB,QAAA,IAAI,IAAI,CAAC,eAAe,CAAC,MAAM,IAAI,IAAI,CAAC,iBA
AIB,CAAC,MAAM,EAAE;AACHE,YAAA,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC;AACHB,gBAAA,MAAM,EAAE,IAAI;gBACZ,KAAK,EAAE,IAAI,CAAC,
eAAe;gBAC3B,OAAO,EAAE,IAAI,CAAC,IBAAIB;AAChC,aAAA,CAAC,CAAC;AAEH,YAAA,IAAI,CAAC,IBAAIB,GAAG,EAAE,CAAC;AAC5B,YAAA,
IAAI,CAAC,eAAe,GAAG,EAAE,CAAC;SAC3B;KACF;;AAGO,IAAA,aAAa,CAAC,KAAQ,EAAA;AAC5B,QAAA,KAAK,GAAG,IAAI,CAAC,iBAAiB,CA
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C,CAAC;AACtC,QAAA,IAAI,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC1B,YAAA,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,KAAK,CAAC,CA
AC;AAE9B,YAAA,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,gBAAA,IAAI,CAAC,iBAAIB,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;aACpC;SACF;KACF;;I
AGO,UAAU,GAAA;AAChB,QAAA,IAAI,CAAC,IAAI,CAAC,OAAO,EAAE,EAAE;AACnB,YAAA,IAAI,CAAC,UAAU,CAAC,OAAO,CAAC,KAAK,IAAI,I
AAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;SAC/D;KACF;AAED;;;AAGG;AACK,IAAA,sBAAsB,CAAC,MAAW,EAAA;QACXC,IAAI,MAAM,C
AAC,MAAM,GAAG,CAAC,IAAI,CAAC,IAAI,CAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;YAC3F,MAAM,uCAAuC,EAA
E,CAAC;SACjD;KACF;;IAGO,iBAAiB,GAAA;AACvB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAiB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,M
AAM,CAAC,CAAC;KACzE;;IAGO,iBAAiB,CAAC,UAAa,EAAE,SAAkB,EAAA;AACzD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,O
AAO,UAAU,CAAC;SACnB;aAAM;AACL,YAAA,SAAS,GAAG,SAAS,IAAI,IAAI,CAAC,UAAU,CAAC;AACzC,YAAA,KAAK,IAAI,aAAa,IAAI,SAAS,EA
AE;gBACnC,IAAI,IAAI,CAAC,WAAY,CAAC,UAAU,EAAE,AAAa,CAAC,EAAE;AAChD,oBAAA,OAAO,aAAa,CAAC;iBACtB;aACF;AACD,YAAA,OAA
O,ÜĂAU,CAÁC;SACnB;KACF;AACF,CAAÁ;AAeD;;;;AAÍG;SACa,uCÁAuC,GAAA;AÁCrD,IAÁA,OAÁO,KAAK,CAAC,yEAÁyE,CAAC,CAAC;AÁC1
F;;ACIQA;;;;;;AQQG;MAEU,yBAAyB,CAAA;AADtC,IAAA,WAAA,GAAA;QAEU,IAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC
  ;AAIG;IACH,MAAM,CAAC,EAAU,EAAE,IAAY,EAAA;AAC7B,QAAA,KAAK,IAAI,QAAQ,IAAI,IAAI,CAAC,UAAU,EAAE;AACpC,YAAA,QAAQ,CAA
C,EAAE,EAAE,IAAI,CAAC,CAAC;SACpB;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,CAAC,QAA2C,EAAA;AAChD,QAAA,IAAI,CAAC,UAAU,CAA
C,IAAI,CAAC,QAAQ,CAAC,CAAC;AAC/B,QAAA,OAAO,MAAK;AACV,YAAA,IAAI,CAAC,UAĀU,GAAG,IAAI,CAAC,ŪAAU,CAAC,MAAM,CAAC,CA
```

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,\n IterableChangeRecord,\n IterableChanges,\n TemplateRef,\n ViewContainerRef,\n} from '@angular/core';\n\n/**\n * The context for an embedded view in the repeater's view container.\n *\n * @template T
embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for
the context passed to each embedded view.\n */\nexport type _ViewRepeaterItemContextFactory<T, R, C extends
  ViewRepeaterItemContext<T>> = (In record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number |
null,\n) => _ViewRepeaterItemInsertArgs<C>;\n\n/**\n * Extracts the value of an item from an {@link IterableChangeRecord}.\n *\n * @template
 T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */\nexport
type _ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n/** Indicates how a view was changed by a {@link
remains the same. */\n MOVED,\n /** A view was detached from the view container. */\n REMOVED,\n}\n\n/**\n * Meta data describing the state
of a view after it was updated by a\n * {@link _ViewRepeater}.\n *\n * @template R The type for the item in each IterableDiffer change record.\n
* @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemChange<R, C> {\n /** The view's context after it was changed. */\n context?: C;\n /** Indicates how the view was changed. */\n operation: _ViewRepeaterOperation;\n /** The view's corresponding change record. */\n record: IterableChangeRecord<R>;\n}\n\n/**\n * Type for a callback to be executed after a view
has changed.\n *\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport type _ViewRepeaterItemChanged<R, C> = (change: _ViewRepeaterItemChange<R, C>) => void;\n\n/**\n * Describes a strategy for rendering items in a {@link ViewContainerRef}.\n *\n * @template T The type for the embedded view's $implicit
property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each
embedded view.\n *\nexport interface _ViewRepeater<T, R, C extends _ViewRepeaterItemContext<T>> {\n applyChanges(\n changes)\n changes: \text{lterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemChanged<R, C>,\n ): void;\n\n detach():
void;\n}\n\n/**\n * Injection token for {@link _ViewRepeater}. This token is for use by Angular Material only.\n * @docs-private\n */\nexport
const_VIEW_REPEATER_STRATEGY = new InjectionToken<a href="https://www.nepeatersunknown">hospitalistandersunknown</a>, _ViewRepeatersunknown, unknown, unknown, _viewRepeatersunknown, unknown, _viewRepeatersunknown, unknown, unknown, unknown, _viewRepeatersunknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, unknown, 
 this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n
 EmbeddedViewRef,\in IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n
   ViewRepeaterItemChanged, In\_ViewRepeaterItemContext, In\_ViewRepeaterItemContextFactory, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterItemValueResolver, In\_ViewRepeaterIte
  _ViewRepeaterOperation,\ln from './view-repeater';\ln\ln/**\ln * A repeater that destroys views when they are removed from \ln *
 ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each
item.\n *\n * @template T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport class _DisposeViewRepeaterStrategy<T,
ViewRepeaterItemContext<T>>\n implements _ViewRepeaterItemContextFactory : \n itemContextFactory < T, R, C>\n\n\n applyChanges(\n changes: \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\left \tem\le
EmbeddedViewRef<C> | undefined;\(\text{in let operation: _ViewRepeaterOperation;\(\text{ln if (record.previousIndex = null) {\text{ln const insertContext} = itemContextFactory(record, adjustedPreviousIndex, currentIndex);\(\text{ln view} = \text{viewContainerRef.createEmbeddedView(\text{ln})}\)
insertContext.templateRef,in insertContext.context,in insertContext.index,in );in operation = _ViewRepeaterOperation.INSERTED;in } else if (currentIndex == null) {\n viewContainerRef.remove(adjustedPreviousIndex!);\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.REMOVED;\n operation = _ViewRepeaterOperation.RE
 \dot{v}iew = viewContainerRef.get(adjustedPreviousIndex)) as EmbeddedViewRef<C>;\in viewContainerRef.move(view!, currentIndex);\in operation =
   ViewRepeaterOperation.MOVED; In \In\n if (itemViewChanged) \In itemViewChanged(\In context: view?.context, \in operation, \in record, \in \}); \in
In I, In I, In I, In detach() {}\n}\n","/**in * @license\n * Copyright Google LLC All Rights Reserved \n *\n * Use of this source code is governed
by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\n
IterableChangeRecord,In IterableChanges,In ViewContainerRef,In} from '@angular/core';Inimport {In_ViewRepeater,In_ViewRepeaterItemContext,In_ViewRepeaterItemContextFactory,In_ViewRepeaterItemInsertArgs,In_ViewRepeaterItemValueResolver,In_ViewRepeaterOperation,In} from './view-repeater';In\n/**In * A repeater that caches views when they are removed from aln * {@iink ViewContainerRef}. When new items are inserted into the container,In * the repeater will reuse one of the cached
views instead of creating a new\n * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n *
@template T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n
   @template C The type for the context passed to each embedded view.\n */\nexport class_RecycleViewRepeaterStrategy<T, R, C extends
_ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n /**\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n */\n viewCacheSize: number = 20;\n\n /**\n * View cache that stores
embedded view instances that have been previously stamped out,\n * but don't are not currently rendered. The view repeater will reuse these
views rather than\n * creating brand new ones.\n *\n * TODO(michaeljamesparsons) Investigate whether using a linked list would improve
performance.\n */\n private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */\n applyChanges(\n changes)
IterableChanges<R>,\n viewContainerRef; ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged?: _ViewRepeaterItemChanged<R, C>,\n ) {\n // Rearrange the
views to put them in the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex:
 number | null,\n currentIndex: number | null,\n ) => {\n let view: EmbeddedViewRef<C> | undefined;\n let operation: _ViewRepeaterOperation;\n
if (record.previousIndex == null) {\n // Item added.\n const viewArgsFactory = () =>\n itemContextFactory(record, adjustedPreviousIndex,
currentIndex);\n view = this._insertView(\n viewArgsFactory,\n currentIndex!,\n viewContainerRef,\n itemValueResolver(record),\n );\n
operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n // Item
removed.\n this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);\n operation = _ViewRepeaterOperation.RÉMOVED;\n } else {\n // Item moved.\n view = this._moveView(\n adjustedPreviousIndex!,\n currentIndex!,\n viewContainerRef,\n itemValueResolver(record),\n );\n operation = _ViewRepeaterOperation.MOVED;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n moved.\n 
nternvalueResolver(record), in j;in operation = _viewRepeaterOperation.MOVED;in }inin in (itemviewChanged) {in itemviewChanged} (in context, viewCache, in peration, in record, in });in }in in (itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in viewCache, in peration, in record, in };in }in in (itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in viewCache, in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {in itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChanged} (in itemviewChanged) {itemviewChan
this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return
undefined;In }InIn const viewArgs = viewArgsFactory();In return viewContainerRef.createEmbeddedView(In viewArgs.templateRef,In
 viewArgs.context,\n viewArgs.index,\n );\n }\n\n /** Detaches the view at the given index and inserts into the view cache. */\n private
  detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {In const detachedView = viewContainerRef.detach(index) as
 EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n \\n\n /** Moves view at the previous index to the current
index. */In private _moveView(in adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
 viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
 cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
 ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
unlikely this will occur, but just in case, \n // destroy the view on its own, otherwise destroy it through the\n // container to ensure that all the
view from the cache at the given index. */\n private _insertViewFromCache(\n index: number,\n viewContainerRef: ViewContainerRef;\n ):

EmbeddedViewRef<C> | null {\n const cachedView = this._viewCache.pop();\n if (cachedView) {\n viewContainerRef: insert(cachedView, index);\n }\n return cachedView || null;\n }\n}\n",\"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Subject} from
```

```
'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<T> {\n /** Currently-
selected values. */\n private _selection = new Set<T>();\n\n /** Keeps track of the deselected options that haven't been emitted by the change
event. */\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. */\n
private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values.
*/In get selected(): T[] {In if (!this._selected) {In this._selected = Array.from(this._selection.values());In }InIn return this._selected;In }InIn /**
Event emitted when the value has changed. */\n readonly changed = new Subject<SelectionChange<T>>();\n\n constructor(\n private _multiple
= false,\n initiallySelectedValues?: T[],\n private _emitChanges = true,\n public compareWith?: (o1: T, o2: T) => boolean,\n ) {\n if
= Taise, in Initially Selected values?: I], in private _emitChanges = true, in public comparewith?: (01: 1, 02: 1) => boolean, in ) {in it (initially Selected Values. for Each (value); \n } else {initially Selected Values. for Each (value); \n } else {in this._mark Selected (initially Selected Values. for Each (value); \n } else {in this._mark Selected Values. for Each (value); \n } else {in this._mark Selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } end or each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. for Each (value); \n } else {in this._selected Values. fo
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value => this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n |**\n *
Deselects a value or an array of values.\n * @param values The values to deselect\n * @return Whether the selection changed as a result of
this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Sets the selected values\n * @param values The new
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
setSelection(...values: T[]): boolean | void {In this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet
= new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this._getConcreteValue(value, newSelectedSet))))n .forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \}\n\n * Toggles a value between selected and deselected.\n *
@param value The value to toggle\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n *\n toggle(value: T): boolean \n void {\n return this.isSelected(value) ? this.deselect(value): this.select(value);\n }\n\n\n\n \n \text{Clears all of the selected values.\n * @param flushEvent Whether to flush the changes in an event.\n * If false, the changes to the selection will be flushed along with the next event.\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make
return type boolean\n */\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if (flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n betermines whether a value is selected.\n */\n isSelected(value:
T: boolean {\n return this._selection.has(this._getConcreteValue(value));\n }\n\n /**\n * Determines whether the model does not have a value.\n */\n isEmpty(): boolean {\n return this._selection.size === 0;\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean
{In return !this.isEmpty(); In }In\n /**\n * Sorts the selected values based on a predicate function.\n */\n sort(predicate?: (a: T, b: T) => number):
void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\n\ /**\n * Gets whether multiple values can be selected.\n
*/\n isMultipleSelection() {\n return this._multiple;\n }\n\n /** Emits a change event and clears the records of selected and deselected values.
*/In private_emitChangeEvent() {In // Clear the selected values so they can be re-cached.In this._selected = null;InIn if
(this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this, In added: this._selectedToEmit, In
removed: this._deselectedToËmit,\n });\n\n this._deselectedToËmit = [];\n this._selectedToEmit = [];\n }\n }\n }\n }\n }\n }\n \n \n'* Selects a value. */\n private
 _markSelected(value: T) {\n value = this._getConcreteValue(value);\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n
\ln\n if (!this.isSelected(value)) {\n this._selection.add(value);\n }\n\n if (this._emitChanges) {\n this._selectedToEmit.push(value);\n }\n }\n\n
  * Deselects a value. */\n private _unmarkSelected(value: T) {\n value = this._getConcreteValue(value);\n if (this.isSelected(value)) {\n
this._selection.delete(value);\n\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n j\n j\n i j\n h\n r* Clears out the sélected
values. */In private _unmarkAll() {In if (!this.isEmpty()) {In this._selection.forEach(value => this._unmarkSelected(value));In }In }In In /* Clears out the selected values. */In private _unmarkAll() {In if (!this.isEmpty()) {In this._selection.forEach(value => this._unmarkSelected(value));In }In }In /* Nin /**In * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not supporting multiple values.\n */In private _verifyValueAssignment(values: T[]) {In if (values.length > 1 && !this._multiple && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw getMultipleValuesInSingleSelectionError();In }In }In\n /** Whether there are queued up change to be emitted. */In private _hasQueuedChanges() {In return !!(this._deselectedToEmit.length || this._selectedToEmit.length);In }In\n /** Returns a value that is comparable to inputValue by applying comparable to inputValue otherwise. */In private
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */in private _getConcreteValue(inputValue: T, selection?: Set<T>): T {\n if (!this.compareWith) {\n return inputValue;\n } else {\n selection = selection ??
this._selection;\n for (let selectedValue of selection) {\n if (this.compareWith!(inputValue, selectedValue)) {\n return selectedValue;\n }\n }\n
return inputValue; In }\in }\n }\n\n\n/**\n * Event emitted when the value of a MatSelectionModel has changed. in * @docs-private\n */\nexport
interface SelectionChange<T> {In /** Model that dispatched the event. */In source: SelectionModel<T>;In /** Options that were added to the
model. */\n added: T[];\n /** Options that were removed from the model. */\n removed: T[];\n \n\n/**\n * Returns an error that reports that
multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function getMultipleValuesInSingleSelectionError() {\n return Error('Cannot pass multiple values into SelectionModel with single-value
mode.');\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n/|
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type
currently in * being selected, and we still need to uncheck the previous selection. In *in * This service does not *store* any IDs and names because they may change at any time, so it is in * less error-prone if they are simply passed through when the events occur. In
*/\n@|njectable({providedin: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private _listeners:
UniqueSelectionDispatcherListener[] = [];\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
item.\n * @param name Name of the item.\n */\n notify(id: string, name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n
In In /**\n * Listen for future changes to item selection.\n * @return Function used to deregister listenerin */\n listen(listener:
UniqueSelectionDispatcherListener): () => void {\n this._listeners.push(listener);\n return () => {\n this._listeners :
this._listeners.filter((registered: UniqueSelectionDispatcherListener) => {\n return listener !== registered;\n }\;\n }\;\n }\n }\n\n ngOnDestroy() {\n
this._[isteners = [];\n }\n],\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
["observableOf"],"mappings":";;;;MAWsB,UAAU,CAAA;AAmB/B,CAAA;AAED;AACM,SAAU,YAAY,CAAC,KAAU,EAAA;;;;;AAKrC,IAAA,OAAO,K
AAK,IAAI,OAAO,KAAK,CAAC,OAAO,KAAK,UAAU,IAAI,EAAE,KAAK,YAAY,qBAAqB,CAAC,CAAC;AACnG;;AC5BA;AACM,MAAO,eAAmB,SAAQ,
UAAa,CAAA;AACnD,IAAA,WAAA,CAAOB,KAA8C,EAAA;AAChE,QAAA,KAAK,EAAE,CAAC;QADU,IAAK,CAAA,KAAA,GAAL,KAAK,CAAYC;KAE
je;IAED,OAAO,GAAA;QACL,OAAO,YAAY,CAAC,IAAI,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,KAAK,GAAGA,EAAY,CAAC,IAAI,CAAC,KAAK,CAA
C,CAAC;KACzE;AAED,IAAA,UAAU,MAAK;AAChB;;ACqCD;IACY,uBASX;AATD,CAAA,UAAY,sBAAsB,EAAA;;AAEhC,IAAA,sBAAA,CAAA,sBAA
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AQ,CAAC;AAC7C;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;AAC/B,gBAAA,gBAAgB,CAAC,MAAM,CAAC,qBAAsB,CAAC,CAAC;AAChD,gBAAA,
SAAS,GAAG,SBAASB,CAAC,OAAO,CAAC;aAC5C;iBAAM;AACL,qBAAA,IAAI,GAAG,qBAAgB,CAAC,GAAG,CAAC,qBAASB,CAAuB,CAAC;AAC
1E, gBAAA, gBAAgB, CAAC, IAAI, CAAC, IAAK, EAAE, YAAY, CAAC, CAAC; AAC3C, gBAAA, SAAS, GAAG, sBAAsB, CAAC, KAAK, CAAC; aAC1C; YAED,
IAAI, EAAE, EAAE; AAC NB, GBAAA, EAAE, CAAC; OBACd, OAAO, EAAE, IAAI, EAAE, OAAO; OBACTB, SAAS; OBACT, MAAM; AACP, IBAAA, CAAC, CAAC;
aACJ;AACH,SAAC,CACF,CAAC;KACH;AAED,IAAA,MAAM,MAAK;AACZ;;ACvDD;;;;;;;AAUG;MACU,4BAA4B,CAAA;AAA2C,IAAA,WAAA,GAA
A;AAGE;;;AAGG;QACH,IAAa,CAAA,aAAA,GAAW,EAAE,CAAC;AAE3B;;;;;AAMG;QACK,IAAU,CAAA,UAAA,GAAyB,EAAE,CAAC;KA2I/C;;IAXIC,
YÁAY,CACV,OAA2B,EAC3B,gBAAkC,EACÍC,kBAÁ4D,EÁC5D,iBAAuD,EÁCVD,eAÁgD,EÁAA;;QAGhD,OAAO,CAAĆ,gBAAgB,CACÍB,CACÉ,MAA
+B,EÁC/B,qBAAoC,EACpC,ŸAA2B,KACzB;ÁACF,YAAA,IAAI,ÍAAoC,CAAC;AACzC,ŸAAA,IAAI,ŠAAiC,CAAC;AACtC,ŸAAA,IAAI,MAAM,CAAC,aA
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,IAAI,GAAG,IAAI,CAAC,WAAW,CACrB,eAAe,EACf,YAAa,EACb,gBAAgB,EAChB,iBAAiB,CAAC,MAAM,CAAC,CAC1B,CAAC;AACF,gBAAA,SAAS
,GAAG,IAAI,GAAG,sBAAsB,CAAC,QAAQ,GAAG,sBAAsB,CAAC,QAAQ,CAAC;aACtF;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;;AAE/B,gBAAA,I
AAI,CAAC,mBAAmB,CAAC,qBAAsB,EAAE,gBAAgB,CAAC,CAAC;AACnE,gBAAA,SAAS,GAAG,sBAAsB,CAAC,OAAO,CAAC;aAC5C;iBAAM;;A
AEL, BAAA, IAAI, GAAG, IAAI, CAAC, SAAS, CACnB, qBAASB, EACtB, YAAA, EACb, gBAAqB, EAChB, IBAAIB, CAAC, MAAM, CAAC, CAC1B, CAAC; AAC, GBAAA, SAAS, GAAG, SBAASB, CAAC, KAAK, CAAC; AAC1C; YAED, IAAI, eAAe, EAAE; AACnB, gBAAA, eAAe, CAAC; oBACd, OAAO, EAAE, IAAI, EAAE, OAAO; oBACtB, SAAS; oBACT, MAAM; AACP, IBAAA, CAAC, CAAC; aACJ; AACH, SAAC, CACF, CAAC; KACH; IAED, MAAM, GAAA; AACJ, QAAA, KA
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AK,MAAM,IAAI,IAAI,IAAI,CAAC,UAAU,EAAE;YACIC,IAAI,CAAC,OAAO,EAAE,CAAC;SAChB;AACD,QAAA,IAAI,CAAC,UAAU,GAAG,EAAE,CAAC ;KAC1B;AAED;;;AAGG;AACK,IAAA,WAAW,CACjB,eAAqD,EACrD,YAAoB,EACpB,gBAAKC,EACIC,KAAQ,EAAA;QAER,MAAM,UAAU,GAAG,IAAI, CAAC,0BAA0B,CAAC,YAAa,EAAE,gBAAgB,CAAC,CAAC;QAC9E,IAAI,UAAU,EAAE;AACd,YAAA,UAAU,CAAC,OAAO,CAAC,SAAS,GAAG,KAA K,CAAC;AACrC,YAAA,OAAO,SAAS,CAAC;SACIB;AAED,QAAA,MAAM,QAAQ,GAAG,eAAe,EAAE,CAAC;AACrC,QAAA,OAAO,gBAAgB,CAAC,k BAAkB,CACxC,QAAQ,CAAC,WAAW,EACpB,QAAQ,CAAC,OAAO,EAChB,QAAQ,CAAC,KAAK,CACf,CAAC;KACH;;IAGO,mBAAmB,CAAC,KAAA, EAAE,gBAAkC,EAAA;QAC3E,MAAM,YAAY,GAAG,gBAAgB,CAAC,MAAM,CAAC,KAAK,CAAuB,CAAC;AAC1E,QAAA,IAAI,CAAC,eAAe,CAAC,YA EAAE, GBAAKC, EAAA; QACC3E, MAAM, YAAY, GAAG, GBAAGB, CAAC, MAAM, CAAC, KAAK, CAAUB, CAAC; AACLE, QAAA, IAAI, CAAC, EAAE, CAAC, YAAY, EAAE, GBAAGB, CAAC, CAAC; KACt0;; AAGO, IAAA, SAAS, CACG, qBAA6B, EAC7B, YAAOB, EACPB, gBAAKC, EACIC, KAAQ, EAAA; QAER, MAAM, IAAI, GAAG, GBAAGB, CAAC, GAAG, CAAC, AACH, QAAA, GBAAGB, CAAC, IAAI, CAAC, IAAI, EAAE, YAAY, CAAC, CAAC, CAACC, AACC C, QAAA, IAAI, CAAC, OAAO, CAAC, SAAS, GAAG, KAAK, CAAC; AACB, QAAA, OAAO, IAAI, CAAC; KACb; AAEB; ;;; AAGG; IACK, EAAE, CAAC, IAAWB, EAE, gBAAKC, EAAA; QACIF, IAAI, IAAI, CAAC, UAAU, CAAC, MAAM, GAAG, IAAI, CAAC, AAA, EAAE; AAC/C, YAAA, IAAI, CAAC, UAAU, CAAC, IAAI, CAAC, CAAC; SACSB; aAAM; YACL, MAAM, KAAK, GAAG, BAAGB, CAAC, OAAO, CAAC, IAAI, CAAC, CAAC; ;;;;; AAM7C, YAAA, IAAI, KAAK, KAAK, CAAC, CAAC, EAAE; gBACB, IAAI, CAAC, OAAO, EAAE, CAAC; aACB; iBAAM; AACL, gBAAA, gBAAGB, CAAC, MAAM, CAAC, KAAK, CAAC, CAAC, CAAC, EAAE; gBACB, IAAI, CAAC, OAAO, EAAE, CAAC; aACB; iBAAM; AACL, gBAAA, gBAAGB, CAAC, MAAM, CAAC, KAAK, CAAC, CAAC, CAAC, EAAE; gBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, IAAI, CAAC, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAE; GBACB, CAAC, EAAC; AACB, CAACB, CAAC, EAAE; GBACB, CAAC, EAAC, CAAC, EAAC; AACB, CAAC, EAAE; CAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAAC, EAAC; AACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB, CAACB AC;aAChC;SACF;KACF;;IAGO,oBAAoB,CAC1B,KAAa,EACb,gBAAkC,EAAA;QAEIC,MAAM,UAAU,GAAG,IAAI,CAAC,UAAU,CAAC,GAAG,EAAE ,CAAC;QACZC,IAAI,UAAU,EAAE;AACd,YAAA,gBAAgB,CAAC,MAAM,CAAC,UAAU,EAAE,KAAK,CAAC;SAC5C;QACD,QAAQ,UAAU,IAAI,I ÁAI,CÁAC;KAĆ3B;ÁACF;;ÁCPLĎ;;AAEG;MAĆŬ,CAAC,ĆAAA;;ÁACZB,IAAA,IAAI,QÁAQ,GÁAA;ÁÁCV,QÁAA,IÁAI,CAAĆ,IAAI,ĆAAC,ŚAAS,ÉAAÉ ;AACnB,YAAA,IAAI,CAAC,SAAS,GAAG,KAAK,CAAC,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,MAAM,EAAE,CAAC,CAAC;SACvD;QAED,OAAO,IAAI ,CAAC,SAAS,CAAC;KACvB;IAKD,WACU,CAAA,SAAA,GAAY,KAAK,EACzB,uBAA6B,EACrB,YAAe,GAAA,IAAI,EACpB,WAAuC,EAAA;QAHtC,IA AS,CAAA,SAAA,GAAT,SAAS,CAAQ;QAEjB,IAAY,CAAA,YAAA,GAAZ,YAAY,CAAO;QACpB,IAAW,CAAA,WAAA,GAAX,WAAW,CAA4B;;AA3BxC,Q AAA,IAAA,CAAA,UAAU,GAAG,IAAI,GAAG,EAAK,CAAC;;QAG1B,IAAIB,CAAA,IBAAA,GAAQ,EAAE,CAAC;;QAG5B,IAAe,CAAA,eAAA,GAAQ,EA AE,CAAC;;AAezB,QAAA,IAAA,CAAA,OAAO,GAAG,IAAI,OAAO,EAASB,CAAC;AAQnD,QAAA,IAAI,uBAAuB,IAAI,uBAAuB,CAAC,MAAM,EAAE;YAC7D,IAAI,SAAS,EAAE;AACb,gBAAA,uBAAuB,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC;aACre;iBA ;QACnD,SAAS;AACN,aAAA,MAAM,CAAC,KAAK,IAAI,CAAC,cAAc,CAAC,GAAG,CAAC,IAAI,CAAC,iBAAiB,CAAC,KAAK,EAAE,cAAc,CAAC,CA AC,CAAC;AACnF,aAAA,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;AACjD,QAAA,MAAM,OAAO,GAAG,IAAI,C AAC, IBAAIB, EAAE, CAAC; QACzC, IAAI, CAAC, gBAAgB, EAAE, CAAC; AACxB, QAAA, OAAO, OAAO, CAAC; KAChB; AAED;;;;; AAKG; AACH, IAAA, M AAM,CAAC,KAAQ,EAAA;QACb,OAAO,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,QAAQ,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,M AAM,CAAC,KAAK,CAAC,CAAC;KAC3É;AAED;;;;;AAMG;IACH,KAAK,CAAC,UAAU,GAAG,IAAI,EAAA;QACrB,IAAI,CAAC,UAAU,EAAE,CAAC;A ACIB,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,iBAAiB,EAAE,CAAC;QACzC,IAAI,UAAU,EAAE;YACd,IAAI,CAAC,gBAAgB,EAAE,CAAC;SACzB;A ACD,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;AAEG;AACH,IAAA,UAAU,CAAC,KAAQ,EAAA;AACjB,QAAA,OAAO,IĀAI,CAAC,UAAU,CAAC,G AAG,CAAC,IAAI,CAAC,iBAAiB,CAAC,KAAK,CAAC,CAAC,CAAC,KAC3D;AAED;;AAEG;IACH,OAAO,GAAA;AACL,QAAA,OAAO,IAAI,CAAC,UAA U,CAAC,IAAI,KAAK,CAAC,CAAC;KACnC;AAED;;AAEG;IACH,QAAQ,GAAA;AACN,QAAA,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,CAAC;KACxB; AÁED;;ÁAEG;AACH,IAAA,ÍAAI,CÁAC,SAÁKC,EÁAA;QÁCrC,IÁÀI,IAÀI,CAAĆ,SAAS,ĨAAI,IÁAI,CAÁC,QAÁQ,ÉAAE;ÁACnC,ÝAAA,ÍAAI,CÁAC,SA AU,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;SACGC;KACC;AAEG;IACH,mBAAmB,GAAA;QACJB,OAAO,IAAI,AAA,CAAC,SAAS,CAAC;KACVB;;IA
GO,gBAAgB,GAAA;;AAEtB,QAAA,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;AAEtB,QAAA,IAAI,IAAI,CAAC,eAAe,CAAC,MAAM,IAAI,IAAI,CAAC,iBA
AiB,CAAC,MAAM,EAAE;AAChE,YAAA,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC;AAChB,gBAAA,MAAM,EAAE,IAAI,gBACZ,KAAK,EAAE,IAAI,CAAC,
eAAe;gBAC3B,OAAO,EAAE,IAAI,CAAC,IBAAiB;AAChC,aAAA,CAAC,CAAC;AAEH,YAAA,IAAI,CAAC,IBAAiB,GAAG,EAAE,CAAC;AACSB,YAAA,
IAAI,CAAC,eAAe,GAAG,EAAE,CAAC;SAC3B;KACF;;AAGO,IAAA,aAAa,CAAC,KAAQ,EAAA;AAC5B,QAAA,KAAK,GAAG,IAAI,CAAC,IBAAIB,CA AC,KAAK,CAAC,CAAC;OACtC,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC3B,YAAA,IAAI,CAAC,IAAI,CAAC,SAAS,EAAE;qBA Cnb, IAAI, CAAC, UAAU, EAAE, CAAC; aACnb; YAED, IAAI, CAAC, IAAI, CAAC, UAAU, CAAC, KAAK, CAAC, EAAE; AAC3B, gBAAA, IAAI, CAAC, UAAU, C AAC,GAAG,CAAC,KAAK,CAAC,CAAC;aAC5B;AAED,YAAA,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,gBAAA,IAAI,CAAC,eAAe,CAAC,IAAI,CAAC,KA AK,CAAC,CAAC;aACIC;SACF;KACF;;AAGO,IÁAA,eAAe,CAAC,KAAQ,EAAA;AAC9B,QAAA,KAAK,GAAG,IAAI,CAAC,IBAAIB,CAAC,KAAK,CAA C,CAAC;AACtC,QAAA,IAAI,IAAI,CAAC,UAAÚ,CAAC,KAAK,CAAC,EAAE;AAC1B,YAAA,IAAI,CAAC,UAAÚ,CAAC,MAAM,CAAC,KAAK,CAAC,CA AC;AAE9B,YAAA,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,gBAAA,IAAI,CAAC,iBAAIB,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;aACpC;SACF;KACF;;I AGO,UAAU,GAAÁ;AAChB,QAAA,IAAI,CAAC,IAAI,CAÁC,OAAO,EAÁE,EAÁE;AACnB,YAÁA,IÁAI,CAÁC,UAÁU,CAÁC,OAÁO,CAÁC,KAÁK,IAAÍ,I AAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;SAC/D;KACF;AAED;;;AAGG;AACK,IAAA,sBAAsB,CAAC,MAAW,EAAA;QACxC,IAAI,MAAM,C AAC,MAAM,GAAG,CAAC,IAAI,CAAC,IAAI,CAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;YAC3F,MAAM,uCAAuC,EAA E,CAAC;SACjD;KACF;;IAGO,iBAAiB,GAAA;AACvB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAiB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,M AAM,CAAC,CAAC;KACzE;;IAGO,iBAAiB,CAAC,UAAa,EAAE,SAAkB,EAAA;AACzD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,O AAO,UAAU,CAAC;SACnB;aAAM;AACL,YAAA,SAAS,GAAG,SAAS,IAAI,IAAI,CAAC,UAAU,CAAC;AAC,IAAI,CAAC,WAAW,EAAE;AACTB,YAAA,O
AAO,UAAU,CAAC;SACnB;aAAM;AACL,YAAA,SAAS,GAAG,SAAS,IAAI,IAAI,CAAC,UAAU,CAAC;AACZC,YAAA,KAAK,IAAI,AAA,AAS,EA
AE;BBACnC,IAAI,IAAI,CAAC,WAAY,CAAC,UAAU,EAAE,aAAa,CAAC,EAAE;AAChD,oBAAA,OAAO,aAAa,CAAC;BACtB;aACF;AACD,YAAA,OAA
O,UAAU,CAAC;SACnB;KACF;AACF,CAAA;AAED;;;;AAIG;SACa,uCAAuC,GAA;AACTD,IAAA,OAAO,KAAK,CAAC,YEAAYE,CAAC,CAAC;AAC1
F;;ACIQA;;;;;;;AAQG;MAEU,YBAAYB,CAAA;AADtC,IAAA,WAAA,GAAA;QAEU,IAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC
;;;;AAIG;IACH,MAAM,CAAC,EAAU,EAAE,IAAY,EAAA;AAC7B,QAAA,KAAK,IAAI,QAAQ,IAAI,IAAI,CAAC,UAAU,EAAE;AACPC,YAAA,QAAQ,CAA
C,EAAE,EAAE,IAAI,CAAC,CAAC;SACPB;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,CAAC,QAA2C,EAAA;AAChD,QAAA,IAAI,CAAC,UAAU,CAA AC,UAA6C,KAAI;gBACzF,OAAO,QAAQ,KAAK,UAAU,CAAC;AACjC,aAAC,CAAC,CAAC;AACL,SAAC,CAAC;KACH;IAED,WAAW,GAAA;AACT,QA AA,IAAI,CAAC,UAAU,GAAG,EAAÈ,CAAC;KACtB;qHA7BU,yBAAyB,EAAA,IAAA,EAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,ÛA A,EAAA,EAAA,CAAA,EAAA,EAAA,EAAA,EAAA,IAAA,EAAA,YBAAYB,cADb,MAAM,EAAA,CAAA,CAAA;KGACIB,YBAAYB,EAAA,UAAA,E AAA,CAAA;kBADrC,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;;ACtBhC;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n *\ Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://langular.io/license\n *\n\n\nimport {\n EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater/\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemValueResolver,\n _ViewRepeaterOperation,\n} from '\u00e7\u

```
inserted into the container, In * the repeater will reuse one of the cached views instead of creating a newIn * embedded view. Recycling cached
views reduces the quantity of expensive DOM\n * inserts.\n *\n * @template T The type for the embedded view's $implicit property.\n *
@template R The type for the item in each IterableDiffer change record.\n* @template C The type for the context passed to each embedded view.\n*/\nexport class _RecycleViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n /**\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n
*/In viewCacheSize: number = 20;\n\n /**\n * View cache that stores embedded view instances that have been previously stamped out,\n * but don't are not currently rendered. The view repeater will reuse these views rather than\n * creating brand new ones.\n *\n *
TODO(michaeljamesparsons) Investigate whether using a linked list would improve performance.\text{In */\n private _viewCache:} EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */\n applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef:
ViewContainerRef,In itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,In itemValueResolver: _ViewSepeaterItemContextFactory<T, R, C>,In itemValueResolver: _ViewRepeaterItemContextFactory<T, R, C>,In itemValueResolver<T, R>,In itemViewChanged?: _ViewRepeaterItemChanged<R, C>,In ) {In // Rearrange the views to put them
in the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n
currentIndex: number | null, in ) => {in let view: EmbeddedViewRef<C> | undefined; in let operation: _ViewRepeaterOperation; in if
(record.previousIndex == null) {\n | I | tem added.\n const viewArgsFactory = () =>\n itemContextFactory(record, adjustedPreviousIndex,
currentIndex);\n view = this._insertView(\n viewArgsFactory,\n currentIndexi,\n viewContainerRef,\n itemValueResolver(record),\n );\n
operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n // Item
removed. In this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef); In operation = _ViewRepeaterOperation.REMOVED; In }
else {\n // Item moved.\n view = this._moveView(\n adjustedPreviousIndex!,\n currentIndex!,\n viewContainerRef,\n
itemValueResolver(record), ln ); ln operation = _ViewRepeaterOperation.MOVED; ln } ln ln if (itemViewChanged) {ln itemViewChanged({ln itemViewChanged)} and left of the local temViewChanged ({ln itemViewChanged)} and left of the local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChanged}) and local temViewChanged ({ln itemViewChange
context: view?.context,\n operation,\n record,\n });\n }\n }\n }\n }\n }\n }\n }\n }\n for (const view of this._viewCache) {\n view.destroy();\n }\n
undefined;\n \\n\n const viewArgs = viewArgsFactory();\n return viewContainerRef.createEmbeddedView(\n viewArgs.templateRef,\n viewArgs.context,\n viewArgs.index,\n );\n \\n\n\n'** Detaches the view at the given index and inserts into the view cache. */\n private
index. */In private _moveView(In adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
viewContainerRef.move(view, currentIndex); In view.context.$implicit = value; In return view; In }InIn /**In * Cache the given detached view. If the
cache is full, the view will be\n * destroyed.\in */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
viewContainerRef.indexOf(view); \n\n // The host component could remove views from the container outside of\n // the view repeater. It's
unlikely this will occur, but just in case, In // destroy the view on its own, otherwise destroy it through the In // container to ensure that all the
references are removed. In if (index === -1) {In view.destroy(); In } else {In viewContainerRef.remove(index); In } In } In } In In In It Inserts a recycled
view from the cache at the given index. */\n private _insertViewFromCache(\n index: number,\n viewContainerRef: ViewContainerRef,\n ):
EmbeddedViewRef<C> | null {\n const cachedView = this._viewCache.pop();\n if (cachedView) {\n viewContainerRef.insert(cachedView, index);\n }\n return cachedView || null;\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Subject} from 'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<T> {\n /** Currently-
event. */In private _selected by the change event. */In private _selected by the change event. */In private _deselected options that haven't been emitted by the change event. */In private _deselectedToEmit: T[] = [];InIn /** Keeps track of the selected options that haven't been emitted by the change event. */In private _selectedToEmit: T[] = [];InIn /** Cache for the array value of the selected items. */In private _selected: T[] | null;InIn /** Selected values. */In get selected(): T[] {In if (!this._selected) {In this._selected = Array.from(this._selection.values());In }InIn return this._selected;In }InIn /** Event emitted when the value has changed. */In readonly changed = new Subject<SelectionChange<T>>();InIn constructor(In private _multiple
= false,\n initiallySelectedValues?: T[],\n private emitChanges = true,\n public compareWith?: (01: T, 02: T) => boolean,\n ) {\n if
(initiallySelectedValues && initiallySelectedValues.length) {in if (_multiple) {\n initiallySelectedValues.forEach(value => this._markSelected(value));\n } else {\n this._markSelected(initiallySelectedValues.[0]);\n }\n\n // Clear the array in order to avoid firing the
change event for preselected values. In this_selected ToEmit.length = 0; In }In }In In I **In * Selects a value or an array of values. In this_selected ToEmit.length = 0; In }In }In I **In **In **Selects a value or an array of values. In **@param values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value =>
this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\n\n \*\n *
Deselects a value or an array of values.\n * @param values The values to deselect\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Sets the selected values\n * @param values The new
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
setSelection(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this._getConcreteValue(value, newSelectedSet)))In .forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \}\n\n * Toggles a value between selected and deselected.\n *
@param value The value to togglein * @return Whether the selection changed as a result of this callin * @breaking-change 16.0.0 make return
type boolean\n */\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value) : this.select(value);\n }\n\n'*\n'
Clears all of the selected values.\n * @param flushEvent Whether to flush the changes in an event.\n * If false, the changes to the selection will
be flushed along with the next event. In * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make
return type boolean\n */\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if
(flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n * Determines whether a value is selected.\n */\n isSelected(value:
 r): boolean {\in return this._selection.has(this._getConcreteValue(value));\n }\n\n /**\n * Determines whether the model does not have a value.\n
*/\n isEmpty(): boolean {\n return this._selection.size === 0;\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean {\n return !this.isEmpty();\n }\n\n /**\n * Sorts the selected values based on a predicate function.\n */\n sort(predicate?: (a: T, b: T) => number):
void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\nn /**\n * Gets whether multiple values can be selected.html
*/\n isMultipleSelection() {\n return this._multiple;\n }\n\n /** Emits a change event and clears the records of selected and deselected values.
*/\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if (this._selectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n})
Inly if (!this.isSelected(value)) {In this.selection.add(value);\n }\n\n if (!this.gentichanges) {In this.selectedToEmit.push(value);\n }\n }\n }\n }\n\n if (!this.isSelectedToEmit.push(value);\n }\n }\n }\n }\n\n if (this.getConcreteValue(value);\n if (this.isSelected(value)) {\n value} = this.getConcreteValue(value);\n if (this.isSelected(value)) {\n value} = thi
Verifies the value assignment and throws an error if the specified value array isln * including multiple values while the selection model is not supporting multiple values.\n */\n private _verifyValueAssignment(values: T[]) {\n if (values.length > 1 && !this._multiple && (typeof
                              undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n\n /** Whether there are queued up
change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. *\in private
 _getConcreteValue(inputValue: T, selection?: Set<T>): T {in if (!this.compareWith) {\n return inputValue;\n } else {\n selection = selection ??
this._selection; In for (let selected Value of selection) {In if (this.compare With! (input Value, selected Value)) {In return selected Value; In }In }In
return input/Value;\n }\n }\n \n\n\n*\n * Event emitted when the value of a MatSelectionModel has changed.\n * @docs-private\n */\nexport interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the model. */\n added: T[];\n /** Options that were removed from the model. */\n removed: T[];\n \n\n/**\n * Returns an error that reports that multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function
getMultipleValuesInSingleSelectionError() {In return Error('Cannot pass multiple values into SelectionModel with single-value mode.');\ln\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n/|
```

```
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type
UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n *
Intended to be consumed as an Angular service in * This service is needed because native radio change events are only fired on the item
currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names
because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n
*/\n@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private_listeners:
UniqueSelectionDispatcherListener[] = [];\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
item.\n * @param name Name of the item.\n */\n notify(id: string, name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n\n/**\n * Listen for future changes to item selection.\n * @return Function used to deregister listener\n */\n listen(listener:
this._[isteners = [];\n }\n\],"/**n * Generated bundle index. Do not edit.\n *\n\nexport * from './index';\n"],"names":
["observableOf"],"mappings":";;;;MAWsB,UAAU,CAAA;AAmB/B,CAAA;AAED;AACM,SAAU,YAAY,CAAC,KAAU,EAAA;;;;;AAKrC,IAAA,OAAO,K
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UAAá,CAAA;AACnD,IAAA,WAAA,CAAoB,KAA8C,ÉAAA;AAChE,QAAA,KAAK,EAAÉ,CAAC;QADÚ,IAAK,CAAA,KAAA,GAAL,KAAK,CAAýC;KAĚ
je;iaed,oaao,gaaa;qacl,oaao,yaay,caac,iaai,caac,kaak,caac,gaag,iaai,caac,kaak,gaaga,eaay,caac,iaai,caac,kaak,caa
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+B,EÁC/B,qBAAoC,EACpC,ŸAA2B,KACzB;AACF,YAAA,IAAI,IAAoC,CAAC;AACzC,ŸAAA,IAAI,ŠAAiC,CAAC;AACtC,ŸAAA,IAAI,MAAM,CAAC,aA
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E,CAAC;SACjD;KACF;;IAGO,iBAAIB,GAAA;AACVB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAIB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,M
```

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _ViewRepeaterItemChanged,\n _ViewRepeaterItemContext,\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemChanged,\n _ViewRepeaterOperation,\n} from '.\n'view-repeater';\n\n\n*\n * A repeater that caches views when they are removed from a\n * {\@link ViewContainerRef}. When new items are
inserted into the container, In * the repeater will reuse one of the cached views instead of creating a newIn * embedded view. Recycling cached
views reduces the quantity of expensive DOM\n * inserts.\n *\n * @template T The type for the embedded view's $implicit property.\n
@template R The type for the item in each IterableDiffer change record.in * @template C The type for the context passed to each embedded view.in */\nexport class _RecycleViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R,
 C>\n{\n /**\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n
*/In viewCacheSize: number = 20;\n\n /**\n * View cache that stores embedded view instances that have been previously stamped out,\n * but
don't are not currently rendered. The view repeater will reuse these views rather than\n * creating brand new ones.\n *\n
 TODO(michaeljamesparsons) Investigate whether using a linked list would improve performance.\n */\n private _viewCache:
EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */\n applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef:
ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged?: _ViewRepeaterItemChanged<R, C>,\n ) {\n // Rearrange the views to put them in the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n
currentIndex: number | null,\in ) => {\n let view: EmbeddedViewRef<C> | undefined;\n let operation: _ViewRepeaterOperation;\n if
currentIndex);\n view = this._insertView(\n viewArgsFactory,\n currentIndex),\n viewContainerRef,\n itemValueResolver(record),\n );\n operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n // Item removed.\n this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n // Item moved.\n view = this._moveView(\n adjustedPreviousIndex!,\n currentIndex!,\n viewContainerRef,\n
itemValueResolver(record),\n );\n operation = _ViewRepeaterOperation.MOVED;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n
number,\n viewContainerRef: ViewContainerRef,\n value: T,\n ): EmbeddedViewRef<C> | undefined {\n const cachedView =
 this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return
undefined;In }InIn const viewArgs = viewArgsFactory();In return viewContainerRef.createEmbeddedView(In viewArgs.templateRef,In
 viewArgs.context,\n viewArgs.index,\n );\n }\n\n /** Detaches the view at the given index and inserts into the view cache. *\n private
  _detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as
EmbeddedViewRef<C>; In this._maybeCacheView(detachedView, viewContainerRef); In }InIn /** Moves view at the previous index to the current
index. */\n private _moveView(\n adjustedPreviousIndex: number,\n currentIndex: number,\n viewContainerRef: ViewContainerRef,\n value: T,\n
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
viewContainerRef.move(view, currentIndex);\in view.context.$get(atalysted revolusilitation);\in view.context.$get(atalysted revolusilitation);\in view.context.$implicit = value;\in return view;\in \hat{\text{ln}} \hat{\text{the data the given detached view. If the cache is full, the view will be\text{be\text{ln}} \hat{\text{destroyed.in}} \hat{\text{thin private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef. \hat{\text{ln}} \hat{\text{ln}} \hat{\text{cache}} \hat{\text{ln}} \hat{\text{cache}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln}} \hat{\text{ln
view from the cache at the given index. */\n private insertViewFromCache(\n index: number,\n viewContainerRef: ViewContainerRef.\n ):
EmbeddedViewRef<C> | null {\n const cachedView = this._viewCache.pop();\n if (cachedView) {\n viewContainerRef.insert(cachedView,
index);In }In return cachedView || null;In }In}In**In * @licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Subject} from
 'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<T> {\n /** Currently-
selected values. */\n private _selection = new Set<T>();\n\n /** Keeps track of the deselected options that haven't been emitted by the change
event. */\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. */\n
private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values.
 */In get selected(): T[] {In if (!this._selected) {In this._selected = Array.from(this._selection.values());In }InIn return this._selected;In }InIn
Event emitted when the value has changed. */In readonly changed = new Subject<SelectionChange<T>>();InIn constructor(In private _multiple
= false,\n initiallySelectedValues?: T[],\n private _emitChanges = true,\n public compareWith?: (01: T, 02: T) => boolean,\n ) {\n if (initiallySelectedValues && initiallySelectedValues.length) {\n if (_multiple) {\n initiallySelectedValues.forEach(value => this._markSelected(value));\n } else {\n this._markSelected(initiallySelectedValues[0]);\n }\n\n // Clear the array in order to avoid firing the change event for preselected values.\n this._selectedToEmit.length = 0;\n }\n }\n\n /*\n * Selects a value or an array of values.\n * @param values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value => this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n *
Deselects a value or an array of values. In * @param values The values to deselect in * @return Whether the selection changed as a result of
this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
 this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Sets the selected values\n * @param values The new
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
setSelection(...values: T[]): boolean | void {In this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet
 = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this._getConcreteValue(value, newSelectedSet)))In .forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \}\n\n *Toggles a value between selected and deselected.\n *
@param value The value to toggle\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value) : this.select(value);\n }\n\n */\n *
 Clears all of the selected values.\n * @param flushEvent Whether to flush the changes in an event.\n * If false, the changes to the selection will
Clears all of the selected values.In * @param flushevent whether to flush the changes in an event.In * If false, the changes to the selection will be flushed along with the next event.In * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if (flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n * Determines whether a value is selected.\n */\n isSelected.\n */\n isSelected.\n */\n isSelected.\n */\n isSelected.\n */\n isSelected.\n */\n hasValue(): boolean {\n return this._selection.size === 0;\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean {\n return !this.isEmpty();\n }\n\n /**\n * Sorts the selected values based on a predicate function.\n */\n sort(predicate?: (a: T, b: T) => number):
void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\n\ /* Gets whether multiple values can be selected.in
 */In isMultipleSelection() {In return this._multiple;\n }In\n /** Emits a change event and clears the records of selected and deselected values.
```

```
*/In private _emitChangeEvent() {In // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if
(this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
removed: this._deselectedToËmit,\n });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n }\n }\n }\n }\n }\n \]
 _markSelected(value: T) {In value = this._getConcreteValue(value);In if (!this.isSelected(value)) {In if (!this._multiple) {In this._unmarkAll();In
values. */\n private _unmarkAll() {\n if (!this.isEmpty()) {\n this._selection.forEach(value => this._unmarkSelected(value));\n }\n }\n \n \n thin * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not
supporting multiple values.\n */\n private _verifyValueAssignment(values: T[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode)) {\n throw getMultipleValues!nSingleSelectionError();\n }\n \n\n\n\n'* Whether there are queued up change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n\n'* Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */\n private
getConcreteValue(inputValue: T, selection?: Set<T>): T (in if (!this.compareWith) (in return inputValue; in ) else (in selection = selection??
this._selection; in for (let selected Value of selection) {in if (this.compare With! (input Value, selected Value)) {in return selected Value; in }in }in this.
return inputValue; In }\n }\n }\n\n\n/**\n * Event emitted when the value of a MatSelectionModel has changed. In * @docs-private\n */\nexport
interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the
model. */In added: T[];In /** Options that were removed from the model. */In removed: T[];In /InIn/**In * Returns an error that reports that
multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function
getMultipleValuesInSingleSelectionError() {\n return Error('Cannot pass multiple values into SelectionModel with single-value
mode.');\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n/|
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type
UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n *
Intended to be consumed as an Angular service. In * This service is needed because native radio change events are only fired on the item
currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names
because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n */\n@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private _listeners:
UniqueSelectionDispatcherListener[] = [];\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
item.ln * @param name Name of the item.ln */\n notify(id: string, name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n
\Inin /**\n * Listen for future changes to item selection.\n * @return Function used to deregister listenerin */\n listen(listener:
uniqueSelectionDispatcherListener): () => void {In this._listeners.push(listener);In return () => {In this._listeners
this._listeners.filter((registered: UniqueSelectionDispatcherListener) => {\n return listener !== registered;\n });\n };\n }\n }\n\n ngOnDestroy() {\n
this._listeners = [];\n`}\n}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names'
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Subject} from 'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n */\nexport class SelectionModel<T> {\n /** Currently-selected values. */\n private _selection = new Set<T>();\n\n /** Keeps track of the deselected options that haven't been emitted by the change event. */\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. */\n private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values. */\n get selected(): T[] {\n if (!this._selected) {\n this._selected = Array,from(this._selection.values());\n }\n\n return this._selected;\n }\n\n /** Event emitted when the value has changed. */\n readonly changed = new Subject<SelectionChange<T>>();\n\n constructor(\n private _multiple = false,\n initiallySelectedValues?: T[],\n private _emitChanges = true, In public compareWith?: (o1: T, o2: T) => boolean, In) (In if (initiallySelectedValues & initiallySelectedValues.length) (In if (_multiple) (In initiallySelectedValues.forEach(value => this._markSelected(value));\n } else {\n this._markSelected(initiallySelectedValues[0]);\n }\n\n // Clear the array in order to avoid firing the change event for preselected values.\n this._selectedToEmit.length = 0;\n }\n \n\n /**\n * Selects a value or an array of values.\n * @param values The values to select\n * @return Whether the selection changed as a result of this call\n * @breakingan array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "@ptaking an array of values. In "ptaking an array of values. In "@ptaking a setSelection(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value => !newSelectedSet.has(this._getConcreteValue(value, newSelectedSet)))\(\hat{n}\).forEach(value => this._unmarkSelected(value));\(\hat{n}\) const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\n\n\/**\n * Toggles a value between selected and deselected.\n * @param value The value to toggleIn * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value) : this.select(value) ; this.select(value) : th Clears all of the selected values.In * @param flushEvent Whether to flush the changes in an event.In * If false, the changes to the selection will be flushed along with the next event.\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean $\$ n */\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if (flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n * Determines whether a value is selected.\n */\n isSelected(value: T): boolean {\n return this._selection.has(this._getConcreteValue(value));\n }\n\n /**\n * Determines whether the model does not have a value.\n */\n isEmpty(): boolean {\n return this._selection.size === 0;\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean {\n return !this.isEmpty();\n }\n\n /**\n * Sorts the selected values based on a predicate function.\n */\n sort(predicate?: (a: T, b: T) => number): void {\n if (this._multiple && this.selected) {\n this._selected.\n */\n sort(predicate?; \q.: 1, b: 1) => number):

void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\n \n \n * Gets whether multiple values can be selected.\n

*/\n isMultipleSelection() {\n return this._multiple;\n }\n\n \n ** Emits a change event and clears the records of selected and deselected values.

*/\n private _emitChangeEvent() {\n \/ Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if

(this._selectedToEmit.length) {\n this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n

**This is the selected of this._selectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n

**This is the selected of this._selectedToEmit.\n

This is the selected of this is the selected of this._selected of this Inln if (!this.isSelected(value)) {\n this._selection.add(value);\n }\n\n if (!this._emitChanges) {\n this._selectedToEmit.push(value);\n }\n }\n }\n\n / Desèlects a value. */\n private _unmarkSelected(value: T) {\n value = this._getConcreteValue(value);\n if (this.isSelected(value)) {\n this._selection.delete(value);\n\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n in in in in it clears out the selected values. */\n private _unmarkAll() {\n if (!this.isEmpty()) {\n this._selection.forEach(value => this._unmarkSelected(value));\n }\\n \}\\n \n * Verifies the value assignment and throws an error if the specified value array is\n * including multiple values while the selection model is not supporting multiple values.\\n */\n private _verifyValueAssignment(values: T[]) {\n if (values.length > 1 && !this._multiple && (typeof = ˈundefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n\n /** Whether there are queued up change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /** Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */In private _getConcreteValue(inputValue: T, selection?: Set<T>): T {\n if (!this.compareWith) {\n return inputValue;\n } else {\n selection = selection ?? this._selection;\n for (let selectedValue of selection) {\n if (this.compareWith!(inputValue, selectedValue)) {\n return selectedValue;\n }\n }\n }\n return inputValue;in }in }\n\n\n*\n * Event emitted when the value of a MatSelectionModel has changed.in * @docs-private\n */\nexport interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the model. */In added: T[];In /** Options that were removed from the model. */In removed: T[];In}\n\n\n'** n * Returns an error that reports that multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function getMultipleValuesInSingleSelectionError() {\n return Error('Cannot pass multiple values into SelectionModel with single-value mode.');\n}\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//

```
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type
UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n *
Intended to be consumed as an Angular service in * This service is needed because native radio change events are only fired on the item
currently\n * being selected, and we still need to uncheck the previous selection.\n *\n * This service does not *store* any IDs and names
because they may change at any time, so it is\n * less error-prone if they are simply passed through when the events occur.\n
*/\n@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {\n private_listeners:
UniqueSelectionDispatcherListener[] = [];\n\n /**\n * Notify other items that selection for the given name has been set.\n * @param id ID of the
item.\n * @param name Name of the item.\n */\n notify(id: string, name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n\n/**\n * Listen for future changes to item selection.\n * @return Function used to deregister listener\n */\n listen(listener:
this._[isteners = [];\n }\n\],"/**n * Generated bundle index. Do not edit.\n *\n\nexport * from './index';\n"],"names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n// Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n * Intended to be consumed as an Angular service.\n * This service is needed because native radio change events are only fired on the item currently\n * being selected, and we still need to uncheck the previous selection.In *In * This service does not *store* any IDs and names because they may change at any time, so it isIn * less error-prone if they are simply passed through when the events occur.In *In@Injectable({providedIn: 'root'})\nexport class UniqueSelectionDispatcher implements OnDestroy {In private _listeners: UniqueSelectionDispatcherListener[] = [];In\n /**\n * Notify other items that selection for the given name has been set.In * @param id ID of the item.In * @param name Name of the item.In */In notify(id: string, name: string) {In for (let listener of this._listeners) {\n listener(id, name);\n }\n }\n\/ h\/ h * Listen for future changes to item selection.\n * @return Function used to deregister listener\n */\n listen(listener: UniqueSelectionDispatcherListener): () => void {\n this._listeners.push(listener);\n return () => {\n this._listeners = this._listeners.filter((registered: UniqueSelectionDispatcherListener) => {\n return listener !== registered;\n });\n };\n }\n }\n ngOnDestroy() {\n this._listeners = [];\n }\n}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names" ["observableOf"],"mappings":";;;;MAWsB,UAAU,CAAA;AAmB/B,CAAA;AAED;AACM,SAAU,YAAY,CAAC,KAAU,EAAA;;;;AAKrC,IAAA,OAAO,K AAK,IAAI,OAAO,KAAK,CAAC,OAAO,KAAK,UAAU,IAAI,EAAE,KAAK,YAAY,qBAAqB,CAAC,CAAC;AACnG;;AC5BA;AACM,MAAO,eAAmB,SAAQ, UAAa,CAAA;AACnD,IAAA,WAAA,CAAOB,KAA8C,EAAA;AAChE,QAAA,KAAK,EAAE,CAAC;QADU,IAAK,CAAA,KAAA,GAAL,KAAK,CAAYC;KAE je;iaed,oaao,gaaa;Qacl,oaao,yaay,caac,iaai,caac,kaak,caac,gaag,iaai,caac,kaak,gaaga,eaay,caac,iaai,caac,kaak,caa C,CAAC;KACzE;AAED,IAAA,UAAU,MAAK;AAChB;;ACqCD;IACY,uBASX;AATD,CAAA,UAAY,sBAAsB,EAAA;;AAEhC,IAAA,sBAAA,CAAA,sBAA A,CAAA,UAAA,CAAA,GAAA,CAAA,CAAA,GAAA,UAAQ,CAAA;;AAER,IAAA,SBAAA,CAAA,SBAAA,CAAA,UAAA,CAAA,GAAA,CAAA,CAAA,CAAA, ChC,MAAM,aAAa,GAAG,kBAAkB,CAAC,MAAM,EAAE,qBAAQB,EAAE,YAAY,CAAC,CAAC;AACtf.gBAAA,IAAI,GAAG,gBAAgB,CAAC,kBAAkB,C ACxC,aAAa,CAAC,WAAW,EACzB,aAAa,CAAC,OAAO,EACrB,aAAa,CAAC,KAAK,CACpB,CAAC;AACf,gBAAA,SAAS,GAAG,sBAAsB,CAAC,QA AQ,CAAC;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;AAC/B,gBAAA,gBAAgB,CAAC,MAAM,CAAC,qBAAsB,CAAC,CAAC;AAChD,gBAAA, SAAS,GAAG,sBAAsB,CAAC,OAAO,CAAC;aAC5C;iBAAM;AACL,gBAAA,IAAI,GAAG,gBAAgB,CAAC,GAAG,CAAC,qBAAsB,CAAuB,CAAC;AAC 1E,gBAAA,gBAAgB,CAAC,IAAI,CAAC,IAAK,EAAE,YAAY,CAAC,CAAC;AAC3C,gBAAA,SAAS,GAAG,sBAAsB,CAAC,KAAK,CAAC;aAC1C;YAED, IAAI,eAAe,EAAE;AACnB,gBAAA,eAAe,CAAC;oBACd,OAAO,EAAE,IAAI,EAAE,OAAO;oBACtB,SAAS;oBACT,MAAM;AACP,iBAAA,CAAC,CAAC; aACJ;AACH,SAAC,CACF,CAAC;KACH;AAED,IAAA,MAAM,MAAK;AACZ;;ACVDD;;;;;;;AAUG;MACU,4BAA4B,CAAA;AAAZC,IAAA,WAAA,GAA A;AAGE;;;AAGG;QACH,IAAa,CAAA,aAAA,GAAW,EAAE,CAAC;AAE3B;;;;;;AAMG;QACK,IAAU,CAAA,UAAA,GAAyB,EAAE,CAAC;KA2I/C;;IAXIC, YAAY,CACV,OAA2B,EAC3B,gBAAkC,EACIC,kBAA4D,EAC5D,iBAAuD,EACvD,eAAgD,EAAA;;QAGhD,OAAO,CAAC,gBAAgB,CACtB,CACE,MAA +B,EAC/B,qBAAoC,EACpC,ŸAA2B,KACzB;AACF,YAAA,IAAI,IAAoC,CAAC;AACzC,ŸAAA,IAAI,ŚAAiC,CAAC;AACtC,ŸAAA,IAAI,MAAM,CAAC,aA AK,MAAM,IAAI,IAAI,CAAC,IUAAU,EAAE;YACIC,IAAI,CAAC,OAAO,EAAE,CAAC;SAChB;AACD,QAAA,IAAI,CAAC,UAAU,GAAG,EAAE,CAAC;KACtB;AAED;;;AAGG;AACK,IAAA,WAAW,CACjB,eAAqD,EACrD,YAAoB,EACPB,gBAAKC,EACIC,KAAQ,EAAA;QAER,MAAM,UAAU,GAAG,IAAI, ĆAAC,oBAAoB,CAAC,YAAa,EAAE,gBAAgB,CAAC,CAAC;QAC9E,IAAI,UAAU,EAAE;AACd,YAAA,UAAU,CAAC,OAAO,CAAC,SAAS,GAAG,KAA K,CAAC;AACrC,YAAA,OAAO,SAAS,CAAČ;SACIB;AAED,QAAA,MAAM,QAAQ,GAAG,eAAe,EAAE,CAAC;AACnC,QAAA,OAAO,gBAAgB,CAAC,k BAAKB,CACxC,QAAQ,CAAC,WAAW,EACpB,QAAQ,CAAC,OAAO,EAChB,QAAQ,CAAC,KAAK,CACf,CAAC;KACH;;IAGO,mBAAmB,CAAC,KAAa, EAAE,gBAAKC,EAAA,QAC3É,MAAM,YAAY,GÀAG,gBAAgB,CAAC,MAAM,CAAC,KAAK,CAAUB,CAAC;AAC1E,QAAA,IAAI,CAAC,eAAe,CAAC,YA AY,EAĀE,gBAAgB,CAĀC,CAAC;KACtD;;AAGO,IAĀA,SĀĀS,CACf,qBAA6B,EAC7B,YAAoB,EACpB,gBAAkC,EAĊIC,KAAQ,EAAA;QAER,MAAM,I AAI,GAAĞ,gBAĀgB,CAAC,GAAG,CAAC,qBAAsB,CAAuB,CAAC;AAChF,QAAA,gBAAgB,CAAC,IAAĪ,CAAC,IAAI,EAAE,YĀAY,CAAČ,CAAC;AAC1 C,QAAA,IAĀI,CAĀC,OAAO,CAAC,SAAS,ĠAAG,KAAK,CAAC;AAC/B,QAAĀ,OAĀO,IAĀĪ,CAAC;KACb;AAED;;;AAGG;IACK,eAAe,CAAC,IAAwB,E AAE,gBAAKC,EAAA,QACIF,IAAI,IAAI,CAAC,UAAU,CAAC,MAAM,GAAG,IAAI,CAAC,AAAA,EAAE,AAC/C,YAAA,IAAI,CAAC,UAAU,CAAC,IAAI,CA ,CAAC,SAAS,CAAC;KACVB;IAKD,WACU,CAAA,SAAA,GAAY,KAAK,EACZB,uBAA6B,EACrB,YAAe,GAAA,IAAI,EACpB,WAAuC,EAAA;OAHtC,IA AS,CAAA,SAAA,GAAT,SAAS,CAAQ;QAEjB,IAAY,CAAA,YAAA,GAAZ,YAAY,CAAO;QACpB,IAAW,CAAA,WAAA,GAAX,WAAW,CAA4B;;AA3BxC,Q AAA,IAAA,CAAA,UAAU,GAAG,IAAÏ,GAAG,EAAK,CAAC;;QAG1B,IAAİB,CAAA,IBAAA,GAAQ,EAAE,CAAC;;QAG5B,IAAe,CAAA,eAAA,GAAQ,ÉA AE, CAAC;; AAezB, QAAA, IAAA, CAAA, OAAO, GAAG, IAAI, OAAO, EAASB, CAAC; AAQND, QAAA, IAAI, uBAAuB, IAAI, uBAAuB, CAAC, MAAM, EAAE; Y AC7D,IAAÍ,SAAS,ÉÀAE;AACb,gBAAÁ,uBAAuB,CAÁC,OAAO,CAAC,KÁAK,IAÁI,IAÁI,CÀAC,aAAa,CAAC,KÁAK,CAAC,CAÁC,CAÁC;aACrE;iBÁ AM;gBACL,IAAI,CAAC,aAAa,CÃAC,uBAAuB,CÁAC,CÁAC,CÁAC,CAAC,CÁAC;aAChD;;AAGD,YAAA,IAAI,CAAC,eAAe,CAAC,MAAM,GAAG,CA AC,ČAAC;SACjC;KACF;AAED;;;;;AAKG;IACH,MAAM,CAAC,GAAG,MAAW,EAAA;AACnB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAA C;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC;AACnD,QAAA,MAAM,OAAO,GAAG, IAAI,CAAC,IBAAIB,EAAE,CAAC;QACzC,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;IACH,Q AAQ,CAAC,GAAG,MAAW,EAAA;AACrB,QAAA,IAAI,CAAC,SBAASB,CAAC,MAAM,CAAC,CAAC;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAA K,IAAI,IAAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;AACrD,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,IBAAIB,EAAE,CAAC;QACzC,IAAI,CA AC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;IACH,YAAY,CAAC,GAAG,MAAW,EAAA;AACzB,QAAA,IA AC, GBAAGB, EAAE, CAAC; AACXB, QAAA, OAAO, OAAO, CAAC; KAChB; AAED;;;;; AAKG; IACH, YAAY, CAAC, GAAG, MAAW, EAAA; AACZB, QAAA, IA AI, CAAC, SBAASB, CAAC, MAAM, CAAC, CA ACIB,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,iBAAiB,EAAE,CAAC;QACzC,IAAI,UAAU,EAAE;YACd,IAAI,CAAC,gBAAgB,EAAE,CAAC;SACzB;A ACD,QAAA,QAAQ,QAAQ,CAAC;KAChB;AAED;;AAEG;AACH,IAAA,UAAU,CAAC,KAAQ,EAAA;AACjB,QAAA,QAAQ,IAAI,CAAC,UAAU,CAAC,G

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CnB,IAAI,CAAC,UAAU,EAAE,CAAC;aACnB;YAED,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC3B,gBAAA,IAAI,CAAC,UAAU,C AAC,GAAG,CAAC,KAAK,CAAC,CAAC;aAC5B;AAED,YAAA,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,gBAAA,IAAI,CAAC,eAAe,CAAC,IAAI,CAAC,KA AK,CAAC,CAAC;aACIC;SACF;KACF;;AAGO,IAAA,eAAe,CAAC,KAAQ,EAAA;AAC9B,QAAA,KAAK,GAAG,IAAI,CAAC,IBAAIB,CAAC,KAAK,CAA C,CAAC;AACtC,QAAA,IAAI,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC1B,YAAA,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,KAAK,CAAC,CA AC;AAE9B,YAAA,IAAI,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,qBAAA,IAAI,CAAC,IBAAIB,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;aACpC;SACF;KACF;;I AGO,UAAU,GAAÁ;AAChB,QAAA,IAAI,CAAC,IAAI,CAÁC,OAAO,EAÁE,EAÁE;AACnB,YAÁA,IAAI,CAÁC,UAÁU,CAÁC,OAÁO,CAÁC,KAÁK,IAAI,I AAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC;SAC/D;KACF;AAED;;;AAGG;AACK,IAAA,sBAAsB,CAAC,MAAW,EAAA;QACxC,IAAI,MAAM,C AAC,MAAM,GAAG,CAAC,IAAI,CAAC,IAAI,CAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;YAC3F,MAAM,uCAAuC,EAA E,CAAC;SACjD;KACF;;IAGO,iBAAiB,GAAA;AACvB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAiB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,M AAM,CAAC,CAAC;KACzE;;IAGO,iBAAiB,CAAC,UAAa,EAAE,SAAkB,EAAA;AACzD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,O AAO,UAAU,CAAC;SACnB;aAAM;AACL,YAAA,SAAS,GAAG,SAAS,IAAI,IAAI,CAAC,UAAU,CAAC;AACzC,YAAA,KAAK,IAAI,aAAa,IAAI,SAAS,EA AE;gBACnC,IAAI,IAAI,CAAC,WAAY,CAAC,UAAU,EAAE,aAAa,CAAC,EAAE;AAChD,oBAAA,OAAO,aAAa,CAAC;iBACtB;aACF;AACD,YAAA,OAA O,UAAU,CAAC;SACnB;KACF;AACF,CAAA;AAeD;;;;AAIG;SACa,uCAAuC,GAAA;AACrD,IAAA,OAAO,KAAK,CAAC,yEAAyE,CAAC,CAAC;AAC1 F;;ACIQA;;;;;;AQQG;MAEU,yBAAyB,CAAA;AADtC,IAAA,WAAA,GAAA;QAEU,IAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC ;;;;AAIĞ;IACH,MAAM,CAAC,EAAU,EAAE,IAAY,EAAA;AAC7B,QAAA,KAAK,IAAI,QAAQ,IAAI,IAAI,CAAC,UAAU,EAAE;AACpC,YAAA,QAAQ,CAA C,EAAE,EAAE,IAAI,CAAC,CAAC;SACpB;KACF;AAED;;;AAGG;AACH,IAAA,MAAM,CAAC,QAA2C,EAAA;AAChD,QAAA,IAAI,CAAC,UAAU,CAA AAA,CAAA;kBADrC,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;;ACtBhC;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\nimport {\ngModule} from '@angular/core';\n\n@NgModule({})\nexport class LayoutModule {\nghat{\ngha object. */In private _matchMedia: (query: string) => MediaQueryList;InIn constructor(In private _platform: Platform,In @Optional() @Inject(CSP_NONCE) private _nonce?: string | null,\n) {\n this._matchMedia =\n this._platform.isBrowser && window.matchMedia\n ? // matchMedia is bound to the window scope intentionally as it is an illegal invocation toln // call it from a different scope.\n window.matchMedia.bind(window)\n: noopMatchMedia;\n }\n\n /**\n * Evaluates the given media query and returns the native MediaQueryList from which results\n * can be retrieved.\n * Confirms the layout engine will trigger for the selector query provided and returns the\n * MediaQueryList for the query provided.\n */\n matchMedia(query: string): MediaQueryList {\n if (this._platform.WEBKIT || this._platform.BLINK) {\n createEmptyStyleRule(query, this._nonce);\n }\n return this._matchMedia(query);\n }\n \n\n/**\n * Creates an empty stylesheet that is used to work around browser inconsistencies related to\n * `matchMedia`. At the time of writing, it handles the following cases:\n * 1. On WebKit browsers, a media query has to have at least one rule in order for `matchMedia`\n * to fire. We work around it by declaring a dummy stylesheet with a `@media` declaration.\n * 2. In some cases Blink browsers will stop firing the `matchMedia` listener if none of the rules\n * inside the with a @media declaration.in * 2. In some cases Blink browsers will stop firing the matchwedia listener if none of the rules in * inside the `@media` match existing elements on the page. We work around it by having one rule\n * targeting the `body`. See https://github.com/angular/components/issues/23546.\n */Infunction createEmptyStyleRule(query: string, nonce: string | undefined | null) {\n if (mediaQueriesForWebkitCompatibility.has(query)) {\n return;\n }\n\n try {\n if (!mediaQueryStyleNode) {\n mediaQueryStyleNode} = document.createElement('style');\n\n if (nonce) {\n mediaQueryStyleNode.nonce = nonce;\n }\n\n mediaQueryStyleNode.setAttribute('type', 'text/css');\n document.head!.appendChild(mediaQueryStyleNode);\n }\n\n if (mediaQueryStyleNode.sheet) {\n mediaQueryStyleNode.sheet.insertRule(`@media \${query} {body{ }}`, 0);\n mediaQueriesForWebkitCompatibility.add(query);\n }\n } catch (e) {\n console.error(e);\n }\n\n\n\n\n\n*No-op matchMedia replacement for non-browser platforms. */Infunction noopMatchMedia(query: string): MediaQueryList {\n // Use `as any` here to avoid adding additional necessary properties for\n // the noop matcher.\n return {\n matches: query == 'all' || query === ",\n media: query,\n addListener: () => {},\n removeListener: () => {},\n } as any;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved in *in * Use of this source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/license\n */\n\nimport {coerceArray} from '@angular/cdk/coercion';\nimport {Injectable, NgZone, OnDestroy} from '@angular/core';\nimport {combineLatest, concat, Observable, Observer, Subject} from 'rxjs';\nimport {debounceTime, map, skip, startWith, take, takeUntil} from 'rxjs/operators';\nimport {MediaMatcher} from './media-matcher';\n\n/** The current state of a layout breakpoint. */\nexport interface BreakpointState {in /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** Whether the breakpoint is currently matching. */In matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently matching. */In /* Whether the breakpoint is currently m query provided to the observe method,\n * with its current matched state.\n */\n breakpoints: {\n [key: string]: boolean;\n };\n}\n\n/** The current state of a layout breakpoint. */\ninterface InternalBreakpointState {\n /** Whether the breakpoint is currently matching. */\n matches: current state of a layout breakpoint. */\innterface InternalBreakpointState {\in /** Whether the breakpoint is currently matching. */\in matches: boolean;\in /** The media query being to be matched */\in query: string;\in}\in\interface Query {\in observable: Observable<} needs of @media queries.

*/\in@\injectable{\{\internalBreakpointState>;\in mql: MediaQueryLis;\in}\in\in\in/** Utility for checking the matching state of @media queries.

*/\in@\injectable{\{\internalBreakpointState>;\in mql: MediaQueryLis;\in}\internalBreakpointObserver implements OnDestroy {\in /** A map of all media queries currently being listened for. */\in private _queries = new Map<string, Query>();\in /** A subject for all other observables to takeUntil based on. */\in private readonly _destroySubject = new Subject<\iointition \(\internalBreakpointState\);\in \(\internalN\) n constructor(\(\in \text{private} \) mediaMatcher;\in private _zone: NgZone,\in) {\}\in\in\)

**Completes the active subject, signalling to all other observables to complete. */\in ngOnDestroy() {\in this._destroySubject.next();\in \}\in\in\) in \(\internal\text{hin} \) **Whether one or more media queries match the current viewport size.\in * @param value One or more media queries to check.\in * @returns Whether any of the media queries match.\in *\in\) isMatched(value: string | readonly string[]):

**hoolean {\int \internalBreakpointState} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{in private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \text{In private} = \text{Solito} in \te boolean {\n const queries = splitQueries(coerceArray(value));\n return queries.some(mediaQuery => this._registerQuery(mediaQuery).mql.matches);\n }\n\n * Gets an observable of results for the given queries that will emit new results for any changes\n * in matching of the given queries.\n * @param value One or more media queries to check.\n * @returns A stream of matches for the given queries.\n */\n observe(value: string | readonly string[]): Observable<BreakpointState> {\n const queries = splitQueries(coerceArray(value));\n const observables = queries.map(query => this._registerQuery(query).observable);\n\n let stateObservable = combineLatest(observables);\n // Emit the first state immediately, and then debounce the subsequent emissions.\n stateObservable = concat(\n stateObservable.pipe(take(1)),\n stateObservable.pipe(skip(1), debounceTime(0)),\n);\n return stateObservable.pipe(\n map(breakpointStates => {\ln const response: BreakpointState = {\ln matches: false,\ln breakpoints: {\},\ln };\ln } breakpointStates.forEach(({matches, query}) => {in response.matches = response.matches || matches;in response.breakpoints[query] = matches;in });in return response;in }),in };in }in }in }in }in final fina Query {In // Only set up a new MediaQueryList if it is not already being listened for.\n if (this._queries.has(query)) {\n return Query {In // Only set up a new MediaQueryList if it is not already being listened for.in it {this._queries.get(query)!;\n }\n\n const queryList if it is not already being listened for.in it {this._queries.get(query)!;\n }\n\n const queryList if it is not already being listened for.in it {this._queries.get(query)!;\n }\n\n /\n Create callback for match changes and add it is as a listener.\n const queryObservable = new Observable((observer: Observer<MediaQueryListEvent>) => {\n // Listener callback methods are wrapped to be placed back in ngZone. Callbacks must be placed\n // back into the zone because matchMedia is only included in Zone.js by loading the\n // webapis-media-query.js file alongside the zone.js file. Additionally, some browsers do not\n // have MediaQueryList inherit from EventTarget, which causes inconsistencies in how Zone.js\n // patches it.\n const handler = (e: MediaQueryListEvent): void => this._zone.run(() => observer.next(e));\n mql.addListener(handler);\n\n return () => {\n mql.removeListener(handler);\n };\n }).pipe(\n startWith(mql),\n map(({matches})) => ({query, matches})),\n takeUntil(this._destroySubject),\n);\n\n // Add the MediaQueryList to the set of

,EAAA,CAAA;kBADxB,QAAQ;mBAAC,EAAE,CAAA;;;ACCZ;AACA,MAAM,kCAAkC,GAAgB,IAAI,GAAG,EAAU,CAAC;AAE1E;AACA,IAAI,mBAAi D,CAAC;AAEtD;MAEa,YAAY,CAAA;IAIvB,WACU,CAAA,SAAmB,EACY,MAAsB,EAAA;QADrD,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACY,IAAM, CAAA,MAAA,GAAN,MAAM,CAAGB;AAE7D,QAAA,IAAI,CAAC,WAAW;AACd,YAAA,IAAI,CAAC,SAAS,CAAC,SAAS,IAAI,MAAM,CAAC,UAAU;AA C3C;;AAEE,oBAAA,MAAM,CAAC,UAAU,CAAC,IAAI,CAAC,MAAM,CAAC;kBAC9B,cAAc,CAAC;KACtB;AAED;;;;;AAKG;AACH,IAAA,UAAU,CAA C,KAAa,EAAA;AACtB,QAAA,IAAI,IAAI,CAAC,SAAS,CAAC,MAAM,IAAI,IAAI,CAAC,SAAS,CAAC,KAAK,EAAE;AACjD,YAAA,oBAAoB,CAAC,KAA K,EAAE,IAAI,CAAC,MAAM,CAAC,CAAC;SAC1C;AACD,QAAA,OAAO,IAAI,CAAC,WAAW,CAAC,KAAK,CAAC,CAAC;KAChC;AA3BU,IAAA,SAAA, A,EAAA,YAAY,0CAMD,SAAS,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,C A,EAAA, YAAY, UCAMU,SAAS, EAAA, QAAA, EAAA, IAAA, EAAA, CAAA, EAAA, IMAA, EAAA, CAAA, EAAA, CAAA, EAAA, CAAA, EAAA ACF,IAAI,CAAC,mBAAmB,EAAE;AACxB,YAAA,mBAAmB,GAAG,QAAQ,CAAC,aAAa,CAAC,OAAO,CAAC;CAAC;YAEtD,IAAI,KAAK,EAAE;AACT, gBAAA,mBAAmB,CAAC,KAAK,GAAG,KAAK,CAAC;aACnC;AAED,YAAA,mBAAmB,CAAC,YAAY,CAAC,MAAM,EAAE,UAAU,CAAC,CAAC;AACr Ď,YAAA,QAAQ,CAAC,IAAK,CAAC,WAAW,CAAC,mBAAmB,CAAC,CAAC;SACjD;AAED,QAAA,IAAI,mBAAmB,CAAC,KAAK,EAAE;YAC7B,mBAA mB,CAAČ,KAŘK,CAAC,UAÁU,CAÁC,CAÁU,OAÁA,EAAA,KAAK,CAAY,UÁAA,CÁAA,EÁŘE,CÁAC,CAAC,CAAC;AACrE,YAÁA,KCÁAKC,CÁAC,G AAG,CAAC,KAAK,CAAC,CAAC;SAC/C;KACF;IAAC,OAAÓ,CAAC,EAAE;AACV,QAAA,OAAO,CAAC,KAAK,CAAC,CAAC,CAAC,CAAC;KACIB;AA CH,CAAC;AAED;AACA,SAAS,cAAc,CAAC,KAAa,EAAA;;;IAGnC,OAAO;AACL,QAAA,OAAO,EAAE,KAAK,KAAK,KAAK,IAAI,KAAK,KAAK,EAAE ;AACxC,QAAA,KAAK,EAAE,KAAK;AACZ,QAAA,WAAW,EAAE,MAAK,GAAG;AACrB,QAAA,cAAc,EAAE,MAAK,GAAG;KACIB,CAAC;AACX;;ACr DA;MAEa,KBAAKB,CAAA;IAM7B,WACU,CAAA,aAA2B,EAC3B,KAAa,EAAA;QADb,IAAa,CAAA,aAAA,GAAb,aAAa,CAAc;QAC3B,IAAK,CAAA,KA AA,GAAL,KAAK,CAAQ;;AANf,QAAA,IAAA,CAAA,QAAQ,GAAG,IAAI,GAAG,EAAiB,CAAC;;AAE3B,QAAA,IAAA,CAAA,eAAe,GAAG,IAAI,OAAO,E AAQ,CAAC;KAKnD;;IAGJ,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,eAAe,CAAC,IAAI,EAAE,CAAC;AAC5B,QAAA,IAAI,CAAC,eAAe,CAAC,QAAQ, EAAE,CAAC;KACJC;AAED;;;;AAIG;AACH,IAAA,SAAS,CAAC,KAAIC,EAAA;QACZC,MAAM,OAAO,GAAG,YAAY,CAAC,WAAW,CAAC,KAAK,CAA CÃAC,OAAO,GAAG,QAAQ,CAAC,OAAO,IAAI,OAAŌ,CAĀC;AAC/C,gBAAA,QAAQ,CAAC,WAAW,CAAC,KAAK,CAAC,GAAG,OAÃO,CAAC;AACX C,aAAC,CAAC,CAAC;AACH,YAAA,OAAO,QAAQ,CAAC;SACJB,CAAC,CACH,CAAC;KACH;;AAGO,IAAA,cAAc,CAAC,KAAa,EAAA;;QAEIC,IAAI,I AAI,CAAC,QAAQ,CAAC,GAAG,CAAC,KAAK,CAAC,EAAE;YAC5B,OAAO,IAAI,CAAC,QAAQ,CAAC,GAAG,CAAC,KAAK,CAAE,CAAC;SACIC;QA ED,MAAM,GAAG,GAAG,IAAI,CAAC,aAAa,CAAC,UAAU,CAAC,KAAK,CAAC,CAAC;;QAGjD,MAAM,eAAe,GAAG,IAAI,UAAU,CAAC,CAAC,QAAuC ,KÁAI;;;;;;YAMjF,MAAM,OAAO,GAAG,CAAC,CAAsB,KAAW,IAAI,CAAC,KAAK,CAAC,GAAG,CAAC,MAAM,QAAQ,CAAC,IAAI,CAAC,CAAC,CAAC ,CAAC,CAAC;AACzF,YAAA,GAAG,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AAEzB,YAAA,OAAO,MAAK;AACV,ġBAAA,GAAG,CAAC,cAAc,CAA C,OAAO,CAAC,CAAC;AAC9B,aAAC,CAAC;AACJ,SAAC,CAAC,CAAC,IAAI,CACL,SAAS,CAAC,GAAG,CAAC,EACd,GAAG,CAAC,CAAC,EAAC,O AAO,EAAC,MAAM,EAAC,KAAK,EAAE,OAAO,EAAC,CAAC,CAAC,EACtC,SAAS,CAAC,IAAI,CAAC,eAAe,CAAC,CAChC,CAAC;;QAGF,MAAM,MA AM,GAAG,EAAC,UAAU,EAAE,eAAe,EAAE,GAAG,EAAC,CAAC;QACID,IAAI,CAAC,QAAQ,CAAC,GAAG,CAAC,KAAK,EAAE,MAAM,CAAC,CAAC C,CAAC;SACjC,GAAG,CAAC,KAAK,IAAI,KAAK,CAAC,IAAI,EAAE,CAAC,CAAC;AAChC;;ACzIA;AACA;AACa,MAAA,WAAW,GAAG;AACzB,IAAA, MAAM,EAAE,UBAAUB;AAC/B,IAAA,KAAK,EAAE,8CAA8C;AACrD,IAAA,MAAM,EAAE,+CAA+C;AACvD,IAAA,KAAK,EAAE,gDAAgD;AACvD,IAA A,MAAM,EAAE,qBAAqB;AAE7B,IAAA,OAAO,EACL,qDAAqD;QACrD,oDAAoD;AACtD,IAAA,MAAM,EACJ,4EAA4E;QAC5E,4EAA4E;AAC9E,IAA A,GAAG,EACD,kDAAkD;QACID,kDAAkD;AAEpD,IAAA,eAAe,EAAE,mDAAmD;AACpE,IAAA,cAAc,EAAE,0EAA0E;AAC1F,IAAA,WAAW,EAAE,gD AAgD;AAE7D,IAAA,gBAAgB,EAAE,oDAAOD;AACtE,IAAA,eAAe,EAAE,4EAA4E;AAC7F,IAAA,YAAY,EAAE,kDAAkD;;;AChClE;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n* Use of this source code is governed by an MIT-style license that can be\n* found in the LICENSE file at https://angular.io/license\n*/nimport {Injectable, CSP_NONCE, Optional, Inject} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} from '@angular/core';\nimport {Platform} = new Set<string> = new Set<string> = new Set<string> = new Set<string> = new Set<string> = new Set<string\nimport for a gueries. */\nochtage for the diaQueryStyleNode: HTMLStyleElement | undefined;\nin/** A utility for calling matchMedia queries. */\nioplinetable{\text{providedIn: 'root'}\nochtage for the internal matchMedia method to return back a MediaQueryList like object. */\n private _natchMedia: (query: string) => MediaQueryList;\nin constructor(\n private _platform: Platform,\ni @Optional() @\nipect(CSP_NONCE) private _nonce?: string | null,\ni) {\n this._matchMedia = \n this._platform.isBrowser & window.matchMedia\n ? // matchMedia is bound to the window scope intentionally as it is an illegal invocation to\n // call it from a different scope.\n window.matchMedia.bind(window)\n: can be retrieved.\n * Confirms the layout engine will trigger for the selector query provided and returns the\n * MediaQueryList for the query provided.\n *\n matchMedia(query: string): MediaQueryList {\n if (this._platform.WEBKIT || this._platform.BLINK) {\n creates an empty stylesheet that is used to work around browser inconsistencies related to\n * `matchMedia(\n \n to fire. We work around it by declaring a dummy stylesheet with a `@media declaration.\n *2. In some cases Blink browsers will stop firing the `matchMedia` in the one of the rules\n * inside the `@media` match existing elements on the page. We work around it by having one rule\n * targeting the `body`. See ht

```
== ",\n media: query,\n addListener: () => {,\n} removeListener: () => {,\n} as any;\n{,\n}","/**\n * @license\n * Copyright
Google LLC All Rights Reserved in *in * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file
at https://angular.io/license\n */\n\nimport {coerceArray} from '@angular/cdk/coercion';\nimport {Injectable, NgZone, OnDestroy} from
'@angular/core';\nimport {combineLatest, concat, Observable, Observer, Subject} from 'rxjs';\nimport {debounceTime, map, skip, startWith, take, takeUntil} from 'rxjs/operators';\nimport {MediaMatcher} from './media-matcher';\n\n/** The current state of a layout breakpoint. */\nexport
boolean;\n /** The media query being to be matched *\n query: string;\n}\n\ninterface Query {\n observable:

Observable<InternalBreakpointState>;\n mql: MediaQueryList;\n}\n\n/** Utility for checking the matching state of @media queries.
*/\n@lnjectable({providedIn: 'root'})\nexport class BreakpointObserver implements OnDestroy {\n /** A map of all media queries currently
being listened for. */In private _queries = new Map<string, Query>();In /** A subject for all other observables to takeUntil based on. */In private
readonly _destroySubject = new Subject<void>();\n\n constructor(\n private _mediaMatcher: MediaMatcher,\n private _zone: NgZone,\n ) {}\n\n
   Completes the active subject, signalling to all other observables to complete. */\n ngOnDestroy() {\n this._destroySubject.next();\n
this._destroySubject.complete();\n }\n\n !\n\n * Whether one or more media queries match the current viewport size.\n * @param value One or
more media queries to check.\n * @returns Whether any of the media queries match.\n */\n isMatched(value: string | readonly string[]):
boolean {\n const queries = splitQueries(coerceArray(value));\n return queries.some(mediaQuery =>
this._registerQuery(mediaQuery).mql.matches);\n }\n\n /**\n * Gets an observable of results for the given queries that will emit new results for
any changes\n * in matching of the given queries.\n * @param value One or more media queries to check.\n * @returns A stream of matches
for the given queries.\n */\n observe(value: string | readonly string[]): Observable<BreakpointState> {\n const queries =
splitQueries(coerceArray(value));\n const observables = queries.map(query => this._registerQuery(query).observable);\n\n let stateObservable
= combineLatest(observables);\n // Emit the first state immediately, and then debounce the subsequent emissions.\n stateObservable =
concat(\n stateObservable.pipe(take(1)),\n stateObservable.pipe(skip(1), debounceTime(0)),\n );\n return stateObservable.pipe(\n map(breakpointStates => \n const response: BreakpointState = \n matches: false,\n breakpoints: \{\},\n \};\n
breakpointStates.forEach(({matches, query}) => {In response.matches = response.matches || matches;\ln response.breakpoints[query] = matches;\ln });\ln return response;\ln }),\ln );\ln }\ln\ /** Registers a specific query to be listened for. */\ln private _registerQuery(query: string):
Query {\n // Only set up a new MediaQueryList if it is not already being listened for.\n if (this._queries.has(query)) \n return
this._queries.get(query)!;\n }\n\n const mql = this._mediaMatcher.matchMedia(query);\n\n // Create callback for match changes and add it is as
a listener.\n const queryObservable = new Observable((observer: Observer<MediaQueryListEvent>) => {\n // Listener callback methods are
wrapped to be placed back in ngZone. Callbacks must be placed\n // back into the zone because matchMedia is only included in Zone.js by
loading the\n // webapis-media-query is file alongside the zone is file. Additionally, some browsers do not\n // have MediaQueryList inherit
from EventTarget, which causes inconsistencies in how Zone.js\n // patches it.\n const handler = (e: MediaQueryListEvent): void =>
this._zone.run(() => observer.next(e));\n mql.addListener(handler);\n\n return () => {\n mql.removeListener(handler);\n };\n }).pipe(\n
startWith(mql),\n map(({matches}) => ({query, matches})),\n takeUntil(this._destroySubject),\n );\n\n // Add the MediaQueryList to the set of
queries.In const output = {observable: queryObservable, mql};\n this._queries.set(query, output);\n return output;\n }\n\frac{\lambda}{\lambda}\n'*\n * Split each
query string into separate query strings if two queries are provided as comma\n * separated.\n */\nfunction splitQueries(queries: readonly
string[]): readonly string[] {In return queries\n .map(query => query.split(','))\n .reduce((a1, a2) => a1.concat(a2))\n .map(query => query.trim());\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// PascalCase is being used as Breakpoints is used like an
enum.\n// tslint:disable-next-line:variable-name\nexport const Breakpoints = {\n XSmall: '(max-width: 599.98px)',\n Small: '(min-width: 600px) and (max-width: 959.98px)',\n Medium: '(min-width: 960px) and (max-width: 1279.98px)',\n Large: '(min-width: 1280px) and (max-width: 1919.98px)',\n XLarge: '(min-width: 1920px)',\n\n Handset:\n' (max-width: 599.98px) and (orientation: portrait), '+\n' (max-width: 959.98px) and (orientation: portrait), '+\n' (min-width: 960px) and (max-width: 1279.98px) and (orientation: portrait), '+\n' (min-width: 960px) and (max-width: 1279.98px) and (orientation: portrait), '+\n' (min-width: 1280px) and (orientation: landscape)',\n\n HandsetPortrait: '(max-width: 599.98px) and (orientation: portrait), '+\n' (min-width: 1280px) and (orientation: landscape)',\n\n HandsetPortrait: '(max-width: 599.98px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600px) and (orientation: portrait), '\n\n' (min-width: 600p
(max-width: 839.98px) and (orientation: portrait)',\n WebPortrait: '(min-width: 840px) and (orientation: portrait)',\n HandsetLandscape: '(max-width: 959.98px) and (orientation: landscape)',\n TabletLandscape: '(min-width: 960px) and (max-width: 1279.98px) and (orientation:
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {coerceArray} from '@angular/cdk/coercion';\nimport {injectable, NgZone, OnDestroy} from '@angular/core';\nimport {combineLatest, concat, Observable, Observer, Subject} from 'rxjs';\nimport {debounceTime, map, skip, startWith, take, takeUntil} from 'rxjs/operators';\nimport {MediaMatcher} from './media-matcher';\n\n/** The current state of a layout breakpoint. */Inexport interface BreakpointState {in /** Whether the breakpoint is currently matching. */In matches: boolean;In /**In * A key boolean pair for each query provided to the observe method,\n * with its current matched state.\n */\n breakpoints: {\n [key: string]: boolean;\n };\n}\n\n/** The current state of a layout breakpoint. */\ninterface InternalBreakpointState {\n /** Whether the breakpoint is currently matching. */\n matches: */\n@Injectable({providedIn: 'root'})\nexport class BreakpointObserver implements OnDestroy {\n /** A map of all media queries currently being listened for. */In private _queries = new Map<string, Query>();In /** A subject for all other observables to takeUntil based on. */In private readonly _destroySubject = new Subject
 */In private _ mediaMatcher: MediaMatcher, In private _ readonly _destroySubject = new Subject
 */In private _ readonly _ observables to takeUntil based on. */In private _ readonly _destroySubject = new Subject
 */In private _ readonly _ observables to takeUntil based on. */In private _ readonly more media queries to check.\n *@returns Whether any of the media queries match.\n *\n isMatched(value: string | readonly string[]): boolean {In const queries = splitQueries(coerceArray(value));In return queries.some(mediaQuery => this._registerQuery(mediaQuery).mql.matches);\n }\n\in /**\n'* Gets an observable of results for the given queries that will emit new results for any changes\n * in matching of the given queries.\n * @param value One or more media queries to check.\n * @returns A stream of matches for the given queries.\n */\n observe(value: string | readonly string[]): Observable<BreakpointState> {\n const queries splitQueries(coerceArray(value));\n const observables = queries.map(query => this._registerQuery(query).observable);\n\n let stateObservable = combineLatest(observables);\n // Emit the first state immediately, and then debounce the subsequent emissions.\n stateObservable = concat(In stateObservable.pipe(take(1)),In stateObservable.pipe(skip(1), debounceTime(0)),In);In return stateObservable.pipe(In map(breakpointStates => {\n const response: BreakpointState = {\n matches: false,\n breakpoints: {},\n };\n breakpointStates.forEach(({matches, query}) => {In response.matches = response.matches || matches;\in response.breakpoints[query] = matches;\in }\;\in return response;\in }\,\in }\;\in }\in }\in }\in \]\;\in return response;\in }\,\in \]\;\in \]\ Query {\n || Only set up a new MediaQueryList if it is not already being listened for.\n if (this._queries.has(query)) {\n return this._queries.get(query)!;\n \n\n const mql = this._mediaMatcher.matchMedia(query);\n\n || Create callback for match changes and add it is as a listener.\n const queryObservable = new Observable((observer: Observer<MediaQueryListEvent>) => {\n || Listener callback methods are wrapped to be placed back in ngZone. Callbacks must be placed\n || back into the zone because matchMedia is only included in Zone.js by loading thein // webapis-media-query.js file alongside the zone.js file. Additionally, some browsers do not\n // have MediaQueryList inherit from EventTarget, which causes inconsistencies in how Zone.js\n // patches it.\n const handler = (e: MediaQueryListEvent): void => this._zone.run(() => observer.next(e));\n mql.addListener(handler);\n\n return () => {\n mql.removeListener(handler);\n };\n }).pipe(\n startWith(mql),\n map(({matches})) => ({query, matches})),\n takeUntil(this._destroySubject),\n);\n\n // Add the MediaQueryList to the set of queries.\n const output = {observable: queryObservable, mql};\n this._queries.set(query, output);\n return output;\n }\n\n\n\n/*\n * Split each query string into separate query strings if two queries are provided as comma\n * separated.\n */\nfunction splitQueries(queries: readonly string[]): readonly string[] {In return queries\in .map(query => query.split(','))\in .reduce((a1, a2) => a1.concat(a2))\in .map(query => query.trim());\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/license in */in// PascalCase is being used as Breakpoints is used like an enum.\n// tslint:disable-next-line:variable-name\nexport const Breakpoints = {\n XSmall: '(max-width: 599.98px)',\n Small: '(min-width: 600px) and (max-width: 959.98px)',\n Medium: '(min-width: 960px) and (max-width: 1279.98px)',\n Large: '(min-width: 1280px) and (max-width: 1919.98px)',\n XLarge: '(min-width: 1920px)',\n\n Handset:\n '(max-width: 599.98px) and (orientation: portrait), ' +\n '(max-width: 959.98px) and (orientation: landscape)',\n Tablet:\n '(min-width: 600px) and (max-width: 839.98px) and (orientation: portrait), ' +\n '(min-width: 960px) and (max-width: 1279.98px) and (orientation: landscape)',\n Tablet:\n '(min-width: 1280px) and (orientation: portrait),\n TabletPortrait: '(min-width: 599.98px) and (orientation: portrait),\n TabletPortrait: '(min-width: 599.98px) and 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ED,MAAM,GAAG,GAAG,IAAI,CAAC,aAAa,CAAC,UAAU,CAAC,KAAK,CAAC,CAAC;;QAGjD,MAAM,eAAe,GAAG,IAAI,UAAU,CAAC,CAAC,QAAuC ,KAAI;;;;;YAMjF,MAAM,OAAO,GAAG,CAAC,CAAsB,KAAW,IAAI,CAAC,KAAK,CAAC,GAAG,CAAC,MAAM,QAAQ,CAAC,IAAI,CAAC,CAAC,CAAC

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n// PascalCase is being used as Breakpoints is used like an enum.\n// tslint:disable-next-line:variable-name\nexport const Breakpoints = {\n XSmall: '(max-width: 599.98px)',\n Small: '(min-width: 600px) and (max-width: 959.98px)',\n Medium: '(min-width: 960px) and (max-width: 1279.98px)',\n Large: '(min-width: 1280px) and (max-width: 1919.98px)',\n XLarge: '(min-width: 1920px)',\n\n Handset:\n '(max-width: 599.98px) and (orientation: portrait), ' +\n '(min-width: 959.98px) and (orientation: landscape)',\n Tablet:\n '(min-width: 960px) and (max-width: 1279.98px) and (orientation: landscape)',\n\n HandsetPortrait: '(max-width: 40px) and (orientation: portrait), ' +\n '(min-width: 1280px) and (orientation: landscape)',\n\n HandsetPortrait: '(max-width: 599.98px) and (orientation: portrait)',\n TabletPortrait: '(min-width: 600px) and (max-width: 839.98px) and (orientation: portrait)',\n HandsetLandscape: '(max-width: 959.98px) and (orientation: landscape)',\n TabletLandscape: '(min-width: 960px) and (max-width: 1279.98px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (orientation: landscape)',\n WebLandscape: '(min-width: 1280px) and (or

Ã,QAAA,EAAA,CAÂA,CAÂA,ĒAAA;SHAAZ,YAAY,EAAA,CAÂA,CAAA,EAAA;SHAAZ,YAAY,EAAA,CAAA,CAAA,EAAA;;kGAAZ,YAAY,EAAA,UAAA ,EAAA,CAAA;kBADxB,QAAQ;mBAAC,EAAE,CAAA;;;ACCZ;AACA,MAAM,kCAAkC,GAAgB,IAAI,GAAG,EAAU,CAAC;AAE1E;AACA,IAAI,mBAAi D,CAAC;AAEtD;MAEa,YAAY,CAAA;IAIvB,WACU,CAAA,SAAMB,EACY,MAASB,EAAA;QADrD,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACY,IAAM, CÁAA,MÁAA,GÁAN,MÁAM,CAAgB;AAE7D,QAAÁ,IAAI,CAAC,WÁAW;AACd,YÁAA,IAÁÌ,CAAC,SAÁS,CAAC,SAÁS,IAAÍ,MAAM,CAAC,ŪAAÚ;AA AAA;AANPB,IAAA,SAAA,IAAA,CAAA,KAAA,GAAA,EAAA,CAAA,QBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EAAA,QA AA,EAAA,EAAA,IAAA,EAAA,YAAY,CADA,MAAM,EAAA,CAAA,EAAA;;kGACIB,YAAY,EAAA,UAAA,EAAA,CAAA;kBADxB,UAAU;mB AAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;0BAO3B,QAAQ;;0BAAI,MAAM;2BAAC,SAAS,CAAA;;AAWBJC;;;;;;;AAQG;AACH,SAAS,oBAAoB, CAAC,KAAa,EAAE,KAAgC,EAAA;AAC3E,IAAA,IAAI,KCAAKC,CAAC,GAAG,CAAC,KAAK,CAAC,EAAE;QACjD,OAAO;KACR;AAED,IAAA,IAAI;Q ACF,IAAI,CAAC,mBAAmB,EAAE;AACxB,YAAA,mBAAmB,GAAG,QAAQ,CAAC,aAAa,CAAC,OAAO,CAAC,CAAC;YAEtD,IAAI,KAAK,EAAE;AACT, gBAAA,mBAAmB,CAAC,KAAK,GAAG,KAAK,CAAC;aACnC;AAED,YAAA,mBAAmB,CAAC,YAAY,CAAC,MAAM,EAAE,UAAU,CAAC,CAAC;AACr Ď,YAAÁ,QAAQ,CÁAC,IAÁK,CAÁC,WAÁW,CÁAC,mBAAmB,CAAC,CAAC;SACjD;AAED,QAÁA,IAÁI,mBÁAmB,CAAC,KAAK,ÉAAE;YAC7B,mBAA mb,CAAC,KAAK,CAAC,UAAU,CAAC,CAAU,OAAA,EAAA,KAAK,CAAY,UAAA,CAAA,EAAE,CAAC,CAAC,CAAC;AACrE,YAAA,kCAAkC,CAAC,G AAG,CAAC,KAAK,CAAC,CAAC;SAC/C;KACF;IAAC,OAAO,CAAC,EAAE;AACV,QAAA,OAAO,CAAC,KAAK,CAAC,CAAC,CAAC,CAAC;KACIB;AA CH,CAAC;AAED;AACA,SAAS,cAAc,CAAC,KAAa,EAAA;;;IAGnC,OAAO;AACL,QAAA,OAAO,EAAE,KAAK,KAAK,KAAK,IAAI,KAAK,KAAK,EAAE ;AACXC,QAAA,KAAK,EAAE,KAAK;AACZ,QAAA,WAAW,EAAE,MAAK,GAAG;AACrB,QAAA,cAAc,EAAE,MAAK,GAAG;KACIB,CAAC;AACX;;ACr DA;MAEa,kBAAkB,CAAA;IAM7B,WACU,CAAA,aAA2B,EAC3B,KAAa,EAAA;QADb,IAAa,CAAA,aAAA,GAAb,aAAa,CAAc;QAC3B,IAAK,CAAA,KA C,CAAC;KAChF;AAED;;;;;AAKG;AACH,IAAA,OAAO,CAAC,KAAIC,EAAA;QACvC,MAAM,OAAO,GAAG,YAAY,CAAC,WAAW,CAAC,KAAK,CAAC, CAAC,CAAC;AACjD,QAAA,MAAM,WAAW,GAAG,OAAO,CAAC,GAAG,CAAC,KAAK,IAAI,IAAI,CAAC,cAAC,CAAC,KAAK,CAAC,UAAU,CA AC,CAAC;AAEhF,QAAA,IAAI,eAAe,GAAG,aAAa,CAAC,WAAW,CAAC,CAAC;;AAEjD,QAAA,eAAe,GAAG,MAAM,CACtB,eAAe,CAAC,IAAI,CAAC,I ACF,OAAO,eAAe,CAAC,IAAI,CACzB,GAAG,CAAC,gBAAgB,IAAG;AACrB,YAAA,MAAM,QAAQ,GAAoB;AAChC,gBAAA,OAAO,EAAE,KAAK;AAČ d,gBAAA,WAAW,EAAE,EAAÉ;aAChB,CAAC;YACF,gBAAĞB,CAAC,OAAO,CAAC,CAAC,EAAC,OAAO,EAAE,KAĂK,EAAC,KAAl;gBAC5C,QAAQ, CÃAC,OAAO,GAAG,QAAQ,CAAC,OAAO,IAAI,OAAŎ,CAĂC;AAC/C,gBAAA,QAAQ,CAAC,WAAW,CAAC,KAAK,CAAC,GAAG,OAĂO,CAAC;AACX C,aAAC,CAAC,CAAC;AACH,YAAA,OAAO,QAAQ,CAAC;SACjB,CAAC,CACH,CAAC;KACH;;AAGO,IAAA,cAAc,CAAC,KAAa,EAAA;;QAEIC,IAAI,I AAI,CAAC,QAAQ,CAAC,GAAG,CAAC,KAAK,CAAC,EAAE;YAC5B,OAAO,IAAI,CAAC,QAAQ,CAAC,GAAG,CAAC,KAAK,CAAE,CAAC;SACIC;QA ED,MAAM,GAAG,GAAG,IAAI,CAAC,aAAa,CAAC,UAAU,CAAC,KAAK,CAAC,CAAC;;QAGjD,MAAM,eAAe,GAAG,IAAI,UAAU,CAAC,CAAC,QAAuC ,KÁAI;;;;;YAMjF,MAAM,OAAO,GAAG,CAAC,CAASB,KAAW,IAAI,CAAC,KAAK,CAAC,GAAG,CAAC,MAAM,QAAQ,CAAC,IAAI,CAAC,CAAC,CAAC ,CAAC,CAAC;AACzF,YAAA,GAAG,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AAEzB,YAAA,OAAO,MAAK;AACV,9BAAA,GAAG,CAAC,CAA C,OAAO,CAAC,CAAC;AAC9B,aAAC,CAAC;AACJ,SAAC,CAAC,CAAC,IAAI,CACL,SAAS,CAAC,GAAG,CAAC,EACd,GAAG,CAAC,CAAC,EAAC,O AA,KBAAKB,CADN,MAAM,EAAA,CAAA,CAAA,EAAA;;KGACIB,KBAAKB,EAAA,UAAA,EAAA,CAAA;KBAD9B,UAAU;mBAAC,EAAC,UAAU,EAAE, MAAM,EAAC,CAAA;;AA8FhC;;;AAGG;AACH,SAAS,YAAY,CAAC,OAA0B,EAAA;AAC9C,IAAA,OAAO,OAAO;SACX,GAAG,CAAC,KAAK,IAAI,KAA K,CAAC,KAAK,CAAC,GAAG,CAAC,CAAC;AAC9B,SAAA,MAAM,CAAC,CAAC,EAAE,EAAE,EAAE,KAAK,EAAE,CAAC,MAAM,CAAC,EAAE,CAA C,CAAC;SACjC,GAAG,CAAC,KAAK,IAAI,KAAK,CAAC,IAAI,EAAE,CAAC,CAAC,AAChC;;ACZIA;AACA;AACa,MAAA,WAAW,GAAG;AACZB,IAAA, MAAM,EAAE,uBAAUB;AAC/B,IAAA,KAAK,EAAE,8CAÁ8C;ÁACrD,IAAA,MAAM,EAAE,+ČAA+C;ÁACvD,IAAA,KAAK,EAAE,gDAAgD;AACvD,IAA A,MAAM,EAAE,qBAAqB;AAE7B,IAAA,OAAO,EACL,qDAAqD;QACrD,oDAAoD;AACtD,IAAA,MAAM,EACJ,4EAA4E;QAC5E,4EAA4E;AAC9E,IAA A,GAAG,EACD,kDAAkD;QACID,kDAAkD;AAEpD,IAAA,eAAe,EAAE,mDAAmD;AACpE,IAAA,cAAc,EAAE,0EAA0E;AAC1F,IAAA,WAAW,EAAE,gD AAgD;AAE7D,IAAA,gBAAgB,EAAE,oDAAoD;AACtE,IAAA,eAAe,EAAE,4EAA4E;AAC7F,IAAA,YAAY,EAAE,kDAAkD;;;AChClE;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, ElementRef} from '@angular/core';\nimport {FocusableOption} from '@angular/cdk/a11y';\n\n@Directive({\n selector: '[cdkStepHeader]',\n host: {\n 'role': 'tab',\n },\n standalone: true,\n})\nexport class CdkStepHeader implements FocusableOption {\n constructor(public _elementRef: ElementRef<+TTMLElement>) {\n\n /** Focuses the step header. */\n focus() {\n this._elementRef.nativeElement.focus();\n }\n\n",\"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, TemplateRef} from '@angular/core';\n\n@Directive({\n selector: '[cdkStepLabel]',\n standalone: true,\n})\nexport class CdkStepLabel {\n constructor(/** @docs-private */ public template: TemplateRef<any>) {\n}\n\n",\"/**\n * @license\n * Copyright Google LLC All

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Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {FocusableOption, FocusKeyManager} from '@angular/cdk/a11y';\nimport {Direction, Directionality}
from '@angular/cdk/bidi';\nimport {ENTER, hasModifierKey, SPACE} from '@angular/cdk/keycodes';\nimport {in AfterViewInit,\n
ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChild,\n ContentChildren,\n Directive,\n ElementRef,\n
EventEmitter,In forwardRef,In Inject,In InjectionToken,In Input,In OnChanges,In OnDestroy,In Optional,In Output,In QueryList,In TemplateRef,In
ViewChild,\n ViewEncapsulation,\n AfterContentInit,\n booleanAttribute,\n numberAttribute,\n} from '@angular/core';\nimport {_getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {Observable, of as observableOf, Subject} from
'rxjs';\nimport {startWith, takeUntil} from 'rxjs/operators';\n\nimport {CdkStepHeader} from './step-header';\nimport {CdkStepLabel} from './step-header';\nimport {CdkStepLabel} from './step-label';\n\n/** Used to generate unique ID for each stepper component. */\nlet nextld = 0;\n\n/**\n * Position state of the content of each
step in stepper that is used for transitioning\n * the content into correct position upon step selection change.\n */\nexport type
StepContentPositionState = 'previous' | 'current' | 'next';\n\n/** Possible orientation of a stepper. */\nexport type StepperOrientation =
'horizontal' | 'vertical';\n\n/** Change event emitted on selection changes. */\nexport class StepperSelectionÉvent {\n /** Index of the step now
selected. */\n selectedIndex: number;\n\n /** Index of the step previously selected. */\n previouslySelectedIndex: number;\n\n /** The step
instance now selected. */In selectedStep: CdkStep;\n\n /** The step instance previously selected. */In previouslySelectedStep: CdkStep;\n\n/** The state of each step. */\nexport type StepState = 'number' | 'edit' | 'done' | 'error' | string;\n\n/** Enum to represent the
different states of the steps. */\nexport const STEP_STATE = {\n NUMBER: 'number',\n EDIT: 'edit',\n DONE: 'done',\n ERROR: 'error',\n};\n\n/**
InjectionToken that can be used to specify the global stepper options. */\nexport const STEPPER_GLOBAL_OPTIONS = new
InjectionToken<StepperOptions>('STEPPER_GLOBAL_OPTIONS');\n\n/** Configurable options for stepper. */\nexport interface StepperOptions
{In /**In * Whether the stepper should display an error state or not.in * Default behavior is assumed to be false.in */in showError?: boolean; in in /**In * Whether the stepper should display an error state or not.in * Default behavior is assumed to be false.in */in showError?: boolean; in it is in /**In * Whether the stepper should display an error state or not.in * Default behavior is assumed to be false.in */in showError?: boolean; in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in it is in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * Unit in /**In * U
/**\n * Whether the stepper should display the default indicator type\n * or not.\n * Default behavior is assumed to be true.\n */\n
displayDefaultIndicatorType?: boolean;\n}\n\n@Component({\n selector: 'cdk-step',\n exportAs: 'cdkStep',\n template: '<ng-template><ng-
content></ng-content></ng-template>',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n
standalone: true,\n})\nexport class CdkStep implements OnChanges {\n private _stepperOptions: StepperOptions;\n _displayDefaultIndicatorType: boolean;\n\n /** Template for step label if it exists. */\n @ContentChild(CdkStepLabel) stepLabel:
CdkStepLabel;\n\n /** Template for step content. */\n @ViewChild(TemplateRef, {static: true}) content: TemplateRef<any>;\n\n /** The top level abstract control of the step. */\n @Input() stepControl: AbstractControlLike;\n\n /** Whether user has attempted to move away from the step.
*/\n interacted = false;\n\n /** Emits when the user has attempted to move away from the step. */\n @Output('interacted')\n readonly interactedStream: EventEmitter<CdkStep> = new EventEmitter<CdkStep>();\n\n /** Plain text label of the step. */\n @Input() label: string;\n\n /**
Error message to display when there's an error. */\n @Input() errorMessage: string;\n\n /** Aria label for the tab. */\n @Input('aria-label') ariaLabel: string;\n\n /**\n * Reference to the element that the tab is labelled by.\n * Will be cleared if `aria-label` is set at the same time.\n */\n
@Input(|aria-labelledby) ariaLabelledby: string;\n\n /** State of the step. */\n @Input() state: StepState;\n\n /** Whether the user can return to this step once it has been marked as completed. */\n @Input(\tansform: booleanAttribute\)) editable: boolean = true;\n\n /** Whether the
completion of step is optional. */\n @Input({transform: booleanAttribute}) optional: boolean = false;\n\n /** Whether step is marked as
completed. */\n @Input({transform: booleanAttribute})\n get completed(): boolean {\n return this._completedOverride == null ?
this._getDefaultCompleted(): this._completedOverride;\n }\n set completed(value: boolean) {\n this._completedOverride = value;\n }\n
 _completedOverride: boolean | null = null;\n\n private _getDefaultCompleted() {\n return this.stepControl ? this.stepControl .valid &&
this.interacted : this.interacted;\n \\n\n /** Whether step has an error. */\n @Input({transform: booleanAttribute})\n get hasError(): boolean {\n
return this._customError == null ? this._getDefaultError() : this._customError;\n }\n set hasError(value: boolean) {\in this._customError =
value;\n }\n private _customError: boolean | null = null;\n\n private _getDefaultError() {\n return this.stepControl && this.stepControl.invalid && this.interacted;\n }\n\n constructor(\n @Inject(forwardRef(() => CdkStepper)) public _stepper: CdkStepper,\n @Optional()
@Inject(STEPPER_GLOBAL_OPTIONS) stepperOptions?: StepperOptions,in ) {in this._stepperOptions = stepperOptions? stepperOptions: {};\n this._displayDefaultIndicatorType = this._stepperOptions.displayDefaultIndicatorType !== false;\n }\n\n /** Selects this step component. */\n select(): void {in this._stepper.selected = this;\n }\n\n /** Resets the step to its initial state. Note that this includes resetting form data. */\n
reset(): void {In this.interacted = false;\n\n if (this._completedOverride != null) {\n this._completedOverride = false;\n }\n\n if (this._customError = null) {\n this._customError = false;\n }\n\n if (this._stepControl) {\n this._stepControl.reset();\n }\n }\n\n ngOnChanges() {\n || Since basically all
inputs of the MatStep get proxied through the view down to thein // underlying MatStepHeader, we have to make sure that change detection
runs correctly.\n this._stepper._stateChanged();\n }\n\n _markAsInteracted() {\n if (!this.interacted) {\n this.interacted} = true;\n
this.interactedStream.emit(this); In }In }In fin fix Determines whether the error state can be shown. */In _showError(): boolean {In // We want to
show the error state either if the user opted into/out of it using the\n // global options, or if they've explicitly set it through the `hasError`
input.\n return this._stepperOptions.showError ?? this._customError != null;\n }\n}\n\n@Directive({\n selector: '[cdkStepper]',\n exportAs:
'cdkStepper',\n standalone: true,\n}\)nexport class CdkStepper implements AfterContentinit, AfterViewInit, OnDestroy {\n /** Emits when the
component is destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Used for managing keyboard focus. */\n private
 _keyManager: FocusKeyManager<FocusableOption>;\n\n /** Full list of steps inside the stepper, including inside nested steppers. */\n
@ContentChildren(CdkStep, {descendants: true}) _steps: QueryList<CdkStep>;\n\n /** Steps that belong to the current stepper, excluding
ones from nested steppers. */\n readonly steps: QueryList<CdkStep> = new QueryList<CdkStep>();\n\n /** The list of step headers of the steps
in the stepper. */\n @ContentChildren(CdkStepHeader, {descendants: true}) _stepHeader: QueryList<CdkStepHeader>;\n\n /** List of step
headers sorted based on their DOM order. */\n private _sortedHeaders = new QueryList<CdkStepHeader>();\n\n /** Whether the validity of previous steps should be checked or not. */\n @Input({transform: booleanAttribute}) linear: boolean = false;\n\n /** The index of the selected
step. */\n @Input({transform: numberAttribute})\n get selectedIndex(): number {\n return this_selectedIndex;\n }\n set selectedIndex(index: number) {\n if (this.steps && this_steps) {\n if (this.steps && this_steps) {\n if (this.steps) &\n if (this.steps) {\n if (this.steps) &\n if (this.steps) {\n if (this.steps) &\n if (this.steps) {\n if (this.steps) {\n if (this.steps) &\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (this.steps) {\n if (th
this._selectedIndex || this.steps.toArray()[index].editable)\( n \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \
this.steps ? this.steps.toArray()[this.selectedIndex] : undefined; \n \n set selected(step: CdkStep | undefined) \n this.selectedIndex = step &&
this.steps ? this.steps.toArray().indexOf(step) : -1;in }\n\n /** Event emitted when the selected step has changed. */\n @Output() readonly
selectionChange = new EventEmitter<StepperSelectionEvent>();\n\n /** Output to support two-way binding on `[(selectedIndex)]` */\n
@Output() readonly selectedIndexChange: EventEmitter<number> = new EventEmitter<number>();\n\n /** Used to track unique ID for each
stepper component. */\n _groupId: number;\n\n /** Orientation of the stepper. */\n @Input()\n get orientation(): StepperOrientation {\n return
this._orientation;\n }\n set orientation(value: StepperOrientation) {\n // This is a protected method so that `MatStepper` can hook into it.\n
this._orientation = value;\n\n if (this._keyManager) {\n this._keyManager.withVerticalOrientation(value === 'vertical');\n }\n }\n private
  orientation: StepperOrientation = 'horizontal';\n\n constructor(\n @Optional() private _dir: Directionality,\n private _changeDetectorRef:
ChangeDetectorRef,\n private _elementRef: ElementRef<HTMLElement>,\n ) {\n this._groupId = nextId++;\n }\n\n ngAfterContentInit() {\n this._steps.changes\n .pipe(startWith(this._steps), takeUntil(this._destroyed))\n .subscribe((steps: QueryList<CdkStep>) => {\n n
this.steps.reset(steps.filter(step => step__stepper === this));\n this.steps.notifyOnChanges();\n });\n }\n\n ngAfterViewInit() {\n // If the step headers are defined outside of the `ngFor` that renders the steps, like in the\n // Material stepper, they won't appear in the `QueryList` in the same order as they're\n // rendered in the DOM which will lead to incorrect keyboard navigation. We need to sort\n // them manually to ensure
that they're correct. Alternatively, we can change the Materialln // template to inline the headers in the 'ngFor', but that'll result in a lot ofln // code duplication. See #23539.\ln this_stepHeader.changes\ln.pipe(startWith(this_stepHeader), takeUnti\(this_destroyed\))\ln
.subscribe\((headers: QueryList<CdkStepHeader>) => \{\ln this_sortedHeaders.reset\(\ln headers.toArray().sort\((a, b) => \{\ln tonst\})\)
documentPosition = a._elementRef.nativeElement.compareDocumentPosition(\n b._elementRef.nativeElement,\n );\n\n //
 compareDocumentPosition` returns a bitmask so we have to use a bitwise operator.\n // https://developer.mozilla.org/en-
US/docs/Web/API/Node/compareDocumentPosition\n // tslint:disable-next-line:no-bitwise\n return documentPosition &
Node.DOCUMENT_POSITION_FOLLOWING ? -1:1;\n }),\n );\n this._sortedHeaders.notifyOnChanges();\n });\n\n // Note that while the step
headers are content children by default, any components that \n // extend this one might have them as view children. We initialize the keyboard
handling in\n // AfterViewInit so we're guaranteed for both view and content children to be defined in this _keyManager = new
FocusKeyManager<FocusableOption>(this._sortedHeaders)\n .withWrap()\n .withHomeAndEnd()\n .withVerticalOrientation(this._orientation
        'vertical');\n\n (this._dir ? (this._dir.change as Observable<br/>ObservableOf<Direction>()\n
.pipe(startWith(this._layoutDirection()), takeUntil(this._destroyed))\n .subscribe(direction =>
this._keyManager.withHorizontalOrientation(direction));\n\n this._keyManager.updateActiveItem(this._selectedIndex);\n\n // No need to
 `takeUntil` here, because we're the ones destroying `steps`.\n this.steps.changes.subscribe(() => {\n if (!this.selected) {\n this._selectedIndex =
Math.max(this_selectedIndex - 1, 0);\n }\n });\n\n // The logic which asserts that the selected index is within bounds doesn't run before the\n //
```

```
}In\n /** Selects and focuses the next step in list. */\n next(): void {\n this.selectedIndex = Math.min(this._selectedIndex + 1, this.steps.length -
1);\n }\n\n /** Selects and focuses the previous step in list. */\n previous(): void {\n this.selectedIndex = Math.max(this._selectedIndex - 1, 0);\n
\in\n /** Resets the stepper to its initial state. Note that this includes clearing form data. */\n reset(): void {\in
this_updateSelectedItemIndex(0);\n this.steps.forEach(step => step.reset());\n this_stateChanged();\n }\n\n /** Returns a unique id for each
step label element. */\n_getStepLabelId(i: number): string {\n return `cdk-step-label-${this._groupId}-${i}`;\n }\n\n /** Returns unique id for each step content element. */\n_getStepContentId(i: number): string {\n return `cdk-step-content-${this._groupId}-${i}`;\n }\n\n /** Marks the component to be change detected. */\n_stateChanged() {\n this._changeDetectorRef.markForCheck();\n }\n\n /** Returns position state of the
step with the given index. */ln _getAnimationDirection(index: number): StepContentPositionState {\n const position state of the step with the given index. */ln _getAnimationDirection(index: number): StepContentPositionState {\n const position = open index - this._selectedIndex;\n if (position < 0) {\n return this._layoutDirection() === 'rtl' ? 'previous';\n }\n return 'current';\n }\n\n /** Returns the type of icon to be displayed. */\n _getIndicatorType(index: number, state: StepState = STEP_STATE.NUMBER): StepState {\n const step = this.steps.toArray()[index];\n const
isCurrentStep = this._isCurrentStep(index);in\n return step._displayDefaultIndicatorType\n ? this._getDefaultIndicatorLogic(step,
isCurrentStep)\n: this._getGuidelineLogic(step, isCurrentStep, state);\n }\n\n private_getDefaultIndicatorLogic(step: CdkStep, isCurrentStep:
boolean): StepState {In if (step._showError() && step.hasError && !isCurrentStep) {In return STEP_STATE.ERROR;In } else if (!step.completed || isCurrentStep) {In return STEP_STATE.DONE;In }\n }\n }\n }\n }\n }\n |
private _getGuidelineLogic(\n step: CdkStep,\n isCurrentStep: boolean,\n state: StepState = STEP_STATE.NUMBER,\n ): StepState {\n if
/** Returns the index of the currently-focused step header. */\n_getFocusIndex() {\n return this._keyManager?
this._keyManager.activeItemIndex : this._selectedIndex;\n }\n\n private _updateSelectedItemIndex(newIndex: number): void {\n const
stepsArray = this.steps.toArray();\n this.selectionChange.emit({in selectedIndex: newIndex,\n previouslySelectedIndex: this._selectedIndex,\n
selectedStep: stepsArray[newIndex],\in previouslySelectedStep: stepsArray[this_selectedIndex],\in });\inin // If focus is inside the stepper, move it to the next header, otherwise it may become\n // lost when the active step content is hidden. We can't be more granular with the check\n //
(e.g. checking whether focus is inside the active step), because we don't have a\n // reference to the elements that are rendering out the content.\n this._containsFocus()\n ? this._keyManager.setActiveItem(newIndex)\n : this._keyManager.updateActiveItem(newIndex);\n\n
this._selectedIndex = newIndex;\n this.selectedIndexChange.emit(this._selectedIndex);\n this._stateChanged();\n }\n\n_onKeydown(event: KeyboardEvent) {\n const hasModifier = hasModifierKey(event);\n const keyCode = event.keyCode;\n const manager = this._keyManager;\n\n
if (\n manager.activeltemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex = manager.activeltemIndex;\n event.preventDefault();\n } else {\n manager.setFocusOrigin('keyboard').onKeydown(event);\n }\n \n\n private _anyControlsInvalidOrPending(index: number): boolean {\n if (this.linear && index >= 0) {\n return this.steps\n .toArray()\n .slice(0, index)\n
.some(step => {\n const control = step.stepControl;\n const is\ncomplete = control\n ? control.invalid || control.pending || !step.interacted\n :
!step.completed;\n return isIncomplete && !step.optional && !step._completedOverride;\n });\n }\n\n return false;\n }\n\n private
 [ayoutDirection(): Direction {\n return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n }\n\n /** Checks whether the stepper contains the
focused element. */\n private _containsFocus(): boolean {\n const stepperElement = this._elementRef.nativeElement;\n const focusedElement
   _getFocusedElementPierceShadowDom();\n return stepperElement
                                                                                                            == focusedElement || stepperElement.contains(focusedElement);\n
Inin /** Checks whether the passed-in index is a valid step index. */\n private _isValidIndex(index: number): boolean {\n return index > -1 &&
(!this.steps || index < this.steps.length);\n }\n}\n\n/**\n * Simplified representation of an \"AbstractControl\" from @angular/forms.\n * Used to
avoid having to bring in @angular/forms for a single optional interface.\n * @docs-private\n */\ninterface AbstractControlLike {\n
asyncValidator: ((control: any) => any) | null;\n dirty: boolean;\n disabled: boolean;\n enabled: boolean;\n errors: {[key: string]: any} | null;\n invalid: boolean;\n parent: any;\n pending: boolean;\n pristine: boolean;\n root: AbstractControlLike;\n status: string;\n readonly
statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any) => any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
any i man, in value: any; in readonly valueChanges: ObservableSany>; in clearAsyncvalidators(): Void; in clearValidators(): Void; in disable(opts?: any): void; in enable(opts?: any): void; in enable(opts?: any): void; in get(path: (string | number)[] | string): any; in hasError(errorCode: string, path?: (string | number)[] | string): boolean; in markAsDirty(opts?: any): void; in markAsPristine(opts?: any): void; in markAsPristine(opts?: any): void; in markAsPristine(opts?: any): void; in markAsUntouched(opts?: any): void; in patchValue(value: any, options?: Object): void; in reset(value?:
any, options?: Object): void;in setAsyncValidators(newValidator: (control: any) => any | ((control: any) => any) | | null): void;in setErrors(errors: {[key: string]: any} | null, opts?: any): void;in setParent(parent: any): void;in setValidators(newValidator: (control: any) =>
any | ((control: any) => any)[] | null): void;\n setValue(value: any, options?: Object): void;\n updateValueAndValidity(opts?: any): void;\n patchValue(value: any, options?: any): void;\n reset(formState?: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(va
void;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport
{CdkStepper} from './stepper';\n\n/** Button that moves to the next step in a stepper workflow. */\n@Directive({\n selector:
CdkStepperPrevious} from './stepper-button';\nimport {CdkStepHeader} from './step-header';\nimport {BidiModule} from
'@angular/cdk/bidi';\n\n@NgModule({\n imports: [\n BidiModule,\n CdkStep,\n CdkStepper,\n CdkStepHeader,\n CdkStepLabel,\n
CdkStepperNext,In CdkStepperPrevious,In ],In exports: [CdkStep, CdkStepper, CdkSteppheader, CdkStepLabel, CdkStepperNext, CdkStepperPrevious],In})Inexport class CdkStepperModule {}In","/**In * Generated bundle index. Do not edit.In */In\nexport * from
  ./index<sup>'</sup>;\n"],"names'
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AAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,IAAA,EAAA,UAAU,uFAoBF,gBAAgB,CAAA,EAAA,AAAA,EAAA,CAAA,eAAA,E A,mBAAA,EAAA,qBAAA,EAAA,CAAA,EAAA,CAAA,EAAA,YAAA,EAAA,QAAA,EAAA,SAAA,EAAA,OAAO,iEAMP,aAAa,EAAA,WAAA,EAA A,EAAA,CAAA;kBALtB,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,cAAc;AACxB,oBAAA,QAAQ,EAAE,YAAY;AACtB,oB AAA,UAAU,EAAE,IAAI;AACJB,IBAAA,CAAA;;0BAGI,QAAQ;KGA3EoC,MAAM,EAAA,CAAA;8BAApD,eAAe;AAAC,gBAAA,IAAA,EAAA,CAAA,O AAO,EAAE,EAAC,WAAW,EAAE,IAAI,EAAC,CAAA;gBAMQ,WAAW,EAAA,CAAA;sBAA/D,eAAe;AAAC,gBAAA,IAAA,EAAA,CAAA,aAAa,EAAE,EA AC,WAAW,EAAE,IAAI,EAAC,CAAA;gBAMb,MAAM,EAAA,CAAA;sBAA3C,KAAK;uBAAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;gBAIhC,aAA a,EAAA,CAAA;sBADhB,KAAK;uBAAC,EAAC,SAAS,EAAE,eAAE,EAAC,CAAA;gBA4B/B,QAAQ,EAAA,CAAA;sBADX,KAAK;gBASa,eAAe,EAAA, CAAA;sBAAjC,MAAM;gBAGY,mBAAmB,EAAA,CAAA;sBAArC,MAAM;gBAOH,WAAW,EAAA,CAAA;sBADd,KAAK;;;ACrSR;MASa,cAAc,CAAA;A AIZB,IÁAA,WÁAA,CAÁmB,QAÁoB,EAAÁ;QAApB,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAY;;QÁF9B,IÁAI,CAÁA,IAAÁ,GAAW,QAAQ,CAAC;KAEÚ; AAA,CAAA,EAAA;YGAAd,cAAc,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,WBAAA,EAAA,MAAA,EAAA,IAAA,EAAA,MAAA,EAAA,AAA,EAAA, AAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAR1B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA, QAAQ,EAAE,wBAAwB;AACIC,oBAAA,IAAI,EAAE;AACJ,wBAAA,QAAQ,EAAE,MAAM;AAChB,wBAAA,SAAS,EAAE,iBAAiB;AAC7B,qBAAA;AA CD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;4EAGU,IAAI,EAAA,CAAA;\$BAAZ,KAAK;;AAKR;MASa,kBAAkB,CAAA;AAI7B,IAAA,WAAA,C AAmB,QAAoB,EAAA;QAApB,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAY;;QAF9B,IAAI,CAAA,IAAA,GAAW,QAAQ,CAAC;KAEU;qHAJhC,kBAAkB,E AAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAAA,UAAA,EAAA,CAAA,EAAA,MAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,CAAA,EAAA A;yGAAIB,kBAAkB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,4BAAA,EAAA,MAAA,EAAA,IAAA,EAAA,MAAA,EAAA,AAA,EAAA,IAAA,EAAA EAAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAR9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,E AAE,4BAA4B;AACtC,0BAAA,IAAI,EAAE;AACJ,wBAAA,QAAQ,EAAE,MAAM;AAChB,wBAAA,SAAS,EAAE,qBAAqB;AACjC,qBAAA;AACD,0BAA A,UAAU,EAAE,IAAI;AACJB,IBAAA,CAAA;4EAGU,IAAAI,EAAA,CAAA;SBAAZ,KAAK;;;MCZK,gBAAgB,CAAA;qHAAhB,gBAAgB,EAAA,IAAA,EAA
A,EAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,EAAA,CAAA,EAAA,AAAB,IAAA,SAAA,IAAA,CAAA,IAAA,EAAA,CAAA,BAAA,CAAA,IAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,GAAA,EAAA,GAAA,EAAA,CAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,GAAA,EAAA,CAEV,OAAO;AAAE,AAA,CAEV,OAAO;AAAE,AAA,CAEV,OAAO;AAAE,AAA,CAEV,OAAO,EAAE,UAAU,EAAE,AAA EAAE, YAAY, EAAE, CAAC, EAAE, kBAAKB, CAAA, EAAA, CAAA, CAAA, EAAA; AAEnF, IAAA, SAAA, IAAA, CAAA, IAAA, GAAA, EAAA, CAAA, MBAAA, C ÁAA,EÁAA,ÚAAA,ÉAAA,QAAA,EAAA,OÁAA,EÁAA,EÁAA,EÁAA,QAAA,EÁAA,EÁAA,EÁAA,BÁAA,BÁAA,gBAAgB,YAVzB,UAAÚ,CAAÁ,EAAA,CA AA,CAAA,EAAA;;kGAUD,gBAAgB,EAAA,UAAA,EAAA,CAAA;kBAZ5B,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EAAE;wBA CP,UAAU;wBACV,OAAO;wBACP,UAAU;wBACV,aAAa;wBACb,YAAY;wBACZ,cAAc;wBACd,kBAAkB;AACnB,qBAAA;AACD,oBAAA,OAAO,EAA E,CAAC,OAAO,EAAE,UAAU,EAAE,AAAA,EAAE,YAAY,EAAE,CAAC,EAAE,kBAAKB,CAAC;AACHG,IBAAA,CAAA;;;AC1BD;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licensein */in/nimport {Directive, TemplateRef} from '@angular/core';in/n@Directive{{In selector: '[cdkStepLabel]',in standalone: true,in}}\nexport class CdkStepLabel {In constructor(/** @docs-private */ public template: TemplateRef<any>) {}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/license in */ininimport {FocusableOption, FocusKeyManager} from '@angular/cdk/a11y';\nimport {Direction, Directionality} from '@angular/cdk/bidi';\nimport {ENTER, hasModifierKey, SPACE} from @angular/cdk/keycodes';\nimport {\n AfterViewInit,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChild,\n ContentChildren,in Directive,in ElementRef,in EventEmitter,in forwardRef,in Inject,in InjectionToken,in Input,in OnChanges,in OnDestroy,in Optional, In Output, In QueryList, In TemplateRef, In ViewChild, In ViewEncapsulation, In AfterContentInit, In booleanAttribute, In numberAttribute,in} from '@angular/core';\nimport {_getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {Observable, of as observableOf, Subject} from 'rxjs';\nimport {startWith, takeUntil} from 'rxjs/operators';\n\nimport {CdkStepHeader} from './step-header';\nimport {CdkStepLabel} from './step-label';\n\n/** Used to generate unique ID for each stepper component. */\nlet nextld = 0;\\n\n/*\n * Position state of the content of each step in stepper that is used for transitioning\n * the content into correct position upon step selection change.\\n */\nexport type StepContentPositionState = 'previous' | 'current' | 'next';\\\\n/** Possible orientation of a stepper. */\nexport selection triange. If 'ninexport type StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of a StepperOrientation of the Step proviously Selected of Inlands of the Step previously Selected. */In previously Selected. */In previously Selected. */In previously Selected. */In selectedStep: CdkStep;\n\n/* The Step instance previously selected. */In previously Selected. */In previously Selected. */In previously SelectedStep: CdkStep;\n\n/* The Step instance previously selected. */In previously SelectedStep: CdkStep;\n\n/* The Step instance previously selected. */In previously Selected. */ stepper. *\Inexport interface StepperOptions {\n /**\n * Whether the stepper should display an error state or not.\n * Default behavior is assumed to be false.\n */\n showError?: boolean;\n\n /**\n * Whether the stepper should display the default indicator type\n * or not.\n * Default behavior is assumed to be true.\n */\n displayDefaultIndicatorType?: boolean;\n}\n\n@Component({\n selector: 'cdk-step',\n exportAs: 'cdkStep',\n template: '<ng-template><ng-content></ng-content></ng-template>',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush, in standalone: true, in})\nexport class CdkStep implements OnChanges {in private stepperOptions: StepperOptions;\n_displayDefaultIndicatorType: boolean;\n\n /** Template for step label if it exists. */\n @ContentChild(CdkStepLabel) stepLabel: CdkStepLabel;\n\n /** Template for step content. */\n @ViewChild(TemplateRef, {static: true}) content: TemplateRef<any>;\n\n /** The top level abstract control of the step. */\n @Input() stepControl: AbstractControlLike;\n\n /** Whether user has attempted to move away from the step. */\n interacted = false;\n\n /** Emits when the user has attempted to move away from the step. */\n @Output('interacted')\n readonly interactedStream: EventEmitter<CdkStep> = new EventEmitter<CdkStep>();\n\n /** Plain text label of the step. */\n @Input() label: string;\n\n /** Error message to display when there's an error. */\n @Input() errorMessage: string;\n\n /** Aria label for the tab. */\n @Input('aria-label') ariaLabel: string;\n\n /**\n * Reference to the element that the tab is labelled by.\n * Will be cleared if `aria-label') true;\n\n /** Whether the completion of step is optional. */\n @Input({transform: booleanAttribute}) optional: boolean = false;\n\n /** Whether step is marked as completed. */\n @Input({transform: booleanAttribute})\n get completed(): boolean {\n return this._completedOverride == null ? this._getDefaultCompleted(): this._completedOverride; In }\n set completed(value: boolean) {\n this._completedOverride = value; \n }\n _completedOverride: boolean | null = null;\n\n private _getDefaultCompleted() {\n return this.stepControl ? this.stepControl.valid && this.interacted : this.interacted;\n }\n\n /** Whether step has an error. */\n @Input({transform: booleanAttribute})\n get hasError(): boolean {\n return this._customError == null ? this._getDefaultError() : this._customError;\n }\n set hasError(value: boolean) {\n this._customError = value;\n }\n private _customError: boolean | null = null;\n\n private _getDefaultError() {\n return this.stepControl && this.stepControl.invalid && this.interacted;\n }\n\n constructor(\n @Inject(forwardRef(() => CdkStepper)) public _stepper: CdkStepper,\n @Optional() @Inject(STEPPER_GLOBAL_OPTIONS) stepperOptions?: StepperOptions,\in) {\n this._stepperOptions = stepperOptions ? stepperOptions : ∰;In this_displayDefaultIndicatorType = this._stepperOptions.displayDefaultIndicatorType !== false;In }InIn /** Selects this step component. */\n select(): void {\n this._stepper.selected = this;\n }\n\n /n* Resets the step to its initial state. Note that this includes resetting form data. */\n reset(): void {In this.interacted = false; InIn if (this._completedOverride != null) {In this._completedOverride = false; In }InIn if (this._customError != null) {\n this._customError = false;\n }\n\n if (this.stepControl) {\n this.stepControl.reset();\n }\n }\n\n ngOnChanges() {\n // Since basically all inputs of the MatStep get proxied through the view down to the\n // underlying MatStepHeader, we have to make sure that change detection runs correctly.\n this._stepper._stateChanged();\n }\n\n_markAsInteracted() {\n if (!this.interacted) {\n this.interacted = true;\n this.interactedStream.emit(this);\n }\n }\n \n\n /** Determines whether the error state can be shown. */\n_showError(): boolean {\n |/ We want to show the error state either if the user opted into/out of it using the\n |/ global options, or if they've explicitly set it through the `hasError` component is destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Used for managing keyboard focus. */\n private _keyManager: FocusKeyManager<FocusableOption>;\n\n /** Full list of steps inside the stepper, including inside nested steppers. */\n @ContentChildren(CdkStep, {descendants: true}) _steps: QueryList<CdkStep>;\n\n /** Steps that belong to the current stepper, excluding

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ones from nested steppers. */\n readonly steps: QueryList<CdkStep> = new QueryList<CdkStep>();\n\n /** The list of step headers of the steps
in the stepper. */In @ContentChildren(CdkStepHeader, {descendants: true}) _stepHeader: QueryList<CdkStepHeader>;\n\n /** List of step
headers sorted based on their DOM order. */\n private _sortedHeaders = new QueryList<CdkStepHeader>();\n\n /** Whether the validity of previous steps should be checked or not. */\n @Input({transform: booleanAttribute}) linear: boolean = false;\n\n /** The index of the selected
step. */n @Input({transform: numberAttribute})\n get selectedIndex(): number {\n return this._selectedIndex;\n }\n set selectedIndex(index:
number) {in if (this..steps && this._steps) {in // Ensure that the index can't be out of bounds.\n if (!this._isValidIndex(index) && (typeof ngDevMode === 'undefined' || ngDevMode)) {in throw Error('cdkStepper: Cannot assign out-of-bounds value to `selectedIndex`.');\n }\n\n
this.selected?_markAsInteracted();\n\n if (in this._selectedIndex !== index &&\n !this_anyControlsInvalidOrPending(index) &&\n (index >= this_selectedIndex || this.steps.toArray()[index].editable)\n ) {\n this_updateSelectedItemIndex(index);\n }\n } else {\n this_selectedIndex = index;\n }\n }\n private _selectedIndex = 0;\n\n /** The step that is selected. */\n @Input()\n get selected(): CdkStep | undefined {\n return this.steps.toArray()[this.selectedIndex] : undefined;\n }\n set selected(step: CdkStep | undefined) {\n this.selectedIndex = step &&
this.steps ? this.steps.toArray().indexOf(step) : -1;\in \n\n /** Event emitted when the selected step has changed. */\n @Output() readonly selectionChange = new EventEmitter<StepperSelectionEvent>();\n\n /** Output to support two-way binding on `[(selectedIndex)]` */\n
@Output() readonly selectedIndexChange: EventEmitter<number> = new EventEmitter<number>();\n\n /** Used to track unique ID for each
stepper component. */\n _groupId: number;\n\n /** Orientation of the stepper. */\n @Input()\n get orientation(): StepperOrientation {\n return
this._orientation;\n }\n set orientation(value: StepperOrientation) {\n // This is a protected method so that `MatStepper` can hook into it.\n
this._orientation = value;\n\n if (this._keyManager) {\n this._keyManager.withVerticalOrientation(value === 'vertical');\n }\n }\n private
  orientation: StepperOrientation = 'horizontal';\n\n constructor(\n @Optional() private _dir: Directionality,\n private _changeDetectorRef:
ChangeDetectorRef,\n private _elementRef: ElementRef<HTMLElement>,\n ) {\n this._groupId = nextId++;\n }\n\n ngAfterContentInit() {\n
this._steps.changes\n .pipe(startWith(this._steps), takeUntil(this._destroyed))\n .subscribe((steps: QueryList<CdkStep>) => {\n
this.steps.reset(steps.filter(step => step._stepper === this));\n this.steps.notifyOnChanges();\n });\n }\n\n ngAfterViewInit() {\n // If the step
headers are defined outside of the `ngFor` that renders the steps, like in the\n // Material stepper, they won't appear in the `QueryList` in the same order as they're\n // rendered in the DOM which will lead to incorrect keyboard navigation. We need to sort\n // them manually to ensure that they're correct. Alternatively, we can change the Material\n // template to inline the headers in the `ngFor`, but that'll result in a lot of\n //
code duplication. See #23539.\n this._stepHeader.changes\n .pipe(startWith(this._stepHeader), takeUntil(this._destroyed))\n .subscribe((headers: QueryList<CdkStepHeader>) => {\n this._sortedHeaders.charqse(\n headers.toArray().sort((a, b) => {\n const
documentPosition = a_elementRef.nativeElement.compareDocumentPosition(in b_elementRef.nativeElement,\in );\inin //
`compareDocumentPosition` returns a bitmask so we have to use a bitwise operator.\in // https://developer.mozilla.org/en-
US/docs/Web/API/Node/compareDocumentPosition\n // tslint:disable-next-line:no-bitwise\n return documentPosition &
Node.DOCUMENT_POSITION_FOLLOWING ? -1:1;\n }),\n );\n this._sortedHeaders.notifyOnChanges();\n });\n\n // Note that while the step
headers are content children by default, any components that\n // extend this one might have them as view children. We initialize the keyboard
handling in\n // AfterViewInit so we're guaranteed for both view and content children to be defined.\n this_keyManager = new
FocusKeyManager<FocusableOption>(this._sortedHeaders)\n .withWrap()\n .withHomeAndEnd()\n .withVerticalOrientation(this._orientation
      = 'vertical');\n\n (this._dir ? (this._dir.change as Observable<Direction>) : observableOf<Direction>())\n
.pipe(startWith(this._layoutDirection()), takeUntil(this._destroyed))\n .subscribe(direction =
this._keyManager.withHorizontalOrientation(direction));\n\n this._keyManager.updateActiveItem(this._selectedIndex);\n\n // No need to
'takeUntil' here, because we're the ones destroying 'steps'.\n this.steps.changes.subscribe(() \Rightarrow {\n if (!this.selected) {\n this._selectedIndex = Math.max(this._selectedIndex - 1, 0);\n }\n });\n\n // The logic which asserts that the selected index is within bounds doesn't run before the\n //
steps are initialized, because we don't how many steps there are yet so we may have an\n // invalid index on init. If that's the case, auto-
this._updateSelectedItemIndex(0);\n this.steps.forEach(step => step.reset());\n this._stateChanged();\n }\n\n /** Returns a unique id for each step label element. */\n _getStepLabelId(i: number): string {\n return `cdk-step-label-${\text{this._groupld}-$\{i}`;\n }\n\n /** Returns unique id for each
step with the given index. */\n_getAnimationDirection(index: number): StepContentPositionState {\n const position = index
this._selectedindex;\n if (position < 0) {\n return this._layoutDirection() === 'rtl' ? 'next' : 'previous';\n } else if (position > 0) {\n return this._layoutDirection() === 'rtl' ? 'next' : 'previous' : 'next';\n }\n return 'current';\n }\n\n'* Returns the type of icon to be displayed. */\n
 _getindicatorType(index: number, state: StepState = STEP_STATE.NUMBER): StepState {\n const step = this.steps.toArray()[index];\n const
isCurrentStep = this._isCurrentStep(index);in\n return step._displayDefaultIndicatorType\n ? this._getDefaultIndicatorLogic(step,
isCurrentStep)\n: this._getGuidelineLogic(step, isCurrentStep, state);\n }\n\n private_getDefaultIndicatorLogic(step: CdkStep, isCurrentStep:
boolean): StepState {\n if (step._showError() && step.hasError && !isCurrentStep) {\n return STEP_STATE.ERROR;\n } else if (!step.completed || isCurrentStep) {\n return STEP_STATE.DONE;\n }\n }\n }\n }\n }\n }\n }\n |
private _getGuidelineLogic(\n step: CdkStep,\n isCurrentStep: boolean,\n state: StepState = STEP_STATE.NUMBER,\n ): StepState {\n if (step._showError() && step.hasError && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep) {\n return STEP_STATE.ERROR;\n \} else if (step.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCurrentStep.completed && !isCu
return STEP_STATE.DONE; In } else if (step.completed && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else {In return state; In } In } in private _ isCurrentStep(index: number) {In return this._selectedIndex === index; In } In }
/** Returns the index of the currently-focused step header. */ln _getFocusIndex() {\n return this._keyManager ? this._keyManager.activeItemIndex : this._selectedIndex;\n }\n\n private _updateSelectedItemIndex(newIndex: number): void {\n const
stepsArray = this.steps.toArray():\n this.selectionChange.emit({\in selectedIndex: newIndex.\n previouslySelectedIndex: this. selectedIndex.\n
selectedStep: stepsArray[newIndex],\n previouslySelectedStep: stepsArray[this._selectedIndex],\n });\n\n // If focus is inside the stepper, move
it to the next header, otherwise it may become n // lost when the active step content is hidden. We can't be more granular with the check n //
(e.g. checking whether focus is inside the active step), because we don't have a\n // reference to the elements that are rendering out the
content.\n this._containsFocus()\n ? this._keyManager.setActiveItem(newIndex)\n : this._keyManager.updateActiveItem(newIndex);\n\n
this._selectedIndex = newIndex;\n this.selectedIndexChange.emit(this._selectedIndex);\n this._stateChanged();\n \\n\n\onKeydown(event:
KeyboardEvent) {\n const hasModifier = hasModifierKey(event);\n const keyCode = event.keyCode;\n const manager = this._keyManager;\n\n
if (in manager.activeItemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex =
manager.activeItemIndex;\n event.preventDefault();\n } else {\n manager.setFocusOrigin('keyboard').onKeydown(event);\n }\n }\n }\n }\n private
_anyControlsInvalidOrPending(index: number): boolean {\n if (this.linear && index >= 0) {\n return this.steps\n .toArray()\n .slice(0, index)\n .some(step => {\n const control = step.stepControl;\n const isIncomplete = control\n ? control.invalid || control.pending || !step.interacted\n :
!step.completed;\n return islncomplete && istep.optional && !step._completedOverride;\n }\;\n }\n\n return false;\n }\n\n private _layoutDirection(): Direction {\n return this._dir && this._dir.value === 'rtl' ? 'rtl' : 'ltr';\n }\n\n /** Checks whether the stepper contains the
focused element. */\n private _containsFocus(): boolean {\n const stepperElement = this._elementRef.nativeElement;\n const focusedElement = _getFocusedElementPierceShadowDom();\n return stepperElement == focusedElement || stepperElement.contains(focusedElement);\n
\lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \\ \text{\lambda} \\ \lambda \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \text{\lambda} \\ \te
avoid having to bring in @angular/forms for a single optional interface.\n * @docs-private\n */\ninterface AbstractControlLike {\n
asyncValidator: ((control: any) => any) | null;\n dirty: boolean;\n disabled: boolean;\n enabled: boolean;\n errors: {[key: string]: any} | null;\n
invalid: boolean; in parent: any; in pending: boolean; in pristine: boolean; in root: AbstractControlLike; in status: string; in readonly
statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any)
   > any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
disable(opts?: any): void;\n enable(opts?: any): void;\n get(path: (string | number)[] | string): AbstractControlLike | null;\n getError(errorCode:
string, path?: (string | number) | string): any; in hasError(errorCode: string, path?: (string | number) | string): boolean; in
markAslAsTouched(): void;\n markAsDirty(opts?: any): void;\n markAsPending(opts?: any): void;\n markAsPristine(opts?: any): void;\n
markAsTouched(opts?: any): void;\n markAsUntouched(opts?: any): void;\n patchValue(value: any, options?: Object): void;\n reset(value?:
any, options?: Object): void;in setAsyncValidators(newValidator: (control: any) => any | ((control: any) => any) | | null): void;in
setErrors(errors: {[key: string]: any} | null, opts?: any): void;\ln setParent(parent: any): void;\ln setValidators (control: any) => any | ((control: any) => any)| | null): void;\ln setValue(value: any, options?: Object): void;\ln updateValueAndValidity(opts?: any): void;\ln patchValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any, options?: any): void;\ln setValue(value: any
{CdkStepper} from './stepper';\n\n/** Button that moves to the next step in a stepper workflow. */\n@Directive({\n selector:
```

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gBAGC, OAAO, EAAA, CAAA, SBAADA, CAAA, IAAA, EAAA, CAAA, WAAW, EAAE, EAAC, MAAM, EAAE, IAAI, EAAC, CAAA; gBAGTB, WAAW, EAAE, SBAADB, KAAK; gBAOG, gBAAGB, EAAA, CAAA; SBADDB, MAAM; UBAAC, YAAY, CAAA; gBAIX, KAAK, EAAA, CAAA; SBAAD, KAAK; gBAGG, YAAY, EAAA, CAAA; SBAADB, KAAK; gBAGG, YAAY, EAAA, CAAA; SBAADB, KAAK; gBAGG, YAAY, EAAA, CAAA; SBAADB, KAAK; gBAGG, YAAY, EAAA, CAAA; SBAADB, KAAK; gBAGGC, QAAQ, EAAA, CAAA; SBAADC, KAAK; UBAAC, YAAY, CAAA; SBAATC, KAAK; UBAAC, YAAY, CAAA; SBAATC, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBAATC, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBAATC, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBADD, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBADD, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBADD, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBADD, KAAK; UBAAC, EAAC, SAAS, EAAE, GBAAGB, EAAC, CAAA; SBADD, KAAK; UBAAC, EAAC, C BAAC, EAAC, SAAS, EAAE, gBAAGB, EAAC, CAAA: MAGEZB, UAAU, CAAA: AAUBrB, IAAA, IACI, aAAa, GAAA; OACf, OAAO, IAAI, CAAC, CAAC, CAAC KAC5B;IACD,IAAI,aAAa,CAAC,KAAa,EAAA;QAC7B,IAAI,IAAI,CAAC,KAAK,IAAI,IAAI,CAAC,MAAM,EAAE;;AAE7B,YAAA,IAAI,CAAC,IAAI,CAAC ,aAAa,CAAC,KAAK,CAAC,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACJF,gBAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAA Ć;aACIF;AAÉD,YAAA,IAAI,CAAC,QAAQ,EAAE,iBAAIB,EAAE,CAAC;AAÉnC,YAAA,IACE,IAAI,CAAC,cAAc,KAAK,KAAK;AAC7B,gBAAA,CAAC,I AAI,CAAC,4BAA4B,CAAC,KAAK,CAAC,AACzó,iBAAC,KAAK,IAAI,IAAI,CAAC,cAAc,IAAI,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE,CAAC,KAAK,C AAC,CAAC,QAAQ,CAAC,EACtE;AACA,gBAAA,IAAI,CAAC,wBAAwB,CAAC,KAAK,CAAC,CAAC;aACtC;SACF;aAAM;AACL,YAAA,IAAI,CAAC,c AAc,GAAG,KAAK,CAAC;SAC7B;KACF;;AAID,IAAA,IACI,QAAQ,GAAA;QACV,OAAO,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC,KAAK,CAAC,OAAO,E AAE,CAAC,IAAI,CAAC,aAAa,CAAC,GAAG,SAAS,CAAC;KAC1E;IACD,IAAI,QAAQ,CAAC,IAAyB,EAAA;QACpC,IAAI,CAAC,aAAa,GAAG,IAAI,IAA I,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE,CAAC,OAAO,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC,CAAC;KACnF;;AAYD,IAA Á,IACÍ,WAAW,GAAÁ;QACb,OAÁO,IAÁI,CAAĆ,YAAÝ,CAAĆ;KACÍB;IACD,IAAI,ŴAAW,CAAĆ,KAAYB,EAÁA;;AAÉvC,QÁAA,IAÁI,CAAĆ,YAAY,GA AĞ,KAAK,CAAC;AAÉÌB,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE;YACpB,IAAI,CAAC,WAAW,CAAC,ÚBAAUB,ĆAAC,KAAK,KAAK,ÚAAU,ĆAAC,ĆAA AG,KAAK,CAAC;AAE1B,QAAA,IAAI,IAAI,CAAC;WAAW,EAAE;YACDB,IAAI,CAAC,WAAW,CAAC,UBAAUB,CAAC,KAAK,KAAK,UAAU,CAAC,CAA
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qHAJhC,cAAc,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAAC,UAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,C AAA,CAAA,EAAA;yGAAd,cAAc,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,WBAAA,EAAA,MAAA,EAAA,IAAA,EAAA,MAAA,EAAA,MAAA,EAAA, A,IAAA,EAAA,EAAA,SAAA,EAAA,EAAA,OAAA,EAAA,IBAAA,EAAA,EAAA,UAAA,EAAA,MAAA,EAAA,MAAA,EAAA,MAAA,EAAA,EAAA,EAAA,EAAA, AAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAR1B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,OBAAA,QAAQ,EAAE,WBAAWB;AACIC,OBAAA,IAAI,EAAE;AACJ,WBAAA,QAAQ,EAAE,MAAM;AAChB,WBAAA,SAAS,EAAE,IBAAIB;AAC7B,qBAAA;AACD,OBAAA,UAAU,EAAE,IAAI;AACJB,IBAAA,CAAA;4EAGU,IAAI,EAAA,CAAA;8BAAZ,KAAK;;AAKR;MASa,kBAAkB,CAAA;AAI7B,IAAA,WAAA,C A;YGAAIB,KBAAKB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,4BAAA,EAAA,MAAA,EAAA,IAAA,EAAA,MAAA,EAAA,IAAA,EAAA,IAAA,EAAA EAAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAR9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,E AAE,4BAA4B;AACtC,0BAAA,IAAI,EAAE;AACJ,wBAAA,QAAQ,EAAE,MAAM;AAChB,wBAAA,SAAS,EAAE,qBAAqB;AACjC,qBAAA;AACD,0BAA A,UAAU,EAAÉ,IAAI;AACjB,iBAAA,CAAA;4EAGU,IAAI,EAAA,CAAA;8BAAZ,KAAK;;;MCZK,gBAAGB,CAAA;qHAAhB,gBAAGB,EAAA,IAAA,EAA A,EAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,AAAB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,GAAA,EAAA,C AAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OÀAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,IAAA,EAAA,gBAAgB,YAVzB,UAAU; 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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */In/lnimport {FocusAbleOption, FocusKeyManager} from '@angular/cdk/a11y';\nimport {Direction, Directionality} from '@angular/cdk/bidi';\nimport {ENTER, hasModifierKey, SPACE} from '@angular/cdk/keycodes';\nimport {\n AfterViewInit,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChild,\n ContentChildren,\n Directive,\n ElementRef,\n EventEmitter,\n forwardRef,\n Inject,\n InjectionToken,\n Input,\n OnChanges,\n OnDestroy,\n Optional,\n Output,\n QueryList,\n TemplateRef,\n ViewChild,\n ViewEncapsulation,\n AfterContentInit,\n booleanAttribute,\n numberAttribute,\n} from '@angular/core';\nimport {_getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {Observable, of as observableOf, Subject} from 'rxjs';\nimport {startWith, takeUntil} from 'rxjs/operators';\n\nimport {CdkStepHeader} from './step-label';\n\n/** Used to generate unique ID for each stepper component. */Inlet nextId = 0;\n\n/**\n * Position state of the content of each step in stepper that is used for transitioning\n * the content into correct position upon step selection change.\n */nexport type StepContentPositionState = 'previous' | 'current' | 'next';\n\n/** Possible orientation of a stepper. */lnexport type StepperOrientation = 'horizontal' | 'vertical';\n\n/** Change event emitted on selection changes. */lnexport class StepperSelectionEvent {\n | /** Index of the step now selected. */\n selectedIndex: number;\n\n | /** Index of the step previously selected. */\n previouslySelectedIndex: number;\n\n | /** The step instance previously selected. */\n previouslySelectedIndex: number;\n\n | /** The step instance previously selected. */\n previouslySelectedIndex: number;\n\n | /** The step instance previously selected. */\n previouslySelectedIndex: number;\n\n | /** The step instance previously selected. */\n previouslySelecte

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InjectionToken that can be used to specify the global stepper options. */\nexport const STEPPER_GLOBAL_OPTIONS = new
InjectionToken<StepperOptions>('STEPPER_GLOBAL_OPTIONS');\n\n/** Configurable options for stepper. */\nexport interface StepperOptions
{\in /**\n * Whether the stepper should display an error state or not.\n * Default behavior is assumed to be false.\n */\n showError?: boolean;\n\n
/**\n * Whether the stepper should display the default indicator type\n * or not.\n * Default behavior is assumed to be true.\n */\n
displayDefaultIndicatorType?: boolean;\n}\n\n@Component({\n selector: 'cdk-step',\n exportAs: 'cdkStep',\n template: '<ng-template><ng-
content></ng-content></ng-template>',\n encapsulation: ViewEncapsulation.None,\n changeDetection: ChangeDetectionStrategy.OnPush,\n standalone: true,\n})\nexport class CdkStep implements OnChanges {\n private _stepperOptions: StepperOptions;\n _displayDefaultIndicatorType: boolean;\n\n /** Template for step label if it exists. */\n @ContentChild(CdkStepLabel) stepLabel: CdkStepLabel;\n\n /** Template for step content. */\n @ViewChild(TemplateRef, {static: true}) content: TemplateRef<any>;\n\n /** The top level abstract control of the step. */\n @Input() stepControl: AbstractControlLike;\n\n /** Whether user has attempted to move away from the step. */\n @Output('interacted')\n readonly
interactedStream: EventEmitter<CdkStep> = new EventEmitter<CdkStep>();\n\n /** Plain text label of the step. */\n @Input() label: string;\n\n /**
Error message to display when there's an error. */\n @Input() errorMessage: string;\n\n /** Aria label for the tab. */\n @Input() ariaLabel: string;\n\n /**\n * Reference to the element that the tab is labelled by.\n * Will be cleared if `aria-label` is set at the same time.\n */\n
@Input('aria-labelledby') ariaLabelledby: string;\n\n /** State of the step. */\n @Input() state: StepState;\n\n /** Whether the user can return to
this step once it has been marked as completed. */\n @Input({transform: booleanAttribute}) editable: boolean = true;\n\n /** Whether the
completion of step is optional. */\n @Input({transform: booleanAttribute}) optional: boolean = false;\n\n /** Whether step is marked as
completed. */\n @Input({transform: booleanAttribute})\n get completed(): boolean {\n return this._completedOverride =
this._getDefaultCompleted(): this._completedOverride;\n }\n set completed(value: boolean) {\n this._completedOverride = value;\n }\n
 _completedOverride: boolean | null = null;\n\n private _getDefaultCompleted() {\n return this.stepControl ? this.stepControl.valid &&
this.interacted : this.interacted;\n \n\n /** Whether step has an error. */\n @Input({transform: booleanAttribute})\n get hasError(): boolean {\n return this._customError == null ? this._getDefaultError() : this._customError;\n }\n set hasError(value: boolean) {\n this._customError =
*/In select(): void {In this._stepper.selected = this; In }\n\n /\n\n /e* Resets the step to its initial state. Note that this includes resetting form data. */In
reset(): void {In this.interacted = false;InIn if (this._completedOverride != null) {In this._completedOverride = false;In }InIn if (this._customError
!= null) {\n this._customError = false;\n }\n\n if (this.stepControl) {\n this.stepControl.reset();\n }\n }\n }\n\n ngOnChanges() {\n // Since basically all
inputs of the MatStep get proxied through the view down to the\n // underlying MatStepHeader, we have to make sure that change detection
runs correctly.In this. stepper_stateChanged();In Inln_markAsInteracted() (In if (!this.interacted) (In this.interacted) (In this.interacted)
this.interactedStream.emit(this);\n }\n }\n \n /** Determines whether the error state can be shown. */\n _showError(): boolean {\n // We want to
show the error state either if the user opted into/out of it using the\n // global options, or if they've explicitly set it through the `hasError`
input.\n return this._stepperOptions.showError ?? this._customError != null;\n }\n}\n\n@Directive({\n selector: '[cdkStepper]',\n exportAs:
'cdkStepper',\n standalone: true,\n}\nexport class CdkStepper implements AfterContentinit, AfterViewInit, OnDestroy {\n /** Emits when the
component is destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Used for managing keyboard focus. */\n private
 keyManager: FocusKeyManager<FocusableOption>;InIn /** Full list of steps inside the stepper, including inside nested steppers. */In
@ContentChildren(CdkStep, {descendants: true}) _steps: QueryList<CdkStep>;\n\n /** Steps that belong to the current stepper, excluding ones from nested steppers. */\n readonly steps: QueryList<CdkStep> = new QueryList<CdkStep>();\n\n /** The list of step headers of the steps
in the steppers. */In @ContentChildren(CdkStepHeader, {descendants: true}) _stepHeader: QueryList<CdkStepHeader>;\n\n /** The list of step neaders of the step in the stepper. */In @ContentChildren(CdkStepHeader, {descendants: true}) _stepHeader: QueryList<CdkStepHeader>;\n\n /** List of step headers sorted based on their DOM order. */In private _sortedHeaders = new QueryList<CdkStepHeader>();\n\n /** Whether the validity of previous steps should be checked or not. */In @Input({transform: booleanAttribute}) linear: boolean = false;\n\n /** The index of the selected
this.selected?._markAsInteracted();\n\n if (\n this._selectedIndex !== index &&\n !this._anyControlsInvalidOrPending(index) &&\n (index >= this._selectedIndex || this.steps.toArray()[index].editable)\n ) {\n this._updateSelectedItemIndex(index);\n }\n }\n }\ else {\n this._selectedIndex = index;\n }\n }\n private _selectedIndex = 0;\n\n /** The step that is selected. */\n @Input()\n get selected(): CdkStep | undefined {\n return}
this.steps ? this.steps.toArray()[this.selectedIndex] : undefined; \n \n set selected(step: CdkStep | undefined) \n this.selectedIndex = step &&
this.steps ? this.steps.toArray().indexOf(step) : -1;in }\n\n /** Event emitted when the selected step has changed. */\n @Output() readonly
selectionChange = new EventEmitter<StepperSelectionEvent>();\n\n /** Output to support two-way binding on `[(selectedIndex)]` *\n
@Output() readonly selectedIndexChange: EventEmitter<number> = new EventEmitter<number>();\n\n /** Used to track unique ID for each
stepper component. */\n _groupId: number;\n\n /** Orientation of the stepper. */\n @Input()\n get orientation(): StepperOrientation {\n return
this._orientation;\n }\n set orientation(value: StepperOrientation) {\n // This is a protected method so that `MatStepper` can hook into it.\n
this._orientation = value;\n\n if (this._keyManager) {\n this._keyManager.withVerticalOrientation(value === 'vertical');\n }\n }\n private
 orientation: StepperOrientation = 'horizontal';\n\n constructor(\n @Optional() private _dir: Directionality,\n private _changeDetectorRef:
ChangeDetectorRef,\n private _elementRef: ElementRef<HTMLElement>,\n ) {in this._groupId = nextId++;\n }\n\n ngAfterContentInit() {\n
this._steps.changes\n.pipe(startWith(this._steps), takeUntil(this._destroyed))\n.subscribe((steps: QueryList<CdkStep>) => {\n
code duplication. See #23539.\n this._stepHeader.changes\n .pipe(startWith(this._stepHeader), takeUntil(this._destroyed))\n
subscribe((headers: QueryList<CdkStepHeader>) => {In this_sortedHeaders.toArray().sort((a, b) => {In const documentPosition = a._elementRef.nativeElement.compareDocumentPosition(In b._elementRef.nativeElement,In );\n\n //
 compareDocumentPosition` returns a bitmask so we have to use a bitwise operator.\n // https://developer.mozilla.org/en-
US/docs/Web/API/Node/compareDocumentPosition\n // tslint:disable-next-line:no-bitwise\n return documentPosition &
Node.DOCUMENT_POSITION_FOLLOWING ? -1:1;\n }),\n );\n this._sortedHeaders.notifyOnChanges();\n });\n\n // Note that while the step
headers are content children by default, any components that \n // extend this one might have them as view children. We initialize the keyboard
handling in\n // AfterViewInit so we're guaranteed for both view and content children to be defined in this _keyManager = new
FocusKeyManager<FocusableOption>(this._sortedHeaders)\n .withWrap()\n .withHomeAndEnd()\n .withVerticalOrientation(this._orientation
   := 'vertical');\n\n (this._dir ? (this._dir.change as Observable<Direction>) : observableOf<Direction>())\n
.pipe(startWith(this._layoutDirection()), takeUntil(this._destroyed))\n .subscribe(direction =>
1);\n }\n\n /** Selects and focuses the previous step in list. */\n previous(): void {\n this.selectedIndex = Math.max(this._selectedIndex - 1, 0);\n
}in\n /** Resets the stepper to its initial state. Note that this includes clearing form data. */\n reset(): void {\n
this._updateSelectedItemIndex(0);\n this.steps.forEach(step => step.reset());\n this._stateChanged();\n }\n\n /** Returns a unique id for each
step label element. */\n _getStepLabelId(i: number): string {\n return `cdk-step-label-${this._groupId}-${{i}};\n }\n\n /** Returns unique id for each
step content element. */in _getStepContentId(i: number): string {\n return `cdk-step-content-${this._groupId}-${i}`;\n }\n\n /** Marks the
component to be change detected. */In _stateChanged() {In this _changeDetectorRef.markForCheck();In }InIn /** Returns position state of the
step with the given index. */\n _getAnimationDirection(index: number): StepContentPositionState {\n const position = index
this._selectedIndex;\n if (position < 0) {\n return this._layoutDirection() === 'rtl' ? 'next' : 'previous';\n } else if (position > 0) {\n return this._layoutDirection() === 'rtl' ? 'previous' : 'next';\n }\n return 'current';\n }\n\n'* Returns the type of icon to be displayed. */\n
 _getIndicatorType(index: number, state: StepState = STEP_STATE.NUMBER): StepState {\n const step = this.steps.toArray()[index];\n const
isCurrentStep = this._isCurrentStep(index);in\n return step._displayDefaultIndicatorType\n ? this._getDefaultIndicatorLogic(step,
isCurrentStep)\n: this._getGuidelineLogic(step, isCurrentStep, state);\n }\n\n private_getDefaultIndicatorLogic(step: CdkStep, isCurrentStep:
private _getGuidelineLogic(\n step: CdkStep,\n isCurrentStep: boolean,\n state: StepState = STEP_STATE.NUMBER,\n ): StepState {\n if
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(step._showError() && step.hasError && !isCurrentStep) {\n return STEP_STATE.ERROR;\n } else if (step.completed && !isCurrentStep) {\n
 return STEP_STATE.DONE; In } else if (step.completed && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurrentStep) {In return state; In } else if (step.editable && isCurr
 /** Returns the index of the currently-focused step header. */\n _getFocusIndex() {\n return this._keyManager ?
this._keyManager.activeItemIndex: this._selectedIndex;\n \\n\n private _updateSelectedItemIndex(newIndex: number): void {\n const
 stepsArray = this.steps.toArray();\n this.selectionChange.emit({in selectedIndex: newIndex,\n previouslySelectedIndex: this._selectedIndex,\n
 selectedStep: stepsArray[newIndex],In previouslySelectedStep: stepsArray[this._selectedIndex],In });InIn // If focus is inside the stepper, move
it to the next header, otherwise it may become\n // lost when the active step content is hidden. We can't be more granular with the check\n // (e.g. checking whether focus is inside the active step), because we don't have a\n // reference to the elements that are rendering out the
content.In this._containsFocus()In ? this._keyManager.setActiveItem(newIndex)In : this._keyManager.updateActiveItem(newIndex);In this._selectedIndex = newIndex;In this.selectedIndexChange.emit(this._selectedIndex);In this._stateChanged();In }In\n_onKeydown(event:
KeyboardEvent) {In const hasModifier = hasModifierKey(event);In const keyCode = event.keyCode;In const manager = this_keyManager;In\n if (In manager.activeItemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex =
 manager.activeItemIndex;\n event.preventDefault();\n \ else \n manager.setFocusOrigin('keyboard').onKeydown(event);\n \\n \\n \\n \n rivate
 _anyControlsInvalidOrPending(index: number): boolean {\n if (this.linear && index >= 0) {\n return this.steps\n .toArray()\n .slice(0, index)\n
 .some(step => {In const control = step.stepControl;\n const isIncomplete = control\n ? control.invalid || control.pending || !step.interacted\n :
 !step.completed;\n return isIncomplete && !step.optional && !step._completedOverride;\n });\n }\n\n return false;\n }\n\n private
_layoutDirection(): Direction {\n return this_dir && this_dir.value === 'rtl' ? 'rtl' : 'ltr';\n }\n\n /** Checks whether the stepper contains the focused element. */\n private _containsFocus(): boolean {\n const stepperElement = this._elementRef.nativeElement;\n const focusedElement
     _getFocusedElementPierceShadowDom();\n return stepperElement === focusedElement || stepperElement.contains(focusedElement);\n
\ln /**  Checks whether the passed-in index is a valid step index. */\n private _isValidIndex(index: number): boolean {\n return index > -1 && (!this.steps || index < this.steps.length); \n }\n\n/**\n * Simplified representation of an \"AbstractControl\" from @angular/forms.\n * Used to
(Ithis.steps | Index < this.steps.length); in phininf "in Shiphine representation of all AbstractControl. Iron gangular/forms for a single optional interface. In * @docs-private\n */ninterface AbstractControlLike {\n asyncValidator: ((control: any) => any) | null;\n dirty: boolean;\n disabled: boolean;\n enabled: boolean;\n errors: {[key: string]: any} | null;\n invalid: boolean;\n parent: any;\n pending: boolean;\n pristine: boolean;\n root: AbstractControlLike;\n status: string;\n readonly statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any)
 => any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
disable(opts?: any): void;\n enable(opts?: any): void;\n get[rror(errorCode: string, path?: (string | number)[] | string): AbstractControlLike | null;\n getError(errorCode: string, path?: (string | number)[] | string): any;\n hasError(errorCode: string, path?: (string | number)[] | string): boolean;\n markAsDirty(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opt
 markAsTouched(opts?: any): void;\n markAsUntouched(opts?: any): void;\n patchValue(value: any, options?: Object): void;\n reset(value?:
any, options?: Object): void;\n setAsyncValidators(newValidator: (control: any) => any | ((control: any) => any) | | null): void;\n
setErrors(errors: {[key: string]: any} | null, opts?: any): void;\n setParent(parent: any): void;\n setValidators(newValidator: (control: any) => any| ((control: any) => any) | | null): void;\n setValue(value: any, options?: Object): void;\n updateValueAndValidity(opts?: any): void;\n
patchValue(value: any, options?: any): void;\n reset(formState?: any, options?: any): void;\n setValue(value: any, options?: any): void;\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport
that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport {CdkStepper} from './stepper';\n\n\n/** Button that moves to the next step in a stepper workflow. */\n@Directive{\n selector: button[cdkStepperNext]',\n host: {\n '[type]': 'type',\n '(click)': '_stepper.next()',\n },\n standalone: true,\n}\nexport class CdkStepperNext {\n /** Type of the next button. Defaults to \"submit\" if not specified. */\n @Input() type: string = 'submit\";\n\n constructor(public _stepper: CdkStepper) {\n}\n\n\n\** Button that moves to the previous step in a stepper workflow. */\n@Directive{\n selector: 'button[cdkStepperPrevious]',\n host: {\n '[type]': 'type',\n '(click)': '_stepper.previous()',\n },\n standalone: true,\n\n\n\n\n\nexport class CdkStepperPrevious {\n \n'* Type of the previous button. Defaults to \"button\" if not specified. */\n @Input() type: string = 'button';\n\n constructor(public _stepper: CdkStepper) {\n}\n\n\n'\n* @icense\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\n\nimport {\n\n\nimport {\n\n\nimpor
 '@angular/cdk/bidi';\n\n@NgModule({\n imports: [\n BidiModule,\n CdkStep,\n CdkStepper,\n CdkStepHeader,\n CdkStepLabel,\n
 CdkStepperNext,In CdkStepperPrevious,In ],In exports: [CdkStep, CdkStepper, CdkSteppheader, CdkStepLabel, CdkStepperNext, CdkStepperPrevious],In})Inexport class CdkStepperModule {}In","/**In * Generated bundle index. Do not edit.In */In\nexport * from
"ObservableOf","i1.CdkStepper"],"mappings":";;;;;;;;MAkBa,aAAa,CAAA;AACxB,IAAA,WAAA,CAAmB,WAAoC,EAAA;QAApC,IAAW,CAAA,W
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 EAÁA,SAÁA,EÁAA,CÁÀA,YÁAA,EÁAA,WÁAA,CÁAA,EÁAA,CAÁAA,EÁAA,CAÁA,BÁAA,BÁAA,GÁAA,GÁAA,ÉAAA,KÁAA,ÉAAA,ÓAAA,ÉAAA,ÓAAA,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport {CdkStepper} from './stepper';\n\n/ Button that moves to the next step in a stepper workflow. */\n@Directive({\n selector: 'button[cdkStepperNext]',\n host: {\n '[type]': 'type',\n '(click)': '_stepper.next()',\n },\n standalone: true,\n})\nexport class CdkStepperNext {\n /** Type of the next button. Defaults to \"submit\" if not },\n standalone: true,\n}\nexport class CdkStepperPrevious {\n /** Type of the previous button. Defaults to \"button\" if not specified. *\n\ @Input() type: string = 'button';\n\n constructor(public _stepper: CdkStepper) {\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.In *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkStepper, CdkStep} from './stepper';\nimport {CdkStepLabel} from './step-label';\nimport {CdkStepperNext, CdkStepperPrevious} from './stepper-button';\nimport {CdkStepHeader} from ./step-header';\nimport {BidiModule} from '@angular/cdk/bidi';\n\n@NgModule{{\n imports: [\n BidiModule,\n CdkStep,\n CdkStepper,\n CdkStepHeader,\n CdkStepLabel,\n CdkStepperNext,\n CdkStepperPrevious,\n],\n exports: [CdkStep, CdkStepper, CdkStepHeader, CdkStepLabel, CdkStepperNext, CdkStepperPrevious],\n}\\nexport class CdkStepperModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": ["observableOf","i1.CdkStepper"],"mappings":";;;;;;;;MAkBa,aAAa,CAAA;AACxB,IAAA,WAAA,CAAmB,WAAoC,EAAA;QAApC,IAAW,CAAA,W AAA,GAAX,WAAW,CAAyB;KAAI;;IAG3D,KAAK,GAAA;AACH,QAAA,IAAI,CAAC,WAAW,CAAC,aAAa,CAAC,KAAK,EAAE,CAAC;KACxC;qHANU,a AAa,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,UAAA,EAAA,CAAA,EAAA,BAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA, CAAA,CAAA,EAAA;yGAAb,aAAa,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,iBAAA,EAAA,IAAA,EAAA,EAAA,UAAA,EAAA,EAAA,AAA,EAAA A,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,IBAAIB;AAC3B,oBAAA,IAAI,EAAE;AACJ,wBAAA,MAAM,EAAE,KAAK;AACd,qBAAA;AACD,o BAAA,UAAU,ÉAAE,IAAI;AACjB,iBAÀA,CAAA;;;MCHY,YAAY,CAAA;IACvB,WAAY,sBAA4B,QAA0B,ÉAAA;QAA1B,IAAQ,CAAA,QAAA,GAAR,QAA Q,CAÁKB;KAAI;qHÁD3D,YAAY,ÉAAA,IÁAA,EÁÁA,CAÁA,EAÁA,KAÁA,EAÁA,EAÁA,CAAA,ŴAAA,ÉAAA,ĆAAA,EAAA,ÑAAA,ÉÀAA,ÉAAA,ĆÀAA ,EAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAAZ,YAAY,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,gBAAA,EAAA,QAAA,EAAA,EAAA,EAAA, ÁAA,CAAA,CAAA,EAAA;;kGAAZ,YAAY,EAAA,ÚAAA,EAAA,CAAA;kBAJxB,SAAS;AAAC,YAAÀ,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,g BAAGB;AAC1B,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;;AC+BD;AACA,IAAI,MAAM,GAAG,CAAC,CAAC;AAWf;MACa,qBAAqB,CAAA;Ã AYJC,CAAA;AAKD;AACa,MAAA,UAAU,GAAG;AACxB,IAAA,MAAM,EAAE,QAAQ;AAChB,IAAA,IAAI,EAAE,MAAM;AACZ,IAAA,IAAI,EAAE,MAAM ;AACZ,IAAA,KAAK,EAAE,OAAO;EACd;AAEF;MACa,sBAAsB,GAAG,IAAI,cAAc,CAAiB,wBAAwB,EAAE;MA0BtF,OAAO,CAAA;;AA6CIB,IAAA,IA CI,SAAS,GAAA;AACX,QAAA,OAAO,IAAI,CAAC,kBAAkB,IAAI,IAAI,GAAG,IAAI,CAAC,oBAAoB,EAAE,GAAG,IAAI,CAAC,kBAAkB,CAAC;KAChG I,CAAC,ABAA4B,GAAG,IAAI,CAAC,eAAe,CAAC,2BAA2B,KAAK,KAAK,CAAC;KAChG;;IAGD,MAAM,GAAA;AACJ,QAAA,IAAI,CAAC,QAAQ,CAA Ć,QAAQ,GAAG,ÍAAI,CAAC;KAC/B;;IAGD,KAAK,GAAA;AACH,QAAA,IÁAI,CAAC,UAAÚ,GAAG,KAAK,CAAĆ;AAExB,QAÁA,IAAI,IAAÍ,CAAČ,kBA AKB,IAAI,IAAI,EAAE;AACnC,YAAA,IAAI,CAAC,KBAAKB,GAAG,KAAK,CAAC;SACjC;AAED,QAAA,IAAI,IAAI,CAAC,YAAY,IAAI,IAAI,EAAE;AAC7B YAAA,IAAI,CAAC,YAAY,GAAG,KAAK,CAAC;SAC3B;AAED,QAAA,IAAI,IAAI,CAAĆ,WAAW,EAAE;AACpB,YAAA,IAAI,CAAC,WAAW,CAAC,KAAK, ÉAAE,CAAC;SAC1B;KACF;IAED,WAAW,GAAA;;;AAGT,QAAA,IAAI,CAAC,QAAQ,CAAC,aAAa,EAAE,CAAC;KAC/B;IAED,iBAAiB,GAAA;AACf,Q AAA,IAAI,CAAC,IAAI,CAAC,UAAU,EAAE;AACpB,YAAA,IAAI,CAAC,UAAU,ĞAAĞ,IAAI,CAAC;AACvB,YAAA,IAAI,CAAC,gBAAgB,CAAC,IAAI,CĀ AC,IAAI,CAAC,CAAC;SACIC;KACF;;IAGD,UAAU,GAAA;;;QAGR,OAAO,IAAI,CAAC,eAAe,CAAC,SAAS,IAAI,IAAI,CAAC,ŶAAY,ĪAAI,IAAI,CAAC;K ACPE;qHAxHU,OAAO,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAYER,UAAU,CAAC,MAAM,UAAU,CAAC,EAAA,EAAA,EAAA,KAAA,EAChB,sBAA sB,EÁAA,QAAÁ,EAAÁ,IAAA,ÉAAÁ,CAAÁ,EAAÁ,MAAÁ,EAAÁ,EÁAA,CAAA,éAAA,ĆAAA,ŚAAA,ÉAAA,ĆAAA,ĆAAA,ÉAAA;ÁA1EjĆ,IAAA,ŚAAA, IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,IAAA,EAAA,OAAO,EAUCC,YA AA,EÁAA,IÁAA,EÁAA,QÁAA,EÁAA,UÁAA,EAÁA,MAÁA,EAÁA,EAÁA,WÁÃA,EAÁA,aAÁA,EAÁA,KAÁA,EAÁAA,OÁAA,EÁAA,YÁAA,EAÁAA,CAÁA, EAAA,SAAA,EAAA,CAAA,YAAA,EAAA,WAAA,CAAA,EAAA,CAAA,EAAA,CAAA,IBAAA,EAAA,GBAAA,CAAA,EAAA,KAAA,EAAA,OAAA,EAAA,QAAA,EAAA,QAAA,EAAA,UAAA,EAAA,GBAAA,G AAA,YAAY,EAGI,WAAA,EAAA,IAAA,EAAA,CAAA,EAAA,WAAA,EAAA,CAAA,EAAA,YAAA,EAAA,SAAA,EAAA,KAAA,EAAA,IAAA,EAAA,SAAA,E AAA,WAAW,0GAbZ,sDAAsD,EAAA,QAAA,EAAA,IAAA,EAAA,eAAA,EAAA,EAAA,CAAA,uBAAA,CAAA,MAAA,EAAA,aAAA,EAAA,EAAA,CAAA,i BAAA,CAAA,IAAA,EAAA,CAAA,CAAA,EAAA;;kGAKrD,OAAO,EAAA,UAAA,EAAA,CAAA;kBARnB,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT, obaaa,qaaq,eaae,uaau;aacpb,obaaa,qaaq,eaae,saas;aacnb,obaaa,qaaq,eaae,sdaasd;obache,aaaa,eaae,ibaaib,caac,iaai ;oBACrC,eAAe,EAAE,uBAAuB,CAAC,MAAM;AAC/C,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BA0EI,MAAM;AAAC,oBAAA,IAAA,EAAA, CAAA,UÁAU,CAAC,MAAM,UAÁU,CAÁC,CAÁA;;0BÁCnC,QÁAQ;;0BAAI,MAAM;2BÁAĆ,sBAASB,CAÁA;yCArEhB,SÁAS,EÁAA,CAÁA;sBÁApC,Ý AAY;uBAAC,YAAY,CAAA;gBAGc,OAAO,EAAA,CAAA;sBAA9C,SAAS;AAAC,gBAAA,IAAA,EAAA,CAAA,WAAW,EAAE,EAAC,MAAM,EAAE,IAAI,E AAC,CAAA;gBAG7B,WAAW,EAAA,CAAA;sBAAnB,KAAK;gBAOG,gBAAgB,EAAA,CAAA;sBADxB,MAAM;uBAAC,YAAY,CAAA;gBAIX,KAAK,EA AA,CAAA;sBAAb,KAAK;gBAGG,YAAY,EAAA,CAAA;sBAApB,KAAK;gBAGe,SAAS,EAAA,CAAA;sBAA7B,KAAK;uBAAC,YAAY,CAAA;gBAMO,c AAC,EAAA,CAAA;sBAAVČ,KAAK;uBAAC,iBAAiB,CAAA;gBAGf,KAAK,EAAA,CAAA;sBAAb,KAAK;gBAGgC,QAAQ,EAAA,CAAA;sBAĀ7C,KAA K;uBAAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;gBAGE,QAAQ,EAAA,CAAA;sBAA7C,KAAK;uBAAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;gBAIhC,SAAS,EAAA,CAAA;sBADZ,KAAK;uBAAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;gBAehC,QAAQ,EAAA,CAAA;sBADZ,KAAK;uBAAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;gBAehC,QAAQ,EAAA,CAAA;sBADZ,KAAK;u BAÂC,EAAC,SAAS,EAAE,gBAÁgB,EAÁC,CAÁA;;MAqEzB,UÁAU,CÁAA;;ÂAuBrB,IÁAA,IÁCI,aAÁa,GAAA;QACf,ÓAAO,IAAI,CÁAC,cAÁc,CAÁC; KAC5B;IACD,IAAI,aAAa,CAAC,KAAA;QAC7B,IAAI,IAAI,CAAC,KAAK,IAAI,IAAI,CAAC,MAAM,EAAE;;AAE7B;YAAA,IAAI,CAAC,CAAC,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {SelectionModel} from '@angular/cdk/collections';\nimport {Observable} from 'rxjs';\nimport {TreeControl} from './tree-control';\n\n/** Base tree control. It has basic toggle/expand/collapse operations on a single data node. */\nexport abstract class BaseTreeControl<T, K = T> implements TreeControl<T, K> {\n | ** Gets a | list of descendent data nodes of a subtree rooted at given data node rowisely. */\n abstract getDescendants(dataNode: T): Tij;\n\n /** Expands all data nodes in the tree. */\n abstract expandAll(): void;\n\n | ** Saved data node for `expandAll` action. */\n dataNodes: Tjj;\n\n /** A selection model with multi-selection to track expansion status. */\n expansionModel: SelectionModel<K> = new SelectionModel<K>(true);\n\n | **\n * Returns the identifier by which a dataNode should be tracked, should its\n * reference change.\n *\n * Similar to trackBy for *\ngFor\n */\n trackBy?: (dataNode: T) => K;\n\n | /** Get depth of a given data node, return the level number. This is for flat tree node. */\n getLevel: (dataNode: T) => number;\n\n | *\n * Whether the data node is expandable. Returns true if expandable.\n * This is for flat tree node.\n *\n isExpandable: (dataNode: T) => boolean;\n\n | /** Gets a stream that emits whenever the given data node's children change. */\n getChildren: (dataNode: T) => Observable<Ti>| Tij | undefined | null;\n\n | /** Toggles one single data node's expanded/collapsed state. */\n toggle(dataNode: T): void {\n this.expansionModel.toggle(this._trackByValue(dataNode));\n }\n\n | /\n | /\n | Expands one single data node. */\n collapse(dataNode: T): void {\n this.expansionModel.select(this._trackByValue(dataNode));\n }\n\n | /\n | /\n | collapse one single data node. */\n collapse(dataNode: T): void {\n this.expansionModel.select(this._trackByValue(dataNode));\n }\n\n | /\n | /\n

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this.expansionModel.deselect(this._trackByValue(dataNode)); ln }ln\n /** Whether a given data node is expanded or not. Returns true if the data
node is expanded. */\n isExpanded(dataNode: T): boolean {\n return this.expansionModel.isSelected(this._trackByValue(dataNode));\n }\n\n /**
Toggles a subtree rooted at `node` recursively. */\n toggleDescendants(dataNode: T): void {\n
this.expansionModel.isSelected(this._trackByValue(dataNode))\n ? this.collapseDescendants(dataNode)\n : this.expandDescendants(dataNode);\n }\n\n /** Collapse all dataNodes in the tree. */\n collapseAll(): void {\n this.expansionModel.clear();\n
Inln /** Expands a subtree rooted at given data node recursively. */\n expandDescendants(dataNode: T): void {\n let toBeProcessed = [dataNode];\n toBeProcessed.push(...this.getDescendants(dataNode));\n this.expansionModel.select(...toBeProcessed.map(value =>
this._trackByValue(value)));\n }\n\n /** Collapses a subtree rooted at given data node recursively. */\n collapseDescendants(dataNode: T): void {\n let toBeProcessed = [dataNode];\n toBeProcessed.push(...this.getDescendants(dataNode));\n
this.expansionModel.deselect(...toBeProcessed.map(value => this._trackByValue(value)));\ldots\n \}\n\) protected _trackByValue(value: T | K): K {\ldots\n \text{return this.trackBy ? this.trackBy(value as T) : (value as K);\ldots\n \}\n\}\n\",\"\**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n *
Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/licenseln */\n\nimport
{BaseTreeControl} from './base-tree-control';\n\n/** Optional set of configuration that can be provided to the FlatTreeControl. */\nexport
interface FlatTreeControlOptions<T, K> {\n trackBy?: (dataNode: T) => K;\n}\n\n/** Flat tree control. Able to expand/collapse a subtree
recursively for flattened tree. */\nexport class FlatTreeControl<T, K = T> extends BaseTreeControl<T, K> {\n | ** Construct with flat tree data
node functions getLevel and isExpandable. */In constructor(In public override getLevel: (dataNode: T) => number,In public override
isExpandable: (dataNode: T) => boolean, n public options?: FlatTreeControlOptions<T, K>, n) {n super(); nn if (this.options) {n this.trackBy =
this options trackBy; \n }\n }\n\n /**\n * Gets a list of the data node's subtree of descendent data nodes \n *\n * To make this working, the
 dataNodes` of the TreeControl must be flattened tree nodes\n * with correct levels.\n */\n getDescendants(dataNode: T): T[] {\n const
startIndex = this.dataNodes.indexOf(dataNode);\n const results: T[] = [];\n\n // Goes through flattened tree nodes in the `dataNodes` array, and
get all descendants.\n // The level of descendants of a tree node must be greater than the level of the given\n // tree node.\n // If we reach a node whose level is equal to the level of the tree node, we hit a sibling.\n // If we reach a node whose level is greater than the level of the tree
node, we hit a\n // sibling of an ancestor.\n for (\n let i = startIndex + 1;\n i < this.dataNodes.length && this.getLevel(dataNode) < this.getLevel(this.dataNodes[i]);\n i++\n ) {\n results.push(this.dataNodes[i]);\n }\n return results;\n }\n\n *Expands all data nodes in the
tree.\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattened\n * data nodes of the tree.\n *\n expandAll(): void {\n this.expansionModel.select(...this.dataNodes.map(node => this._trackByValue(node)));\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nimport {Observable, isObservable} from 'rxjs';\nimport {take, filter} from
'rxjs/operators';\nimport {BaseTreeControl} from './base-tree-control';\n\n/** Optional set of configuration that can be provided to the NestedTreeControl. */\nexport interface NestedTreeControlOptions<T, K> {\n trackBy?: (dataNode: T) => K;\n\n\n/** Nested tree control. Able
to expand/collapse a subtree recursively for NestedNode type. */\nexport class NestedTreeControl<T, K = T> extends BaseTreeControl<T, K>
{\ln /** Construct with nested tree function getChildren. */\ln constructor(\n public override getChildren: (dataNode: T) => Observable<T[]> | T[] |
undefined | null,\n public options?: NestedTreeControlOptions<T, K>,\n ) {\n super();\n\n if (this.options) {\n this.trackBy = this.options.trackBy;\n }\n }\n\n /**\n * Expands all dataNodes in the tree.\n *\n * To make this working, the `dataNodes` variable of the
TreeControl must be set to all root level\n* data nodes of the tree.\n*/\n expandAll(): void \n this.expansionModel.clear();\n const allNodes = this.dataNodes.reduce(\n (accumulator: T[], dataNode) => [...accumulator, ...this.getDescendants(dataNode), dataNode],\n [],\n );\n
this.expansionModel.select(...allNodes.map(node => this._trackByValue(node)));\n }\n\n /** Gets a list of descendant dataNodes of a subtree
rooted at given data node recursively. */\n getDescendants(dataNode: T): T[] {in const descendants: T[] = [];\n\n
this._getDescendants(descendants, dataNode);\n // Remove the node itself\n return descendants.splice(1);\n }\n\n /** A helper function to get
descendants recursively. */\n protected _getDescendants(descendants: T[], dataNode: T): void {\n descendants push(dataNode);\n const
childrenNodes = this.getChildren(dataNode);\n if (Array.isArray(childrenNodes)) {\n childrenNodes.forEach((child: T) => this.getDescendants(descendants, child));\n } else if (isObservable(childrenNodes)) {\n // TypeScript as of version 3.5 doesn't seem to treat 'Boolean' like a function that\n // returns a 'boolean' specifically in the context of filter', so we manually clarify that.\n
childrenNodes.pipe(take(1), filter(Boolean as () => boolean)).subscribe(children => {\n for (const child of children) {\n this._getDescendants(descendants, child);\n }\n }\n }\n }\n }\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n }\n }\n }\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n }\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants, child);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDescendants(descendants);\n }\n * (Discribe(children) {\n this._getDe
{Directive, Inject, InjectionToken, Optional, ViewContainerRef} from '@angular/core';\n\n/**\n * Injection token used to provide a `CdkTreeNode`
to its outlet.\n * Used primarily to avoid circular imports.\n * @docs-private\n */\nexport const CDK_TREE_NODE_OUTLET_NODE = new
InjectionToken<{}>('CDK_TREE_NODE_OUTLET_NODE');\n\n/!**\n * Outlet for nested CdkNode. Put `[cdkTreeNodeOutlet]` on a tag to place
children dataNodes\n * inside the outlet.\n */\n@Directive({\n selector: '[cdkTreeNodeOutlet]',\n standalone: true,\n})\nexport class
CdkTreeNodeOutlet {In constructor(In public viewContainer: ViewContainerRef,In @Inject(CDK_TREE_NODE_OUTLET_NODE) @Optional()
public_node?: any,\n') {}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, TemplateRef} from
 '@angular/core';\n\n/** Context provided to the tree node component. */\nexport class CdkTreeNodeOutletContext<T> {\n /** Data for the node.
*/\n $implicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /** Index location of the node. */\n index?: number;\n\n /** Length of the
number of total dataNodes. */\n count?: number;\n\n constructor(data: T) {\n this.$implicit = data;\n }\n\n\n*\n * Data node definition for the
CdkTree.\n * Captures the node's template and a when predicate that describes when this node should be used.\n */\n@Directive({\n selector:
'[cdkTreeNodeDef]',\n inputs: ['when: cdkTreeNodeDefWhen'],\n standalone: true,\n})\nexport class CdkTreeNodeDef<T> {\n /**\n * Function
that should return true if this node template should be used for the provided node\( n \times \) data and index. If left undefined, this node will be considered the default node template to\( n \times \) use when no other when functions return true for the data.\( n \times \) For every node, there must be at
least one when function that passes or an undefined to\n * default.\n */\n when: (index: number, nodeData: T) => boolean;\n\n /** @docs-private */\n constructor(public template: TemplateRef<any>) {\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n *
Returns an error to be thrown when there is no usable data.\n * @docs-private\n */\nexport function getTreeNoValidDataSourceError() {\n
return Error(`A valid data source must be provided.`);\n}\n\n/**\n * Returns an error to be thrown when there are multiple nodes that are
missing a when function.\n * @docs-private\n */\nexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be
one default row without a when predicate function.');\n}\n\n/**\n * Returns an error to be thrown when there are no matching node defs for a
particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a
matching node definition for the provided node data.`);\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs
private\n */\nexport function getTreeControlMissingError() {\n return Error(`Could not find a tree control for the tree.`);\n\\\n\/*\n * Returns an
error to be thrown when tree control did not implement functions for flat/nested node.\n * @docs-private\n */nexport function
getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.`);\n}\n","/**\n * @license\n
  Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from '@angular/cdk/a11y';\nimport {CollectionViewer, DataSource,
isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n
Component, In ContentChildren, In Directive, In ElementRef, In Input, In IterableChangeRecord, In IterableDiffer, In IterableDiffers, In OnDestroy, In
Onlnit,\n QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from
 '@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from
'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef,
CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n
getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n
getTreeNoValidDataSourceError,\n\} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type
 T` and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\)\n
selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: \cdotsq-container cdkTreeNodeOutlet></ng-container>,\n host: {\n 'class': 'cdk-tree',\n
'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the CdkTree` component is effectively a noop, so
we are removing it.\n // The view for `CdkTree` consists entirely of templates declared in other views. As they are\n // declared elsewhere, they
are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-decorators\n changeDetection:
ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n}\nexport class CdkTree<T, K = T> implements
AfterContentChecked, CollectionViewer, OnDestroy, Onlnit {\n | ** Subject that emits when the component has been destroyed. **/\n private readonly _onDestroy = new Subject</br>
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levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render. Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
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dataSource(dataSource: DataSource<T> | Observable<T[]> | T[]) {In if (this._dataSource !== dataSource) {In
 this._switchDataSource(dataSource);\n }\n }\n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n
 @Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
 similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:
TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n _nodeDefs:
OueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n *
Can be used by the data source to as a heuristic of what data should be provided.\n */\n readonly viewChange = new BehaviorSubject<{start:
number; end: number}>{{\n start: 0,\n end: Number.MAX_VALUE,\n }};\n\n constructor(\n private _differs: IterableDiffers,\n private _changeDetectorRef: ChangeDetectorRef,\n ) {\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n private _differs.
 this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if
(this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as
DataSource<T>).disconnect(this);in }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n\n ngAfterContentChecked() {\n const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1
 && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
defaultNodeDefs[0];\n\n if (this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n }\n }\n }\n |
 TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n\n /**\n * Switch to the
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'fun (this._dataSource as DataSource<T>).disconnect(this);\n }\n\ if (this._dataSource) {\n this._dataSource\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{order} n\text{o
                                                                                                                                                                                                                                                                      = 'function') {\n
this._nodeOutlet.viewContainer.clear();\n\\n\n\ntiss_dataSource = dataSource;\n\ if (thiss_nodeDefs) {\n\text{th} this._observeRenderChanges();\n\}\n\n/** Set up a subscription for the data provided by the data source.*/\n\n\n'** private _observeRenderChanges() {\n\text{ let dataStream:}}
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observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
.subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
getTreeNoValidDataSourceError();\n \\n\n'** Check for changes made in the data and render each change (node added/removed/moved).
 //n renderNodeChanges(\n data: readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef
this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n
changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n )
 => {In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if
(currentIndex == null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n );\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n );\n\n (\n\n );\n\n );\n\n );\n\n );\n\n (\n\n );\n\n );\n\n (\n\n );\n\n );\n\n (\n\n );\n\n );\n\n (\n\n );\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\n\n );\n\n (\
onlyin one node definition, it is returned. Otherwise, find the node definition that has a whenin or predicate that returns true with the data. If none return true, return the default nodeln * definition.\n *\n_getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {in if (this_nodeDefs.length === 1) {in return this_nodeDefs.first!;\n }\n\n const nodeDef =\n this_nodeDefs.find(def => def.when && def.when(i, data)) || this_defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {in throw getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
 it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?
 ViewContainerRef, parentData?: T) {\n const node = this. getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\n } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level =
this._levels.get(parentData)! + 1;\in } else {\in context.level = 0;\in }\in this._levels.set(nodeData, context.level);\in\in || Use default tree nodeOutlet,
or nested node's nodeOutlet\n const container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer;\n
container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`
created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the
node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {In CdkTreeNode.mostRecentTreeNode.data = nodeData;\n \n \n \n\n\n*\n * Tree
that emits when the component has been destroyed. */In protected readonly _destroyed = new Subject<void>();InIn /** Emits when the node's data has changed. */In readonly _dataChanges = new Subject<void>();InIn private _parentNodeAriaLevel: number;InIn /** The tree node's data.
 */\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
 this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
 Inly get level(): number (in // If the treeControl has a getLevel method, use it to get the level. Otherwise read thein // aria-level off the parent
node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
 return this._tree.treeControl.getLevel\n ? this._tree.treeControl.getLevel(this._data)\n : this._parentNodeAriaLevel;\n }\n\n constructor(\n
protected _elementRef: ElementRef<HTMLElement>,\in protected _tree: CdkTree<T, K>,\in ) {\in CdkTreeNode.mostRecentTreeNode = this as
ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
(CdkTreeNode.mostRecentTreeNode === this) {in CdkTreeNode.mostRecentTreeNode = null;in }inin this._dataChanges.complete();in this._destroyed.next();in this._destroyed.complete();in }inin /** Focuses the menu item. Implements for FocusableOption. */in focus(): void {in
this_destroyed.next(); in this_destroyed.complete(); in }in\n /** Focuses the menu item. Implements for FocusableOption. */in focus(): void {in this_elementRef.nativeElement.focus(); in }in\n // TODO: role should eventually just be set in the component host\n protected _setRoleFromData(): void {\n if (\n !this_tree.treeControl.isExpandable &&\n !this_tree.treeControl.getChildren &&\n (typeof ngDevMode === 'undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this_role = 'treeitem';\n }\n}\nh\nfunfunction getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&
 !isNodeElement(parent)) {\n parent = parent.parentElement;\n }\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.');\in } else {in return -1;\in } in } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
In Infunction is Node Element (element: HTML Element) {In const classList = element.classList;\n return !!(classList?.contains('cdk-nested-tree-node') || classList?.contains('cdk-tree'));\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 \text{ | 1 
 AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
  @angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree-
CdkNestedTreeNode}, In ], In host: {In 'class': 'cdk-nested-tree-node', In }, In standalone: true, In}) In export class CdkNestedTreeNode<T, K = T>\n extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */\n private dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in
```

```
`CdkTreeNodeOutlet`.*/\n protected _children: T[];\n\n /** The children node placeholder.*/\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
 need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  _differs: IterableDiffers,\n ) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
 {In throw getTreeControlFunctionsMissingError();In }In const childrenNodes = this._tree.treeControl.getChildren(this.data);In if
 (Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[]);\n } else if (isObservable(childrenNodes)) {\n
childrenNodes\n .pipe(takeUntil(this._destroyed))\n .subscribe(result => this.updateChildrenNodes\(result)\);\n \\n\ \\n\ \text{his.inodeOutlet.changes\\n\ .pipe\(\text{takeUntil\(this._destroyed\)\)\n .subscribe\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\text{tis.updateChildrenNodes\(\te
*/In protected updateChildrenNodes(children?: T[]): void {In const outlet = this._getNodeOutlet();In if (children) {In this._children = children;In }In if (outlet && this._children) {In const viewContainer = outlet.viewContainer;In this._tree.renderNodeChanges(this._children,
 this._dataDiffer, viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n
}\n }\n\n\r** Clear the children dataNodes. */\n protected _clear(): void {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n}
outlet.viewContainer.clear(); In this_dataDiffer.diff([]); In In In In Interview Container.clear(); In this_dataDiffer.diff([]); In In Interview Container.clear(); In Interview Container.clear(); In Interview Container.clear(); In Interview Container.clear(); In Interview Container.clear(); In Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview Container.clear(); Interview C
outlets = this.nodeOutlet; Inin // Note that since we use 'descendants: true' on the query, we have to ensure in // that we don't pick up the outlet
of a child node by accident.\n return outlets && outlets.find(outlet => !outlet._node || outlet._node === this);\n }\n',\n'',\n'',\n'',\n'' @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input,
numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs';\nimport {Subject} from 'rxjs';\nimport {Subject} from 'rxjs';\nimport {CdkTree, CdkTreeNode} from 'ltree';\n\n/** Regex used to split a string on its CSS units. *\nconst cssUnitPattern = /([A-Za-z%]+)$/;\n\n/**\n *\ndent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n *\n@Directive({\n selector: '[cdkTreeNodePadding!,'\n standalone: true,\n})\nexport class CdkTreeNodePadding
value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits when the component has been destroyed. */\n private readonly _destroyed = new Subject</br>
volue. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias: 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n return this._level(value: number) {\n return this._level;\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(value: number) {\n return this._level(
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return
this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n' }\n_indent: number = 40;\n\n constructor(\n private
  _treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _elèment: ElementRef<HTMLElement>,\n @Optional() private _dir:
 Directionality,in) {in this_setPadding();in if (_dir) {in _dir.change.pipe(takeUntil(this_destroyed)).subscribe(() => this_setPadding(true));in
In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
 We have to subscribe to changes in the∖n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe(() =>
this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n \n\n /\n\n /** The padding indent value for the
 tree node. Returns a string with px numbers if not null. */\n _paddingIndent(): string | null {\n const nodeLevel =\n this._treeNode.data &&
this._tree.treeControl.getLevel\n? this._tree.treeControl.getLevel\this._treeNode.data\)\n: null;\n const level = this._level == null? nodeLevel: this._level;\n return typeof level === 'number'? `${level * this._indent}${this.indentUnits}`: null;\n }\n\n_setPadding(forceChange = false) {\n const padding = this._paddingIndent();\n\n if (padding !== this._currentPadding || forceChange) {\n const element = this._element.nativeElement;\n const paddingProp = this._dir.value === 'rtl'? 'paddingRight': 'paddingLeft';\n const resetProp =
                                                                                                                                                                   == 'rtl' ? 'paddingRight' : 'paddingLeft';\n const resetProp =
this_element.hativeElement; in const paddingFrb = this_dir.value === tr / paddingRight : paddingLeft ; in const resetProp = this_dir.value === tr / paddingProp === 'paddingLeft' ? 'paddingRight' : 'paddingLeft'; in element.style[paddingProp] = padding || ''; in element.style[resetProp] = ''; in this_currentPadding = padding; in }\in \hat{\text{ln}} h\hat{\text{hn}} h\hat{\text{hn}} h\text{hn} h\text{hs} has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected __setLevelInput(value: number) \{\n | / \text{Set to null as the fallback value so that _setPadding can fall back to the node level if the\n | / consumer set
the directive as `cdkTreeNodePadding=!"!". We still want to take this value iftn // they set 0 explicitly.\n this_level = isNaN(value) ? null!: value;\n this_setPadding();\n \n\ /**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
_setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts = indent.split(cssUnitPattern);\n value = parts[0];\n units = parts[1] || units;\n }\n\n this.indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\n }\n\n",\"\"*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n}\\nexport class CdkTreeNodeToggle<\T, K = T> {\n /** Whether expand/collapse the node recursively. */\n @Input({alias: 'cdkTreeNodeToggleRecursive',
transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
 CdkTreeNode<T, K>,\n ) {}\n\n _toggle(event: Event): void {\n this.recursive\n?
this_tree.treeControl.toggleDescendants(this_treeNode.data)\n: this_tree.treeControl.toggle(this_treeNode.data);\n\n event.stopPropagation();\n \n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\ngModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './tree';\nimport {CdkTreeNodePadding';\nimport {CdkTreeNodeToggle} from './troggle';\nimport {CdkTreeNode} from './tree';\nimport {CdkTreeNodePadding';\nimport {CdkNestedTreeNode} from './nested-node';\nimport {CdkNestedTreeNode} from './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}\n","/**In * Generated bundle index. Do not edit.\n */\n\nexport *
ÁC,MAÁM,CÁAC,IAÁÍ,CAÁC,RÁÁA,CÁAC,QAAQ,CAAC,CAAC,CÁAC;KAC1D;;AAGD,IÁAA,MÁÀM,CÁAC,QÁAW,EAÁÀ;AAĆHB,QAAA,ÍAAÍ,CAA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {BaseTreeControl} from './base-tree-control'; \ln \ln x* Optional set of configuration that can be provided to the FlatTreeControl. */\nexport interface FlatTreeControlOptions<T, K> {\n trackBy?: (dataNode: T) => K;\n}\n\n/** Flat tree
control. Able to expand/collapse a subtree recursively for flattened tree. *\nexport class FlatTreeControl<T, K = T> extends

BaseTreeControl<T, K> {\n /** Construct with flat tree data node functions getLevel and isExpandable. *\n constructor(\n public override
getLevel: (dataNode: T) => number,\in public override isExpandable: (dataNode: T) => boolean,\in public options?: FlatTreeControlOptions<T, K>,\in ) {\in super();\in\n if (this.options) {\in this.trackBy = this.options.trackBy;\in }\in }\in }\in\n \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n} \racklimeth{n
descendent data nodes. In *\n * To make this working, the `dataNodes` of the TreeControl must be flattened tree nodes\n * with correct levels. \n
*/In getDescendants(dataNode: T): T[] {In const startIndex = this.dataNodes.indexOf(dataNode);In const results: T[] = [];InIn // Goes through
flattened tree nodes in the `dataNodes` array, and get all descendants. In // The level of descendants of a tree node must be greater than the
level of the given\n // tree node.\n // If we reach a node whose level is equal to the level of the tree node, we hit a sibling.\n // If we reach a node
whose level is greater than the level of the tree node, we hit a\n // sibling of an ancestor.\n for (\n let i = startIndex + 1;\n i <
this.dataNodes.length && this.getLevel(dataNode) < this.getLevel(this.dataNodes[i]);\n i++\n ) {\n results.push(this.dataNodes[i]);\n }\n return
results;\\n \\n\n /\*\\n * Expands all data nodes in the tree.\\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattened\\n * data nodes of the tree.\\n */\\n expandAll(): void \\n this.expansionModel.select(...this.dataNodes.map(node =>
this._trackByValue(node)));\n }\n}\n","/**\n * @license\n * Čopyright Google LLC All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\nimport {Observable, isObservable} from 'rxjs';\nimport {take, filter} from 'rxjs/operators';\nimport {BaseTreeControl} from './base-tree-control';\n\n/** Optional set of configuration
that can be provided to the NestedTreeControl. */\nexport interface NestedTreeControlOptions<T, K> {\n trackBy?: (dataNode: T) => K;\n}\n\n/** Nested tree control. Able to expand/collapse a subtree recursively for NestedNode type. */\nexport class NestedTreeControl<T, K = T> extends
BaseTreeControl<T, K> {\n /** Construct with nested tree function getChildren. */\n constructor(\n public override getChildren: (dataNode: T) => Observable<T[]> | T[] | undefined | null,\n public options?: NestedTreeControlOptions<T, K>,\n ) {\n super();\n\n if (this.options) {\n}
this.trackBy = this.options.trackBy;\n \\n \\n \x Expands all dataNodes in the tree.\n \\n \x To make this working, the `dataNodes` variable
of the TreeControl must be set to all root level\n * data nodes of the tree.\n *\n expandAll(): void \n this.expansionModel.clear();\n const allNodes = this.dataNodes.reduce(\n (accumulator: T[], dataNode) => [...accumulator, ...this.getDescendants(dataNode), dataNode],\n [],\n ];\n this.expansionModel.select(...allNodes.map(node => this._trackByValue(node)));\n }\n\n /** Gets a list of descendant dataNodes of a subtree
rooted at given data node recursively. */In getDescendants(dataNode: T): T[] {in const descendants: T[] = [];In\n
this._getDescendants(descendants, dataNode);\n // Remove the node itself\n return descendants.splice(1);\n }\n\n /** A helper function to get
descendants recursively. */\n protected _getDescendants(descendants: T[], dataNode: T): void {\n descendants.push(dataNode);\n const
childrenNodes = this.getChildren(dataNode);\n if (Array.isArray(childrenNodes)) {\n childrenNodes.forEach((child: T) =>
this._getDescendants(descendants, child));in } else if (isObservable(childrenNodes)) {\n // TypeScript as of version 3.5 doesn't seem to treat
 Boolean` like a function that\n // returns a `boolean` specifically in the context of `filter`, so we manually clarify that.\n
this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport
this source code is governed by an win-style incense that can be in "lound in the License Line at https://analyana.io/incense in humbers of the code is governed by an win-style incense that can be in "lound in the License Line at https://analyana.io/incense in humbers of the code is governed by an win-style incense in Junior License in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line in Junior Line i
CdkTreeNodeOutlet {In constructor(In public viewContainer: ViewContainerRef,In @Inject(CDK_TREE_NODE_OUTLET_NODE) @Optional() public _node?: any,In ) {}In}In","/**In * @licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the LICENSE file at https://angular.io/licenseIn */InInimport {Directive, TemplateRef} from
'@angular/core';\n\n/** Context provided to the tree node component. */\nexport class CdkTreeNodeOutletContext<T> {\n /** Data for the node.
*(In Simplicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /** Index location of the node. */\n index?: number;\n\n /** Length of the
number of total dataNodes. */\n count?: number;\n\n constructor(data: T) {\n this.\simplicit = data;\n }\n\\\n\**\n * Data node definition for the
CdkTree.\n * Captures the node's template and a when predicate that describes when this node should be used.\n */\n@Directive({\n selector:
'[cdkTreeNodeDef]',\n inputs: ['when: cdkTreeNodeDefWhen'],\n standalone: true,\n})\nexport class CdkTreeNodeDef<T> {\n /**\n * Function
that should return true if this node template should be used for the provided nodeln'* data and index. If left undefined, this node will be
considered the default node template toln * use when no other when functions return true for the data in * For every node, there must be at
least one when function that passes or an undefined to\n * default.\n */\n when: (index: number, nodeData: T) => boolean;\n\n /** @docs-private */\n constructor(public template: TemplateRef<any>) {}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n *
Returns an error to be thrown when there is no usable data.\n * @docs-private\n */\nexport function getTreeNoValidDataSourceError() {\n return Error(`A valid data source must be provided.`);\n}\n\n/**\n * Returns an error to be thrown when there are multiple nodes that are
missing a when function.\n * @docs-private\n */\nexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(\textcal There can only be one default row without a when predicate function.\textcal \);\in\}\n\n/*\n * Returns an error to be thrown when there are no matching node defs for a
particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data.`);\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs-
private\n */nexport function getTreeControlMissingError() {\n return Error('Could not find a tree control for the tree.'):\n}\n\n\n*\n * Returns an
error to be thrown when tree control did not implement functions for flat/nested node.\n * @docs-private\n */nexport function
getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.`);\n}\n","/**\n * @license\n
*Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from '@angular/cdk/a11y';\nimport {CollectionViewer, DataSource,
isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n
Component,In ContentChildren,In Directive,In ElementRef,In Input,In IterableChangeRecord,In IterableDiffer,In IterableDiffers,In OnDestroy,In
OnInit,In QueryList,In TrackByFunction,In ViewChild,In ViewContainerRef,In ViewEncapsulation,In numberAttribute,In} from
'@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from
'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef,
CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n
getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type
"T' and rendersin * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */ln@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-container>`,\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the `CdkTree` component is effectively a noop, so
we are removing it.\n // The view for `CdkTree` consists entirely of templates declared in other views. As they are\n // declared elsewhere, they
are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-decorators\n changeDetection:
Change Detection Strategy. Default, \n standalone: true, \n imports: [CdkTreeNodeOutlet], \n}\)\nexport class CdkTree<T, K = T> implements
After Content Checked, Collection Viewer, On Destroy, Onlnit \n /** Subject that emits when the component has been destroyed. */\n private
readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private
  dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private_defaultNodeDef:
CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */\n private
 levels: Map<T, number> = new Map<T, number>();\ln / ** \ln / *
tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array
to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
dataSource(dataSource: DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource !== dataSource) {\n
this._switchDataSource(dataSource);\n \n \n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n @Input() treeControl: TreeControl<T, K>;\n\n /**\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, 'index' and 'item'.\n *In @Input() trackBy:

TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use 'descendants: true', because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs:
```

```
QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
 Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n *
Can be used by the data source to as a heuristic of what data should be provided in */in readonly viewChange = new BehaviorSubject<{start:
number; end: number}>({In start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private
_changeDetectorRef: ChangeDetectorRef,\n ) {}\n\n ngOnlnit() {\n this_dataDiffer = this_differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeCont
this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if
 (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {in (this.dataSource as
DataSource<T>).disconnect(this);in }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n\n\n ngAfterContentChecked() {\n const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1 && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
 is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
 this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n
 this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n
 Inn /** Set up a subscription for the data provided by the data source. */In private _observeRenderChanges() {In let dataStream:
 Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {In dataStream =
observableOf(this._dataSource);\n \\n\n if (dataStream) {\n this._dataSubscription = dataStream\n.pipe(takeUntil(this._onDestroy))\n .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
=> {In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);\n } else if
(currentIndex == null) {In viewContainer.remove(adjustedPreviousIndex!);In this._levels.delete(item.item);In } else {In const view =
 viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n );\n\n
this._changeDetectorRef.detectChanges();\n }\n\n /**\n * Finds the matching node definition that should be used for this node data. If there is
only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if
 (this._nodeDefs.length === 1) {\n return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i,
data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
 it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?:
 ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\n } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level = this._levels.get(parentData)! + 1;\n } else {\n context.level = 0;\n }\n this._levels.set(nodeData, context.level);\n\n // Use default tree nodeOutlet, or nested node's nodeOutlet\n const container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer;\n
container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`.
created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the
'class': 'cdk-tree-node',\n' [attr.aria-expanded]': 'isExpanded',\n' },\n standalone: true,\n})\nexport class CdkTreeNode<T, K = T> implements FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be
 used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @Input() get role(): 'treeitem' |
'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
 so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */In readonly_dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/In get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n }\n\n get level(): number {\n // If the treeControl has a getLevel method, use it to get the level. Otherwise read the\n // aria-level off the parent node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
return this_tree.treeControl.getLevelln? this_tree.treeControl.getLevel(this_data)\n: this_parentNodeAriaLevel;\n \}\n\) nonstructor(\n\) protected _elementRef: ElementRef<html="Element-\n">ElementRef<html="Element-\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">ElementRef<html=\n">Element
CdkTreeNode<T, K>;In this.role = 'treeitem';In }InIn ngOnlnit(): void {In this._parentNodeAriaLevel = getParentNodeAriaLevel(this._elementRef.nativeElement);In this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);In }InIn
 ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n
 this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** Focuses the menu item. Implements for FocusableOption. */\n focus(): void {\n
this._elementRef.nativeElement.focus();\n }\n\n // TODO: role should eventually just be set in the component host\n protected
  _setRoleFromData(): void {\n if (\n !this__tree.treeControl.isExpandable &&\n !this__tree.treeControl.getChildren &&\n (typeof ngDevMode ===
 'undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this.role = 'treeitem';\n }\n}\n\nfunction
 getParentNodeAriaLevel(nodeElement: HTMLElement): number {In let parent = nodeElement.parentElement;In while (parent &&
 isNodeElement(parent)) {\n parent = parent.parentElement;\n }\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.'); in } else {in return -1; in } in } else if (parent.classList.contains('cdk-nested-tree-
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './loutlet';\nimport {CdkTree, CdkTreeNode} from './tree-errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node
template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [in {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
 CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n})\nexport class CdkNestedTreeNode<T, K = T>\n
 extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */\n protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
cdk reeNodeOutlet . */in protected _children: I[;\text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{inin} | \text{ini
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.pipe(takeUntil(this._destroyed))\n .subscribe(() => this.updateChildrenNodes());\n }\n\n // This is a workaround for
https://github.com/angular/angular/issues/23091\n // In act mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\ln
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
*/in protected updateChildrenNodes(children?: T[]): void {in const outlet = this._getNodeOutlet();in if (children) {in this._children = children;in
LICENSE file at https://angular.io/license\n*/\n\nimport {Directive, ElementRef, Input, numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rys/operators';\nimport {Subject} from 'rys;\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */\nconst cssUnitPattern = /([A-Za-z%]+)$/;\n\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n selector:
'[cdkTreeNodePadding]',\n standalone: true,\n})\nexport class CdkTreeNodePadding<T, K = T> implements OnDestroy {\n /** Current padding
value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits
when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return}
this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n }\n_indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode-T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<+TMLElement>,\n @Optional() private _dir: Directionality,\n ) {\n this._setPadding();\n if (_dir) {\n _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true));\n }\n\n \/ \ln \text{ In Invy the indentation binding might be set before the tree node's data has been added,\n \/ \/ which means that we'll miss the first render.
We have to subscribe to changes in thelin // data to ensure that everything is up to date.lin _treeNode._dataChanges.subscribe(() => this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the
tree node. Returns a string with px numbers if not null. */In_paddingIndent(): string | null {\n const nodeLevel =\n this._treeNode.data && this._treeControl.getLevel\n? this._treeNode.data \n. null;\n const level = this._level == null ? nodeLevel :
this._level;\n return typeof level === 'number' ? `${level * this._indent\$fthis.indentUnits}` : null;\n \\n\n _setPadding(forceChange = false) {\n
const padding = this._paddingIndent();\n\n if (padding !== this._currentPadding || forceChange) {\n const element =
this._element.nativeElement;\in const paddingProp = this._dir && this._dir.value === 'rtl' ? 'paddingRight' : 'paddingLeft';\in const resetProp =
paddingProp === 'paddingLeft'? 'paddingRight': 'paddingRight': 'paddingProp] = padding [] ";\n element.style[paddingProp] = padding [] ";\n element.style[paddingProp] = ";\n this._currentPadding = padding;\n }\n }\n h\n\n /**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support
property rename inheritance.\n* TS 4.0 doesn't allow properties to override accessors or vice-versa.\n* @docs-private\n*/\n protected
_setLevelInput(value: number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n // they set 0 explicitly.\n this._level = isNaN(value) ? null! : value;\n this._setPadding();\n }\n\n *This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
 setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts =
indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;\n }\n\n this.indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */n\nimport {Directive,
Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from '/tree';\n\n/*\n * Node toggle to expand/collapse the node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle

transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
CdkTreeNode<T, K>,\n ) {\n\n _toggle(event: Event): void {\n this.recursive\n?
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._treeControl.toggle(this._treeNode.data);\n\n
event.stopPropagation();\in \in\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
 './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule [\(\frac{1}{1}\)In","/**In * Generated bundle index. Do not edit.In */In\nexport *
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AI,CAAC,CAAC,CAAC;SACIF;;;;AAKD,QAAA,SAAS,CAAC,HAAY,CAAC,SAAS,CAAC,MAAM,IAAI,CAAC,WAAW,EAAE,CAAC,CAAC;KAC5D;IAE D,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,EAAE,CAAC;AACVB,QAAA,IAAI,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC;KAC5B;;IA GD,cAAc,GAAA;AACZ,QAAA,MAAM,SAAS,GACb,IAAI,CAAC,SAAS,CAAC,IAAI,IAAI,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,QAAQ;AACpD,cAA E,IÁAI,CÁAC,KÁAK,CÁÁC,WÁAW,CÁAC,QÁAQ,CÁAC,ÍAAI,CÁAC,SÁAS,CÁAC,ÍAAI,CAAC;cACpD,IAAI,CAAC;AACX,QAAÁ,MAAM,KAAK,GAA G,IAAI,CAAC,MAAM,IAAI,IAAI,GAAG,SAAS,GAAG,IAAI,CAAC,MAAM,CAAC;QAC5D,OAAO,OAAO,KAAK,KAAK,QAAQ,GAAG,CAAG,EAAA,KA AK,GAAG,IAAI,CAAC,OAAO,CAAA,EAAG,IAAI,CAAC,WAAW,ÉAAE,GAAG,IAAI,CAAC;KACxF;IAED,WAAW,CAAC,WAAW,GAAG,KAAK,EAAA;A AC7B,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,CAAC,EAAE,CAAC;QAEtC,IAAI,OAAO,KAAK,IAAI,CAAC,eAAe,IAAI,WAAW,EAAE;AACnD,YAAA,M KAAK,GAAG,cAAc,GAAG,aAAa,CAAC;AAC5F,YAAA,MAAM,SAAS,GAAG,WAAW,KAAK,aAAa,GAAG,cAAc,GAAG,aAAa,CAAC;YACjF,OAAO,C AAC,KAAK,CAAC,WAAW,CAAC,GAAG,OAAO,IAAI,EAAE,CAAC;AAC3C,YAAA,OAAO,CAAC,KAAK,CAAC,SAAS,CAAC,GAAG,EAAE,CAAC;AA C9B,YAAA,IAAI,CAAC,eAAe,GAAG,OAAO,CAAC;SAChC;KACF;AAED;;;;;AAKG;AACO,IAAA,cAAc,CAAC,KAAa,EAAA;;;;AAIpC,QAAA,IAAI,CA AC,MAAM,GAAG,KAAK,CAAC,KAAK,CAAC,GAAG,IAAK,GAAG,KAAK,CAAC;QAC3C,IAAI,CAAC,WAAW,EAAE,CAAC;KACpB;AAED;;;;;AAKG; AAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;AAAIB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAA A,EAAA,OAAA,EAAA,EAAA,EAAA,IAAA,EAAA,KBAAKB,yGAWmB,eAAe,CAAA,EAAA,MAAA,EAAA,CAAA,0BAAA,EAAA,QAAA,CAAA,EAAA,EAAA, AAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAXpD,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAJ9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAA A;AAČT,OBAAA,QAAQ,EAAE,SBAASB;AAChC,OBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BASCI,QAAQ;yCAZBP,KAAK,EAAA,CAAA;sB ADR,KAAK;AAAČ,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,OBAAOB,EAAE,SAAS,EAAE,eAAe,EAAC,CAAA;gBAc5D,MAAM,EAAA,CAAA; sBADT,KAAK;uBAAC,0BAA0B,CAAA;;;ACrCnC;;AAEG;MAQU,iBAAiB,CAAA;IAK5B,WACY,CAAA,KAA0B,EACpB,SAA4B,EAAA;QAD5B,IAAK, CAAA,KAAA,GAAL,KAAK,CAAe;QACpB,IAAS,CAAA,SAAA,GAAT,SAAS,CAAmB;;QAJxC,IAAS,CAAA,SAAA,GAAY,KAAK,CAAC;KAKvB;AAEJ, IAAA,OAAO,CAAC,KAAY,EAAA;AACIB,QAAA,IAAI,CAAC,SAAS;AACZ,cAAE,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,iBAAIB,CAAC,IAAI,CAAC, AC,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,AAAB,IAAA,SAAA,IAAA,CAAA,IAAA,G DR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,4BAA4B,EAAE,SAAS,EAAE,gBAAgB,EAAC,CAAA;;ACR3E,MAAM,qBAAqB,G
AAG;IAC5B,iBAAiB;IACjB,cAAc;IACd,kBAAkB;IACjB,BAAiB;IACjB,OAAO;IACP,WAAW;IACX,iBAAiB;CAClB,CAAC;MAMW,aAAa,CAAA;qHAA Cd,kBAAkB;YACIB,iBAAiB;YACjB,OAAO;YACP,WAAW;YACX,iBAAiB,CAAA,EAAA,CAAA,CAAA,EAAA;SHAON,aAAa,EAAA,CAAA,CAAA,EAAA ;;kĠAAb,aAAa,EAAA,UAAA,EAAA,CAAA;kBAJzB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EAAE,qBAAqB;AAC9B,oBAAA, OAAO,EAAE,qBAAqB;AAC/B,iBAAA,CAAA;;;AC7BD;;AAEG;;;;"}

```
{\n /** Construct with nested tree function getChildren. */\n constructor(\n public override getChildren: (dataNode: T) => Observable<T[]> | T[] |
undefined | null,\n public options?: NestedTreeControlOptions<T, K>,\n ) {\n super();\n\n if (this.options) {\n this.trackBy =
this.options.trackBy;\n }\n }\n\n\r*\n * Expands all dataNodes in the tree.\n *\n * To make this working, the `dataNodes` variable of the TreeControl must be set to all root level\n * data nodes of the tree.\n */\n expandAll(): void {\n this.expansionModel.clear();\n const allNodes =
this.expansionModel.select(...allNodes.map(node => this._trackByValue(node)));\n }\n\n /** Gets a list of descendant dataNodes of a subtree
rooted at given data node recursively. */\n getDescendants(dataNode: T): T[] {\n const descendants: T[] = [];\n\n this._getDescendants, dataNode);\n |/ Remove the node itself\(\text{in return descendants.splice(1);\n\) }\n\n /** A helper function to get descendants recursively. */\n protected _getDescendants(descendants: T[], dataNode: T): void {\n descendants.push(dataNode);\n const childrenNodes = this.getChildren(dataNode);\n if (Array.isArray(childrenNodes)) {\n childrenNodes.forEach((child: T) => this._getDescendants, child));\n\} else if (isObservable(childrenNodes)) {\n |/ TypeScript as of version 3.5 doesn't seem to treat
{Directive, Inject, InjectionToken, Optional, ViewContainerRef} from '@angular/core';\n\n/**\n * Injection token used to provide a `CdkTreeNode`
to its outlet.\n * Used primarily to avoid circular imports.\n * @docs-private\n */\nexport const CDK_TREE_NODE_OUTLET_NODE = new
InjectionToken<{}>('CDK_TREE_NODE_OUTLET_NODE');\n\n/**\n * Outlet for nested CdkNode. Put `[cdkTreeNodeOutlet]` on a tag to place
children dataNodes\n * inside the outlet.\n */\n@Directive({\n selector: '[cdkTreeNodeOutlet]',\n standalone: true,\n}\)nexport class
CdkTreeNodeOutlet {In constructor(In public viewContainer: ViewContainerRef,In @Inject(CDK_TREE_NODE_OUTLET_NODE) @Optional()
public _node?: any,\n ) {}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, TemplateRef} from
'@angular/core';\n\n/** Context provided to the tree node component. */\nexport class CdkTreeNodeOutletContext<T> {\n /** Data for the node. */\n $implicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /** Index location of the node. */\n index?: number;\n\n /** Length of the
number of total dataNodes. */In count?: number;InIn constructor(data: T) {In this.$implicit = data;In }InJ\nn/**In * Data node definition for the CdkTree.In * Captures the node's template and a when predicate that describes when this node should be used.In */In@Directive({In selector:
'[cdkTreeNodeDef]',In inputs: ['when: cdkTreeNodeDefWhen'],In standalone: true,In})\nexport class CdkTreeNodeDef<T> {In /**\n * Function that should return true if this node template should be used for the provided node\n * data and index. If left undefined, this node will be
considered the default node template to\n * use when no other when functions return true for the data.\n * For every node, there must be at
least one when function that passes or an undefined to\n * default.\n */\n when: (index: number, nodeData: T) => boolean;\n\n /** @docs-
private */In constructor(public template: TemplateRef<any>) {\In}\n","/**In * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n *
Returns an error to be thrown when there is no usable data.\n * @docs-private\n */\nexport function getTreeNoValidDataSourceError() {\ln
return Error(`A valid data source must be provided.`);\n}\n\n/**\n * Returns an error to be thrown when there are multiple nodes that ar
missing a when function.\n * @docs-private\n */\nexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be
one default row without a when predicate function. );\n}\n\n/**\n * Returns an error to be thrown when there are no matching node defs for a
particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a
matching node definition for the provided node data.`);\n}\n\n*\n* Returns an error to be thrown when there are tree control.\n * @docs-
private\n */\nexport function getTreeControlMissingError() {\n return Error(`Could not find a tree control for the tree.`);\n\\\n\/*\n * Returns an
error to be thrown when tree control did not implement functions for flat/nested node.\n * @docs-private\n */nexport function
getTreeControlFunctionsMissingError() {In return Error('Could not find functions for nested/flat tree in tree control.);\n}\n","/**In * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from '@angular/cdk/a11y';\nimport {CollectionViewer, DataSource,
isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n
Component, In ContentChildren, In Directive, In ElementRef, In Input, In IterableChangeRecord, In IterableDiffer, In IterableDiffers, In OnDestroy, In
OnInit,\n QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from
'@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from
"vijs:\nimport {takeUntil} from 'rxjs:/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, in getTreeControlFrom './outlet';\nimport {\text{None of take Until} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\text{None of take Until} from './node';\nimport {CdkTreeNodeOutlet} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until} from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node';\nimport {\text{None of take Until from './node'}}}}}}}}
getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n
getTreeNoValidDataSourceError,in} from './tree-errors';in\n/**\n * CDK tree component that connects with a data source to retrieve data of type
   `` and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\n
selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-container>`,\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the `CdkTree` component is effectively a noop, so
we are removing it.\n // The view for `CdkTree` consists entirely of templates declared in other views. As they are\n // declared elsewhere, they
are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-decorators\n changeDetection:
ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n}\)\nexport class CdkTree\r, K = T> implements
AfterContentChecked, CollectionViewer, OnDestroy, Onlnit {\n /** Subject that emits when the component has been destroyed. */\n private
readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private
_dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private _defaultNodeDef:
CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */\n private _levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render. Influenced by the
tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array
to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
dataSource(dataSource: DataSource<T> | Observable<T[]> | T[] {\n if (this._dataSource) !== dataSource) {\n this._switchDataSource(dataSource);\n }\n }\n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n
@Input() treeControl: TreeControl<T, K>;\n\n /**\n * Tracking function that will be used to check the differences in data changes. Used
similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.in * Accepts a function that takes two parameters, `index` and `item`.ln */ln @Input() trackBy:
TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use descendants: true, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true, in })\n _nodeDefs:
(this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as
DataSource<T>.disconnect(this);in }ln\n if (this._dataSubscription) {In this._dataSubscription.unsubscribe();in this._dataSubscription = null;\n }\n }\n\n ngAfterContentChecked() {In const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1
&& (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n\n |/ Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n}
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n\p\n\n /** Set up a subscription for the data provided by the data source. *\n private _observeRenderChanges() {\n let dataStream:

Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if (isObservable(this._dataSource)) {\n dataStream = this._dataSource)} {\n dataStream = this._dataSource)} {\n dataStream = dataStream = dataStream = n.pipe(takeUntil(this._onDestroy))\n
```

```
.subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
getTreeNoValidDataSourceError();\n \\n\n'** Check for changes made in the data and render each change (node added/removed/moved).
 /In renderNodeChanges(In data: readonly T[],In dataDiffer: IterableDiffer<T> = this._dataDiffer,In viewContainer: ViewContainerRef =
this._nodeOutlet.viewContainer,In parentData?: T,In ) {In const changes = dataDiffer.diff(data);In if (!changes) {In return;In }InIn
changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n )
=> {In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if
(currentIndex == null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n }\n );\n n);\n\n /**\n *Finds the matching node definition that should be used for this node data. If there is
only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if
(this._nodeDefs.length === 1) {\n return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i,
data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw
getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?:
ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\ln } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\ln context.level = this._levels.get(parentData)! + 1;\ln } else {\ln context.level = 0;\ln }\ln this._levels.set(nodeData, context.level);\ln\ln // Use default tree nodeOutlet,
or nested node's nodeOutlet\n const container = viewContainer? viewContainer: this._nodeOutlet.viewContainer;\n container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`.
created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the node data to it\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n \}\n \}\n\\\n\\\^*\n * Tree
node for CdkTree. It contains the data in the tree node.\n */\@Directive{{\n selector: 'cdk-tree-node',\n exportAs: 'cdkTreeNode',\n host: {\n 'class': 'cdk-tree-node',\n '[attr.aria-expanded]': 'isExpanded',\n },\n standalone: true,\n})\nexport Class CdkTreeNode-T, K = T> implements FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @lnput() get role(): 'treeitem' |
'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n *The most recently created `CdkTreeNode`. We save it in static variable
so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
Inln get level(): number {in // if the treeControl has a getLevel method, use it to get the level. Otherwise read theln // aria-level off the parent
node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
return this._tree.treeControl.getLevel\n ? this._tree.treeControl.getLevel(this._data)\n : this._parentNodeAriaLevel;\n }\n\n constructor(\n protected _elementRef: ElementRef<HTMLElement>,\n protected _tree: CdkTree<T, K>,\n ) {\n CdkTreeNode.mostRecentTreeNode = this as
protected _elementRet: ElementRet<HTMLElement>,\n protected _tree: CdkTree<T, K>,\n ) {\n CdkTreeNode.mostRecentTreeNode = this as CdkTreeNode<T, K>,\n this.role = 'treeitem';\n }\n\n ngOnlnit(): void {\n this._parentNodeAriaLevel = getParentNodeAriaLevel(this._elementRef.nativeElement);\n this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);\n }\n\n ngOnDestroy() {\n || If this is the last tree node being destroyed,\n || clear out the reference to avoid leaking memory.\n if (CdkTreeNode.mostRecentTreeNode == this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n |\n TODO: role should eventually just be set in the component booth protected.
getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&
isNodeElement(parent)) {\n parent = parent.parentElement;\n }\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.');\in } else {in return -1;\in } in } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
}\n}\nf\nnfunction isNodeElement(element: HTMLElement) {\n const classList = element.classList;\n return !!(classList?.contains('cdk-nested-tree-node') || classList?.contains('cdk-tree'));\nf\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source
code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet`.*/\n protected _children: T[];\n\n /** The children node placeholder.*/\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true, in })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
 _differs: IterableDiffers,\n ) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
{In throw getTreeControlFunctionsMissingError();In }In const childrenNodes = this._tree.treeControl.getChildren(this.data);In if
(Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[]);\n } else if (isObservable(childrenNodes)) {\n childrenNodes\n .pipe(takeUntil(this._destroyed))\n .subscribe(result => this.updateChildrenNodes(result));\n }\n this.nodeOutlet.changes\n
this._dataDiffer, viewContainer, this._data);\n \} else \{\n |/ Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n \}\n\n\n\n* Clear the children dataNodes. *\n protected _clear(): void \{\n const outlet = this._getNodeOutlet();\n if (outlet) \{\n}
outlet.viewContainer.clear(); In this_dataDiffer.diff([]); In }In }Inln /** Gets the outlet for the current node. */In private _getNodeOutlet() {In const
outlets = this.nodeOutlet; inin // Note that since we use 'descendants: true' on the query, we have to ensure in // that we don't pick up the outlet
of a child node by accident.\n return outlets && outlets.find(outlet => !outlet._node || outlet._node === this);\n }\n}\n","/**\n * @license\n
Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input,
numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs/operators';\nimport {Subject} from 'rxjs';\nimport
{CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */\nconst cssUnitPattern = I([A-Za-z\%]+)$I;\n\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n selector:
```

```
Directionality, In ) {In this._setPadding(); In if (_dir) {In _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true)); In
In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in the\n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe(() =>
this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the
tree node. Returns a string with px numbers if not null. */\n _paddingIndent(): string | null {\n const nodeLevel =\n this._treeNode.data &&
setLevelInput(value: number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set
the directive as `cdkTreeNodePadding=\"\". We still want to take this value iftn // they set 0 explicitly.\n this._level = isNaN(value) ? null! :
value;\n this._setPadding();\n }\n\n /**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
 setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent ===
                                                                                         'string') {\n const parts =
_setimentinput(indent: number | string) {in let value = indent;in let units = px;;inin ir (typeot indent === 'string') {in const parts = indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;in }inln this.indentUnits = units;in this._indent = numberAttribute(value);in this._setPadding();in }in};in*|n","/**In * @licenseln * Copyright Google LLC All Rights Reserved.in *\in * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input, booleanAttribute} from '@angular/core';in\nimport {CdkTree, CdkTreeNode} from './tree';in\n/** Node toggle to expand/collapse the
this__tree.treeControl.toggleDescendants(this__treeNode.data)\n: this__tree.treeControl.toggle(this__treeNode.data);\n\n
event.stopPropagation();\n \n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\ngModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
//nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}In","/**in * Generated bundle index. Do not edit.In */In\nexport *
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;AAED;;;AAGG;SACa,kCAAkC,GAAA;AAChD,IAAA,OAAO,KAAK,CAAC,CAAuE,qEAAA,CAAA,CAAC,CAAC;AACxF,CAAC;AAED;;;AAGG;SACa
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```

treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir:

```
,CAAC;SACpC;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,WAAW,CAAC,aAAa,CAAC,KAAK,EAAE,CAAC;AAEvC,QAAA,IAAI,CAAC,UA
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C,cAAc,EAAE,CAAC;QACrC,IAAI,MAAM,EAAE;AACV,YAAA,MAAM,CAAC,aAAa,CAAC,KAAK,EAAE,CAAC;AAC7B,YAAA,IAAI,CAAC,WAAW,CA AC,IAAI,CAAC,EAAE,ČAAC,CAAC;SAC3B;KACF;;IAGO,cAAc,GAAA;AACpB,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,UAAU,CAAC;;;QAIhC,OA AO,OAAO,IAAI,OAAO,CAAC,IAAI,CAAC,MAAM,IAAI,CAAC,MAAM,CAAC,KAAK,IAAI,MAAM,CAAC,KAAK,KAAK,IAAI,CAAC,CAAC,KACIF;qHAt FU,iBAAiB,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,UAAA,EAAA,EAAA,KAAA,EAAAC,OAAA,EAAA,EAAA,EAAA,EAAA,KAA AA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EAAA,IAAA,EAAA,IBAAiB,EATjB,YAA A,EAAA,IAAA,EAAA,QAAA,EAAA,SBAAA,EAAA,IAAA,EAAA,EAAA,EAAA,SBAAA,EAAA,EAAA,SAAA,EAAA;AACT,YAAA,EAAC,OAAO,E EAAE; AACT, WBAAA, EAAC, OAAO, EAAE, WAAW, EAAE, WAAW, mBAAmB, EAAC; AACtD, WBAAA, EAAC, OAAO, EAAE, YBAAYB, EAAE, WAAW, mBA AMB,EAAC;AACrE,qBAAA;AACD,oBAAA,IAAI,EAAE;AACJ,wBAAA,OAAO,EAAE,sBAAsB;AAChC,qBAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AA CjB,iBAAA,CAAA;glAiBC,UAAU,EAAA,CAAA;sBALT,eAAe;AAAC,gBAAA,IAAA,EAAA,CAAA,iBAAiB,EAAE;;;AAGIC,wBAAA,WAAW,EAAE,IAAI ;ÁACIB,qBÁAA,CÁAA;;;ÁC5CH;ÁACA,MAAM,CAAC,GAAG,éAAG,CÁAC;ÁAEVC;;;AAGG;MAKU,kBAÁKB,CÁÁA;;ÁAW7B,IAAÁ,IACI,KAAK,GAA A;QACP,OAAO,IAAI,CAAC,MAAM,CAAC;KACpB;IACD,IAAI,KAAK,CAAC,KAAa,EAAA;AACrB,QAAA,IAAI,CAAC,cAAc,CAAC,KAAK,CAAC,CAA C;KAC5B;AAGD;;;AAGG;AACH,IAAA,IACI,MAAM,GAAA;QACR,OAAO,IAAI,CAAC,OAAO,CAAC;KACrB;IACD,IAAI,MAAM,CAAC,MAAuB,EAAA; AAChC,QAAA,IAAI,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;KAC9B;AAGD,IAAA,WAAA,CACU,SAA4B,EAC5B,KAAoB,EACpB,QAAIC,EACrB,IA AOB,EAAA;QAHhC,IAAS,CAAA,SAAA,GAAT,SAAS,CAAmB;QAC5B,IAAK,CAAA,KAAA,GAAL,KAAK,CAAe;QACpB,IAAQ,CAAA,QAAA,GAAR,Q AAQ,CAAyB;QACrB,IAAI,CAAA,IAAA,GAAJ,IAAI,CAAgB;;AAhCzB,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAO,EAAQ,CAAC;;QAGID,IAAW,CA AA,WAAA,GAAG,IAAI,CAAC;QAuBnB,IAAO,CAAA,OAAA,GAAW,EAAE,CAAC;QAQnB,IAAI,CAAC,WAAW,EAAE,CAAC;QACnB,IAAI,IAAI,EAAE; YACR,IAAI,CAAC,MAAM,CAAC,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC,CAAC,SAAS,CAAC,MAAM,IAAI,CAAC,WAAW,CAAC,IA AI,CAAC,CAAC,CAAC;SACtF;;;;AAKD,QAAA,SAAS,CAAC,YAAY,CAAC,SAAS,CAAC,MAAM,IAAI,CAAC,WAAW,EAAE,CAAC,CAAC;KAC5D;IAE D,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,EAAE,CAAC;AACVB,QAAA,IAAI,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC;KAC5B;;IA GD,cAAc,GAAA;AACZ,QAAA,MAAM,SAAS,GACb,IAAI,CAAC,SAAS,CAAC,IAAI,IAAI,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,QAAQ;AACpD,cAA E,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,QAAQ,CAAC,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC;cACpD,IAAI,CAAC;AACX,QAAA,MAAM,KAAK,GAA G,IAAI,CAAC,MAAM,IAAI,IAAI,GAAG,SAAS,GAAG,IAAI,CAAC,MAAM,CAAC;QAC5D,OAAO,OAAO,KAAK,KAAK,QAAQ,GAAG,CAAG,EAAA,KA AK,GAAG,IAAI,CAAC,OAAO,CAAA,EAAG,IAAI,CAAC,WAAW,EAAE,GAAG,IAAI,CAAC;KACxF;IAED,WAAW,CAAC,WAAW,GAAG,KAAK,EAAA;A AC7B,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,CAAC,EAAE,CAAC;QAEtC,IAAI,OAAO,KAAK,IAAI,CAAC,eAAe,IAAI,WAAW,EAAE;AACnD,YAAA,M AAM,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,aAAa,CAAC;YAC5C,MAAM,WAAW,GAAG,IAAI,CAAC,IAAI,IAAI,IAAI,IAAC,IAAL,AAK,KAAK KAAK,GAAG,CAAC,GAAG,aAAa,CAAC;AAC5F,YAAA,MAAM,SAAS,GAAG,WAAW,KAAK,aAAa,GAAG,CAAC,GAAG,aAAa,CAAC;YACjF,OAAO,C AAC,KAAK,CAAC,WAAW,CAAC,GAAG,OAAO,IAAI,EAAE,CAAC;AAC3C,YAAA,OAAO,CAAC,KAAK,CAAC,SAAS,CAAC,GAAG,EAAE,CAAC;AA C9B, YAAA,IAAI,CAAC,eAAe,GAAG,OAAO,CAAC;SAChC;KACF;AAED;;;;;AAKG;AACO,IAAA,cAAc,CAAC,KAAa,EAAA;;;;AAIpC,QAAA,IAAI,CA AC,MAAM,GAAG,KAAK,CAAC,KAAK,CAAC,GAAG,IAAK,GAAG,KAAK,CAAC;QAC3C,IAAI,CAAC,WAAW,ÉAAE,CAAC;KACpB;AAED;;;;;AAKG; AACO,IAAA,eAAe,CAAC,MAAuB,EAAA;QAC/C,IAAI,KAAK,GAAG,MAAM,CAAC;QACnB,IAAI,KAAK,GAAG,IAAI,CAAC;AAEjB,QAAA,IAAI,OAA O,MAÁM,KÁAK,QÁAQ,EÁAE;YAĆ9B,MÁŘM,KÁAK,ĠAAG,MAAM,ĆAAC,KAAK,ĆŘAC,ĊÁAC,ĆAAC,ĆAAC;ÁAC3Ć,YAAÁ,KAÁK,ĞAAG,KAÁK,CA AC,CAAC,CAAC,CAAC;AACjB,YAAA,KAAK,GAAG,KAAK,CAAC,CAAC,CAAC,IAAI,KAAK,CAAC;SAC3B;AAED,QAAA,IAAI,CAAC,WAAW,GAAG ,KAAK,CAAC;AACzB,QAAA,IAAI,CAAC,OAAO,GAAG,eAAe,CAAC,KAAK,CAAC,CAAC;QACtC,IAAI,CAAC,WAAW,EAAE,CAAC;KACpB;qHA/GU ,kbaakb,eaaa,iaaa,eaaa,caaa,eaaa,kaaa,eaaac,waaa,eaaa,eaaa,eaaa,kaaa,eaaad,oaaa,eaaa,eaaa,eaaa,kaaa,eaaa,eaa ADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,oBAAoB,EAAE,SAAS,EAAE,eAAe,EAAC,CAAA;gBAc5D,MAAM,EAAA,CAAA; sBADT,KAAK;uBAAC,0BAA0B,CAAA;;;ACrCnC;;AAEG;MAQU,iBAAiB,CAAA;IAK5B,WACY,CAAA,KAA0B,EACpB,SAA4B,EAAA;QAD5B,IAAK, CAAA,KAAA,GAAL,KAAK,CAAe;QACpB,IAAS,CAAA,SAAA,GAAT,SAAS,CAAmB;;QAJxC,IAAS,CAAA,SAAA,GAAY,KAAK,CAAC;KAKvB;AAEJ, IAAA,OAAO,CAAC,KAAY,EAAA;AACIB,QAAA,IAAI,CAAC,SAAS;AACZ,cAAE,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,iBAAiB,CAAC,IAAI,CAAC, AC,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,GAAA,CAAA,SAAA,EAAA,CAAA,CAAA,AAA;AAAjB,IAAA,SAAA,IAAA,CAAA,IAAA,G AAÁ,EAAÁ,CAAÁ,OBAÁA,CAÁA,EAÁA,UAÁA,EAÁA,QAÁA,EAÁA,OAÁA,EAÁA,EAÁA,IAAÁ,EAAÁ,IBAÁÍB,WHÁE4B,ġBAAġB,CAÁA,EAÁ D,IBAAIB,EAAA,UAAA,EAAA,CAAA;kBAP7B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,qBAAqB;AAC/B,oBAAA,IAAI,E AAE;AACJ,wBAAA,SAAS,EAAE,iBAAiB;AAC7B,qBAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;gGAIC,SAAS,EAAA,CAAA;sBA DR,KAAK;AAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,4BAA4B,EAAE,SAAS,EAAE,gBAAgB,EAAC,CAAA;;;ACR3E,MAAM,qBAAqB,GAAG;IAC5B,iBAAiB;IACjB,cAAc;IACd,kBAAkB;IACIB,iBAAiB;IACjB,OAAO;IACP,WAAW;IACX,iBAAiB;CACIB,CAAC;MAMW,aAAa,CAAA;qHAA OAAO,EAAE,qBAAqB;AAC/B,iBAAA,CAAA;;;AC7BD;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://langular.io/license\n *\n'\nimport {Directive, Inject, Inject, Inject, Optional, ViewContainerRef} from '@angular/core';\n\n/*\n * Injection token used to provide a 'CdKTreeNode' to its outlet.\n * Used primarily to avoid circular imports.\n * @docs-private\n */\nexport const CDK_TREE_NODE_OUTLET_NODE = new InjectionTokens{}-\color=

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governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from
@angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n
AfterContentChecked,In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ContentChildren,In Directive,In ElementRef,In
Input,\n IterableChangeRecord,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n OnInit,\n QueryList,\n TrackByFunction,\n ViewChild,\n
ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport {In BehaviorSubject,\n isObservable,\n
Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from
'./outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects
with a data source to retrieve data of type 'T' and rendersin * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-
container>`,in host: {in 'class': 'cdk-tree',in 'role': 'tree',in },in encapsulation: ViewEncapsulation.None,in // The \"OnPush\" status for the
CdkTree` component is effectively a noop, so we are removing it.in // The view for `CdkTree` consists entirely of templates declared in other
views. As they are\n // declared elsewhere, they are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-
decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n}\nexport class
CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n /** Subject that emits when the component has
been destroyed. */\n private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the
data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */In private _defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */In private _dataSubscription: Subscription | null;\n\n /** Level of nodes
*/\n private _levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render.
Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data
array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set dataSource(dataSource: DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource !== dataSource) {\n this._switchDataSource(dataSource);\n }\n }\n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n
@Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, 'index' and 'item'.\n *\n @Input() trackBy:

TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use 'descendants: true', because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs:
QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n *
Can be used by the data source to as a heuristic of what data should be provided in */in readonly viewChange = new BehaviorSubject<{start:
number; end: number}-({\n start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private
 changeDetectorRef: ChangeDetectorRef,\n) {}\n\n ngOnInit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if
(!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n }\n }\n }\n ponDestroy() {\n
this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if
(this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as
DataSource<T>).disconnect(this); in }In\n if (this_dataSubscription) {In this_dataSubscription.unsubscribe(); In this_dataSubscription =
null;\n }\n\nngAfterContentChecked() {\n const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1
&& (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
defaultNodeDefs[0];\n\n if (this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n }\n\n //
TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n\n /**\n * Switch to the
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
is null, interpret this byln * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n
In https://www.set.up.a.subscription for the data provided by the data source. */\n private_observeRenderChanges() {\n let dataStream:
Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {\n dataStream
observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
.subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
getTreeNoValidDataSourceError();\n }\n \n\n /** Check for changes made in the data and render each change (node added/removed/moved).
*/In renderNodeChanges(In data: readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef = this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n
changes for Each Operation (In (In item: Iterable Change Record < T>, In adjusted Previous Index: number | null, In current Index: number | null, In )
=> {\n if (item.previousIndex == null) {\n this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);\n } else if (currentIndex == null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n );\n\n
this._changeDetectorRef.detectChanges();\n }\n\n /**\n * Finds the matching node definition that should be used for this node data. If there is
only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If
none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if
(this._nodeDefs.length === 1) {\n return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i,
data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw
getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?:
ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\n } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level =
this._levels.get(parentData)! + 1;\in } else {\in context.level = 0;\in }\in this._levels.set(nodeData, context.level);\in\in || Use default tree nodeOutlet,
or nested node's nodeOutlet\n const container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer;\n
container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`
used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @Input() get role(): 'treeitem' |
'group' {In return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {In // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
CdkTreeNode<T, K>;\n this.role = 'treeitem';\n }\n\n ngOnInit(): void {\n this._parentNodeAriaLevel
getParentNodeAriaLevel(this._elementRef.nativeElement);\n this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}');\n }\n\n
ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
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(CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode.mostRecentTreeNode);\n (CdkTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRecentTreeNode.mostRece
this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** Focuses the menu item. Implements for FocusableOption. */\n focus(): void {\n
this._elementRef.nativeElement.focus();\n }\n\n // TODO: role should eventually just be set in the component host\n protected
  _setRoleFromData(): void {\n if (\n !this._tree.treeControl.isExpandable &&\n !this._tree.treeControl.getChildren &&\n (typeof ngDevMode ===
'undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this.role = 'treeitem';\n }\n\function
getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&!isNodeElement(parent)) {\n if (!parent) {\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree
errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node
template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [In {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n})\nexport class CdkNestedTreeNode<T, K = T>\n
extends CdkTreeNode-T, K>In implements AfterContentinit, OnDestroy, Onlnitln{\n\/ |** Differ used to find the changes in the data provided by the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n\/ |** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */\n protected _children: T[];\n\n\/ |** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n\/ | We need to use `descendants: true`, because lvy will no longer match\n\/ | indirect descendants if it's left as false.\n\/ descendants: true,\n\/ )\n\/ |\n\/ |
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\text{\text{n elementRef: ElementRef<+HTMLElement>,\n tree: CdkTree<T, K>,\n protected _differs: IterableDiffers,\n) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
this_differs.find([]).create(this__tree.trackBy);in if (!his__tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this._tree.treeControl.getChildren(this.data);\n if
(ArrayisArray(childrenNodes)) {In this.updateChildrenNodes (childrenNodes as T[]);in } else if (isObservable(childrenNodes)) {In childrenNodes)) {In childrenNodes in .pipe(takeUntil(this._destroyed))\n .subscribe(result => this.updateChildrenNodes(result));\n }\n this.nodeOutlet.changes\n
.pipe(takeUntil(this__destroyed))\n .subscribe(() => this.updateChildrenNodes());\n \\n\n // This is a workaround for
https://github.com/angular/angular/issues/23091\n // In act mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
*/in protected updateChildrenNodes(children?: T[j): void {in const outlet = this._getNodeOutlet();in if (children) {in this._children = children;in
In if (outlet && this._children) In const viewContainer = outlet.viewContainer; In this._tree.renderNodeChanges(this._children,
this._dataDiffer, viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n
}\n \\n\n \r* Clear the children dataNodes. */\n protected _clear(): void {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n \\n\r* Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n\n \/\n\ Note that since we use `descendants: true` on the query, we have to ensure\n // that we don't pick up the outlet
'[cdkTreeNodePadding]',\n standalone: true,\n}\nexport class CdkTreeNodePadding<T, K = T> implements OnDestroy {\n /** Current padding value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
 cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {\n
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return
this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private
_treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir: Directionality,\n ) {\n this._setPadding();\n if (_dir) {\n _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true));\n
In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in theln // data to ensure that everything is up to date.\n_treeNode._dataChanges.subscribe(() => this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the
this._currentPadding = padding;\n }\n }\n\n |\n\n /**\n * This has been extracted to a util because of TS 4 and VE \n * View Engine doesn't support
property rename inheritance.\n* TS 4.0 doesn't allow properties to override accessors or vice-versa.\n* @docs-private\n*/\n protected
_setLevelInput(value: number) {\n || Set to null as the fallback value so that _setPadding can fall back to the node level if the\n || consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n || they set 0 explicitly.\n this._level = isNaN(value)? null! : value;\n this._setPadding();\n }\n\n |**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
  setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts =
node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle<T, K = T> {\n /** Whether expand/collapse the node recursively. */\n @Input({alias: 'cdkTreeNodeToggleRecursive', transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
CdkTreeNode<T, K>,\n ) {}\n\n _toggle(event: Event): void {\n this.recursive\n ?
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._treeControl.toggle(this._treeNode.data);\n\n
event.stopPropagation();\n \\n\,"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
 ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}\n","/**In * Generated bundle index. Do not edit.\n */\n\nexport *
from './index';\n"],"names":
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AAA,QAAA,EAAA,EAAA,CAAA,CAAA,CAAA,EAAA;;kGAXpD,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAJ9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAA A;AACT,oBAAA,QAAQ,EAAE,sBAASB;AAChC,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BASCI,QAAQ;yCAzBP,KAAK,EAAA,CAAA;sB ADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,oBAAoB,EAAE,SAAS,EAAE,eAAe,EAAC,CAAA;gBAc5D,MAAM,EAAA,CAAA; sbadt,kaak;ubaac,0baa0b,caaa;;;acrcnc;;aaeg;maqu,ibaaib,caaa;lak5b,wacy,caaa,kaaob,eacpb,saa4b,eaaa;qad5b,iaak, CAAA,KAAA,GAAL,KAAK,CAAe;QACpB,IAAS,CAAA,SAAA,GAAT,SAAS,CAAmB;;QAJxC,IAAS,CAAA,SAAA,GAAY,KAAK,CAAC;KAKvB;AAEJ, IAAA,OAAO,CAAC,KAAY,EAAA;AACIB,QAAA,IAAI,CAAC,SAAS;AACZ,cAAE,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,IBAAIB,CAAC,IAAI,CAAC, AC.WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,EAAA,CAAA,SAAA,EAAA,CAAA,EAAA,AAAjB,IAAA,SAAA,IAAA,CAAA,IAAA,G AA,EAAA,CAAA,OBAAA,CAAA,EAAA,LAAA,CAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EAAA,IAAA,EAAA,IAAA,EAAA,IAAA,EA D, IBAAIB, EAAA, UAAA, EAAA, CAAA; KBAP7B, SAAS; AAAC, YAAA, IAAA, EAAA, CAAA; AACT, OBAAA, QAAQ, EAAE, qBAAqB; AAC/B, OBAAA, IAAI, EAAE; AACJ, wBAAA, SAAS, EAAE, IBAAIB; AAC7B, qBAAA; AACD, OBAAA, UAAU, EAAE, IAAI; AACJB, IBAAA, CAAA; gGAIC, SAAS, EAAA, CAAA; sBA DR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,4BAA4B,EAAE,SAAS,EAAE,gBAAgB,EAAC,CAAA;;;ACR3E,MAAM,gBAAgB,G AAG;IAC5B,IBAAİB;IACjB,cAAc;IACd,kBAAkB;IAClB,IBAAIB;IACjB,OAAO;IACP,WAAW;IACX,IBAAİB;CAClB,CAAC;MAMW,aAAa,CAAA;qHAA Cd,kBAAkB;YACIB,iBAAiB;YACjB,OAAO;YACP,WAAW;YACX,iBAAiB,CAAA,EAAA,CAAA,CAAA,EAAA;SHAON,aAAa,EAAA,CAAA,CAAA,EAAA ;;kGAAb,aAAa,EAAA,UAAA,EAAA,CAAA;kBAJzB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EAAE,qBAAqB;AAC9B,oBAAA, OAAO,EAAE,qBAAqB;AAC/B,iBAAA,CAAA;;;AC7BD;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, TemplateRef} from '@angular/core';\n\n/** Context provided to the tree node component. */\nexport class CdkTreeNodeOutletContext<T> {\n /** Data for the node. */\n \$implicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /** Index location of the node. */\n index?: number;\n\n /** Length of the number of total dataNodes. */\n count?: number;\n\n constructor(data: T) {\n this.\$implicit = data;\n }\n}\n\n/**\n * Data node definition for the CdkTree.\n * Captures the node's template and a when predicate that describes when this node should be used.\n */\n@Directive({\n selector: '[cdkTreeNodeDef]',\n inputs: ['when: cdkTreeNodeDefWhen'],\n standalone: true,\n})\nexport class CdkTreeNodeDef<T> {\n /**\n * Function that should return true if this node template should be used for the provided node\n * data and index. If left undefined, this node will be considered the default node template to\n * use when no other when functions return true for the data.\n * For every node, there must be at least one when function that passes or an undefined to\n * default.\n */\n when: (index: number, nodeData: T) => boolean;\n\n /** @docs-private */\n constructor(public template: TemplateRef<any>) {\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Returns an error to be thrown when there is no usable data.\n * @docs-private\n */\nexport function getTreeNoValidDataSourceError() {\n return Error(`A valid data source must be provided.');\n}\n\n/**\n * Returns an error to be thrown when there are multiple nodes that are missing a when function.\n * @docs-private\n */Inexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be one default row without a when predicate function.`);\n}\n\n/**\n * Returns an error to be thrown when there are no matching node defs for a particular set of data.\n * @docs-private\n */nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data.):\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs-private\n */\nexport function control did not implement functions for flat/nested node.\n * @docs-private\n */\nexport function getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.');\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from '@angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChildren,In Directive,In ElementRef,In Input,In IterableChangeRecord,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport In BehaviorSubject, In isObservable, In Observable, In of as observableOf, In Subject, In Subscription, In from 'rxjs'; Inimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type `T` and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: \cdkTreeNodeOutlet></ng-container>\,\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the `CdkTree` component is effectively a noop, so we are removing it.\n // The view for CdkTree consists entirely of templates declared in other views. As they areln // declared elsewhere, they are checked when their declaration points are checked.in // tslint:disable-next-line:validate-decoratorsin changeDetection: ChangeDetectionStrategy.Default,in standalone: true,in imports: [CdkTreeNodeOutlet],\n})\nexport class CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n Subject that emits when the component has been destroyed. */In private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */in private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */n private _defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */\n private _levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render. Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<1> | Observable<T[]> | T | {\n return this._dataSource;\n }\n set dataSource(dataSource: DataSource<T> | Observable<T |> | T || {\n return this._dataSource: !== dataSource} {\n this._switchDataSource(dataSource);\n }\n }\n private _dataSource: DataSource<T> | Observable<T ||> | T ||;\n\n /** The tree controller */\n @Input() treeControl: TreeControl<T, K>;\n\n /**\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, 'index' and 'item'.\n *\n @Input() trackBy:

TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use descendants: true, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true, in })\n _nodeDefs: QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n // Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can be used by the data source to as a heuristic of what data should be provided.\n */\n readonly viewChange = new BehaviorSubject<{start: number; end: number}-({\n start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private_differs: IterableDiffers,\n private $_{\rm changeDetectorRef:}$ ChangeDetectorRef,\n) {}\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDesithis._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect = = 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }ın\n if (this_dataSubscription) {\n this_dataSubscription.unsubscribe();\n this_dataSubscription = TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n\n /**\n * Switch to the provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source provided data source by resetting the data and distubscribing from the currentin "render change subscription in one exists. If the data sits null, interpret this byln * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource: DataSource<T> | Observable<T[]> | T[] {\n if (this._dataSource & typeof (this._dataSource as DataSource<T>).disconnect (this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n} == 'function') {\n this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n

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}InIn /** Set up a subscription for the data provided by the data source. */In private _observeRenderChanges() {In let dataStream:
 Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {In dataStream
observable Of (this.\_dataSource); In $ln if (dataStream) {ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataSubscription = dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln this.\_dataStream ln.pipe(takeUntil(this.\_onDestroy)) ln
 .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
 getTreeNoValidDataSourceError();\n }\n }\n\n /** Check for changes made in the data and render each change (node added/removed/moved).
 */In renderNodeChanges(In data: readonly T[],In dataDiffer: IterableDiffer<T> = this._dataDiffer;In viewContainer: ViewContainerRef
this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n changes = \n changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n )
=> {In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if (currentIndex == null) {In viewContainer.remove(adjustedPreviousIndex!);In this._levels.delete(item.item);In } else {In const view =
 viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n );\n\n
this._changeDetectorRef.detectChanges();\n }\n\n /**\n * Finds the matching node definition that should be used for this node data. If there is
only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If
none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if
(this._nodeDefs.length === 1) {\n return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i,
data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
 it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?:
 ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\ln } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\ln context.level = this._levels.get(parentData)! + 1;\ln } else {\ln context.level = 0;\ln }\ln this._levels.set(nodeData, context.level);\ln\ln // Use default tree nodeOutlet,
or nested node's nodeOutlet\n const container = viewContainer? viewContainer:\n container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`
created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the
'class': 'cdk-tree-node',\n' [attr.aria-expanded]': 'isExpanded',\n' },\n standalone: true,\n})\nexport class CdkTreeNode<\text{T, K = Ts} implements
FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be
used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @Input() get role(): 'treeitem' |
'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
 so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
}\n\n get level(): number {\n || If the treeControl has a getLevel method, use it to get the level. Otherwise read the\n || aria-level off the parent node and use it as the level for this node (note aria-level is\n || 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
return this._tree.treeControl.getLevel\n? this._tree.treeControl.getLevel\this._data\)\n: this._parentNodeAriaLevel\;\n\}\n\n constructor\(\n\) protected _elementRef: ElementRef<HTMLElement>\,\n\ protected _tree: CdkTree<T, K>\,\n\) \{\n\ CdkTreeNode.mostRecentTreeNode = this as
CdkTreeNode<T, K>;In this.role = 'treeitem';In }InIn ngOnlnit(): void {In this._parentNodeAriaLevel = getParentNodeAriaLevel(this._elementRef.nativeElement);In this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);In }InIn
get a territorial activation and the last tree node being destroyed, in // clear out the reference to avoid leaking memory. In if (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this_dataChanges.complete();\n
 this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** Focuses the menu item. Implements for FocusableOption. */\n focus(): void {\n
this._elementRef.nativeElement.focus();\n }\n\n // TODO: role should eventually just be set in the component host\n protected
  setRoleFromData(): void {\n if (\n !this_tree.treeControl.isExpandable &&\n !this_tree.treeControl.getChildren &&\n (typeof ngDevMode ===
 undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this.role = 'treeitem';\n }\n}\n\function
getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&!isNodeElement(parent)) {\n if (!parent) {\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.');\n } else {\n return -1;\n }\n } else if (parent.classList.contains('cdk-nested-tree
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
In Infunction is Node Element (element: HTML Element) {In const classList = element.classList; In return !!(classList?.contains('cdk-nested-
tree-node') || classList?-contains('cdk-tree'));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n AfterContentInit,\n ContentChildren,\n Directive,\n ElementRef,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n OnInit,\n QueryList,\n} from '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree-errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node
template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [in {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
 CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n})\nexport class CdkNestedTreeNode<T, K = T>\n
extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in
 CdkTreeNodeOutlet`.*/\n protected _children: T[];\n\n /** The children node placeholder.*/\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
 need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  _differs: IterableDiffers,\n ) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
 {In throw getTreeControlFunctionsMissingError();In }In const childrenNodes = this_tree.treeControl.getChildren(this.data);In if
In if (outlet && this._children) In const viewContainer = outlet.viewContainer; in this._tree.renderNodeChanges(this._children,
 this._dataDiffer, viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n
In Inln /** Clear the children dataNodes. */In protected _clear(): void (In const outlet = this._getNodeOutlet(); in if (outlet) (In
 outlet.viewContainer.clear();\n this_dataDiffer.diff([]);\n }\n }\n\ /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const
outlets = this.nodeOutlet;\nin // Note that since we use 'descendants: true' on the query, we have to ensure\n // that we don't pick up the outlet
of a child node by accident.\n return outlets && outlets.find(outlet => !outlet._node || outlet._node === this);\n \\n\\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input,
Interview of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the control of the cont
value applied to the element. Used to avoid unnecessarily hitting the DOM. *In private _currentPadding: string | null;\n\n /* Subject that emits when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
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```
'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {\n return this._level;\n }\n set level(value: number) {\n
this._setLevelInput(value); In }In _level: number; InIn /**In * The indent for each level. Can be a number or a CSS string. In * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return
this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private
_treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir: Directionality,\n ) {\n this._setPadding();\n if (_dir) {\n _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true));\n
In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in the\n // data to ensure that everything is up to date\n_treeNode_dataChanges.subscribe() => this_setPadding();\n }\n\n ngOnDestroy() {\n this_destroyed.next();\n this_destroyed.complete();\n }\n\n /* The padding indent value for the tree node. Returns a string with px numbers if not null. */\n_paddinglndent(): string | null {\n const nodeLevel =\n this_treeNode.data && this_tree.treeControl.getLevel\n ? this_tree.treeControl.getLevel(this_treeNode.data)\n : null;\n const level = this_level == null ? nodeLevel : this_level;\n return typeof level === 'number' ? '${level * this_indentUnits}' : null;\n |\n\n | \n\n setPadding(forceChange = false) {\n const padding = this_paddinglndent();\n\n if (padding !== this_currentPadding || forceChange) {\n const level = memory naddinglndent();\n\n if (padding !== this_dir && this_dir value === 'thi' ? 'naddinglight' : 'naddinglefit' in const resetPron = this_dir && this_dir value === 'thi' ? 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' : 'naddinglight' 
this_element.nativeElement;\n const paddingProp = this_dir && this_dir.value === 'rtl' ? 'paddingRight' : 'paddingLeft';\n const resetProp = paddingProp === 'paddingLeft' ? 'paddingRight' : 'paddingLeft';\n element.style[paddingProp] = padding || ";\n element.style[resetProp] = ";\n
 this._currentPadding = padding;\n }\n }\n\n\/**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support
property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
_setLevelInput(value: number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n // they set 0 explicitly.\n this._level = isNaN(value)? null! : value;\n this._setPadding();\n }\n\n *This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
   setIndentInput(indent: number | string) {In let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts =
indent.split(cssUnitPattern);\text{in value} = parts[0];\text{in units} = parts[1] || units;\text{in } h\text{in this.indentUnits} = units;\text{in this._indent} = numberAttribute(value);\text{in this._setPadding();\text{in} } h\text{in} * @license\text{in this._indentUnits} = units;\text{in this._indent} = numberAttribute(value);\text{in this._setPadding();\text{in} } h\text{in} * @license\text{in this._indentUnits} = units;\text{in this._indent} = numberAttribute(value);\text{in this._setPadding();\text{in} } h\text{in} * \text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\text{in this._indentUnits} = units;\tex
CdkTreeNode\tag{\text{Nome} in the expandiate of contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the contraction of the co
this. tree.treeControl.toggleDescendants(this. treeNode.data)\n: this. tree.treeControl.toggle(this. treeNode.data);\n\n
event.stopPropagation();\n}\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
 '@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
  ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}\n","/**In * Generated bundle index. Do not edit.\n */\n\nexport *
from './index';\n"],"names":
["observableOf", il.CdkTree", il.CdkTreeNode"], "mappings": ";;;;;;;AAWA;MACsB,eAAe,CAAA;AAArC,IAAA,WAAA,GAAA;;AAWE,QAAA,IAAA
,CAAA,cAAC,GAASB,IAAI,cAAC,CAAI,IAAI,CAAC,CAAC;KAUEJE;;AAHDC,IAAA,MAAM,CAAC,QAAW,EAAA;AACHB,QAAA,IAAI,CAAC,CAAC,CA
AC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC;KAC1D;;AAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AACHB,QAAA,IAAI,CAA
C,QAAC,CAAC,HACID,CAAE,HAI,CAAC,BAAIB,CAAC,QAAQ,CAAC,CAAC,CAAC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HACIC,HAC
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,WAAW,GAAQ,EAAE,CAAC;AAE5B,QAAA,IAAI,CAAC,eAAe,CAAC,WAAW,EAAE,QAAQ,CAAC;;AAE5C,QAAA,OAAO,WAAW,CAAĆ,MAA
 M,CAAC,CAAC,CAAC,CAAC;KAC9B;;IAGS,eAAe,CAAC,WAAgB,EAAE,QAAW,EAĀA;AĀCrD,QAAA,WAAW,CAĀC,IAAI,CAAC,QAAQ,CAAC,CAA
C;QAC3B,MAAM,aAAa,GAAG,IAAI,CAAC,WAAW,CAAC,QAAQ,CAAC,CAAC;DAACjD,QAAA,IAAI,KAAK,CAAC,OAAO,CAAC,aAAa,CAAC,EAAE;A
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 vB;AACF,CAAA;AAED;;;AAGG;MAMU,cAAc,CAAA;;AAW2B,IAAA,WAAA,CAAmB,QAA0B,EAAA;QAA1B,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAA
CÁAA,SÁÀA,EAÁA,CAÁA,CAÁA,EÁAA;yGÁAd,cÁAc,EÁAA,YÁAA,EÁAA,IAÁA,EAÁA,QAÁA,EAÁA,kBÁAA,EÁAA,MÁAA,EÁAA,EÁAA,IAÁA,EA
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,UBANDB,GANA;ANCC,IMAN,ONAO,NANT,CANC,CANC,ECNAC,ANC,CANC,CANC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMCSC,IMC
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,CAAC;SACpC;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,WAAW,CAAC,aAAa,CAAC,KAAK,EAAE,CAAC;AAEvC,QAAA,IAAI,CAAC,UA
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AAA,MAAM,MAAM,GAAG,IAAI,CAAC,cAAc,EAAE,CAAC;QACrC,IAAI,QAAQ,EAAE;AACZ,YAAA,IAAI,CAAC,SAAS,GAAG,QAAQ,CAAC;SAC3B; AACD,QAAA,IAAI,MAAM,IAAI,IAAI,CAAC,SAAS,EAAE;AAC5B,YAAA,MAAM,aAAa,GAAG,MAAM,CAAC,aAAa,CAAC;AAC3C,YAAA,IAAI,CAAC, KAAK,ČAAC, IBAAIB,CAAC,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,WAAW,EAAE,AAAA,EAAE,IAAI,CAAC,KAAK,CAAC,CAAC;SAC3F;aAAM;;AAEL ,YAAA,IAAI,CAAC,WAAW,CAAC,IAAI,CAAC,EAAE,CAAC,CAAC;SAC3B;KACF;;IAGS,MAAM,GAAA;AACd,QAAA,MAAM,MAAM,GAAG,IAAI,CAA C,cAAc,EAAE,CAAC;QACrC,IAAI,MAAM,EAAE;AACV,YAAA,MAAM,CAAC,aAAa,CAAC,KAAK,EAAE,CAAC;AAC7B,YAAA,IAAI,CAAC,WAAW,CA AC,IAAI,CAAC,EAAE,ČAAC,CAAC;SAC3B;KACF;;IAGO,cAAc,GAAA;AACpB,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,UAAU,CAAC;;;QAIhC,OA AO,OAAO,IAAI,OAAO,CAAC,IAAI,CAAC,MAAM,IAAI,CAAC,MAAM,CAAC,KAAK,IAAI,MAAM,CAAC,KAAK,IAAI,CAAC,CAAC;KACIF;qHAt FU,iBAAiB,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,UAAA,EAAA,EAAA,EAAA,KAAA,EAAAC,OAAA,EAAA,EAAA,EAAA,AAA,EAAA,CAAA,CAAA,EAAA,CA A,EAAA,IAAA,EAAA,QAAA,EAAA,SBAAA,EAAA,IAAA,EAAA,EAAA,CAAA,EAAA,SBAAA,EAAA,SAAA,EAAA,AACT,YAAA,EAAA,OAAO,E AAE,WAAW,EAAE,WAAW,EAAE,iBAAiB,EAAC;AACtD,YAAA,EAAC,OAAO,EAAE,yBAAyB,EAAE,WAAW,EAAE,iBAAiB,EAAC;AACrE,SAAA,EAA A,OÁAA,EAÁA,CAÁA,EAÁA,YAÁA,EAAÁ,YAAÁ,EAAA,SAAÁ,EAIBgB,IBAÁIB,EAÁA,WÁAÁ,EAAÁ,IAAA,CAAA,ÉAAA,ÓAAA,ÉAAA,ÓAAA,ÉAAA, ,mBAAA,CAAA,EAAA,eAAA,EAAA,IAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAXvB,iBAAiB,EAAA,UAAA,EAAA,CAAA;kBA Ź7B,SAÁS;AAÁC,YAÁA,IAAÁ,EAAÁ,CAÁA;AAĆŤ,oBÁAA,QÁÁQ,EÁÁE,sBÁASB;ÁAChĆ,oBAÁÁ,QAAQ,ÉAAE,mBAAmB;AAC7B,oBÁAA,SÁAS, EAAE;AACT,WBAAA,EAAC,OAAO,EAAE,WAAW,EAAE,WAAW,MBAAMB,EAAC;AACtD,WBAAA,EAAC,OAAO,EAAE,yBAAyB,EAAE,WAAW,MBA AMB,EAAC;AACrE,qBAAA;AACD,oBAAA,IAAI,EAAE;AACJ,wBAAA,OAAO,EAAE,sBAAsB;AAChC,qBAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AA CjB,iBAAA,CAAA;gIAiBC,UAAU,EAAA,CAAA;sBALT,eAAe;AAAC,gBAAA,IAAA,EAAA,CAAA,iBAAiB,EAAE;;;AAGIC,wBAAA,WAAW,EAAE,IAAI ;AACIB,qBAAA,CAAA;;;AC5CH;AACA,MAAM,cAAc,GAAG,eAAe,CAAC;AAEvC;;;AAGG;MAKU,kBAAkB,CAAA;;AAW7B,IAAA,IACI,KAAK,GAA Á;QACP,OAAO,IAAI,CÄÁC,MAAM,CAÁC;KACPB;IACD,IAAÍ,KAAK,CAAC,KAAA,ËAAA;AACrB,QAAA,IAÁI,CAAĆ,CAAC,KAAK,CAAĆ,CAAĆ,CAA C;KAC5B;AAGD;;;AAGG;AACH,IAAA,IACI,MAAM,GAAA;QACR,OAAO,IAAI,CAAC,OAAO,CAAC;KACrB;IACD,IAAI,MAAM,CAAC,MAAuB,EAAA; AAChC,QAAA,IAAI,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;KAC9B;AAGD,IAAA,WAAA,CACU,SAA4B,EAC5B,KAAoB,EACpB,QAAIC,EACrB,IA AOB,EÁÃA;QÁHhC,IAAS,CAAA,SAAA,GAAT,SAAS,CAAMB;QAC5B,IAAK,CAAA,KAAA,GAAL,KAAK,CAAe;QÁCpB,IAAQ,CAAÁ,QAAA,GAAR,Q AOQ,CAAYB;QACIB,IAAI,CAAA,IAAA,GAAI,SAAA,GAAI,SAAS,CAAIIIB;QACSB,IAAA,CAAA,IAAAA,GAAA;CAAA;QACIB;IAAQ,CAAA;QAAA,IAAA,GAAA,QAAA,QAAQ,CAAQ;CAAC;QACIB,IAAI,CAAA,IAAAA,GAAA,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAO,EAAQ,CAAC;;QAGID,IAAW,CA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/*\n * Returns an error to be thrown when there is no usable data.\n * @docs-private\n */nexport function getTreeNoValidDataSourceError() {\n return Error(`A valid data source must be provided.`);\n}\n\n/**\n * Returns an error to be thrown when there are multiple nodes that are missing a when function.\n * @docs-private\n */\nexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be one default row without a when predicate function.`);\n}\n\n/**\n * Returns an error to be thrown when there are no matching node defs for a particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data.`);\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs-private\n */\nexport function getTreeControlMissingError() {\n' return Error(`Could not find a tree control for the tree.`);\n}\n\n/**\n * Returns an error to be thrown when tree control did not implement functions for flat/nested node.\n * @docs-private\n */\nexport function getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.`);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from @angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ContentChildren,In Directive,In ElementRef,In Input,\n IterableChangeRecord,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n OnInit,\n QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable, In of as observableOf, In Subject, In Subscription, In} from 'rxjs', Inimport {takeUntil} from 'rxjs/operators', Inimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type `T` and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-container>`,\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the CdkTree` component is effectively a noop, so we are removing it.in // The view for `CdkTree` consists entirely of templates declared in other

```
views. As they are\n // declared elsewhere, they are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-
 decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n})\nexport class
CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n /** Subject that emits when the component has
been destroyed. */\n private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private
   defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes
 */In private _levels: Map<T, number> = new Map<T, number>();\n\n !**\n * Provides a stream containing the latest data array to render.
Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
dataSource(dataSource: DataSource
    | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < | - | Observable < |
@Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
 if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:
 TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use descendants: true, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs:
 QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
 Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n *
Can be used by the data source to as a heuristic of what data should be provided in */in readonly viewChange = new BehaviorSubject<{start:
number; end: number}>({In start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private
_changeDetectorRef: ChangeDetectorRef.\n ) {}\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngO
this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as
(this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription =
null;\n }\n\nngAfterContentChecked() {\n const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1 && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
defaultNodeDefs[0];ln\n if (this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n }\n\n //
 TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n\n /**\n * Switch to the
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
 is null, interpret this byln * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
 this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n
Inn /** Set up a subscription for the data provided by the data source. */\n private _observeRenderChanges() {\n let dataStream;
 Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
 (isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {\n dataStream
 observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw getTreeNoValidDataSourceError();\n }\n }\n\n\n\n'* Check for changes made in the data and render each change (node added/removed/moved).
*/\n renderNodeChanges(\n data: readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef = this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n\n changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n )
 => {\n if (item.previousIndex == null) {\n this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);\n } else if
(currentIndex == null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this. levels.delete(item.item);\n } else {\n const view =
 viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n );\n\n
this._changeDetectorRef.detectChanges();\n }\n\n /**\n * Finds the matching node definition that should be used for this node data. If there is
only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if
(this._nodeDefs.length === 1) {In return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i, data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place
 it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?:
 ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created
embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level =
container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode`
created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the
node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n \}\n \}\n\)
node for CdkTree. It contains the data in the tree node.\n */\n@Directive({\n selector: 'cdk-tree-node',\n exportAs: 'cdkTreeNode',\n host: {\n
'class': 'cdk-tree-node',\n '[attr.aria-expanded]': 'isExpanded',\n },\n standalone: true,\n}\\nexport class CdkTreeNode-T, K = T> implements FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be
 used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @Input() get role(): 'treeitem' |
'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
 so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */In readonly_dataChanges = new Subject<void>();In/In private_parentNodeAriaLevel: number;In/In /** The tree node's data. */In get data(): T {In return this._data;In }In set data(value: T) {In if (value !== this._data) {In this._data = value;In this._setRoleFromData();In this._dataChanges.next();In }In protected _data: T;In/In get isExpanded(): boolean {In return this._tree.treeControl.isExpanded(this._data);In }In/In get level(): number {In // If the treeControl has a getLevel method, use it to get the level. Otherwise read the In // aria-level off the parent node and use it as the level for this node (note a ria-level isIn // 1-indexed, while this property is 0-indexed, so we don't need to increment).In get is treeControl get level(): this treeControl get level(): In the parentNodeAria_level(): In Indexed(): parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In the parentNodeAria_level(): In t
return this_treeControl.getLevel(n ? this_treeControl.getLevel(this_data)\n : this_parentNodeAriaLevel\n }\n\) protected _elementRef: ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">ElementRef<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lements">Elements<html="lemen
CdkTreeNode<T, K>;In this.role = 'treeitem';In }InIn ngOnlnit(): void {In this._parentNodeAriaLevel = getParentNodeAriaLevel(this._elementRef.nativeElement);In this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);In }InIn
 ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n
 this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** Focuses the menu item. Implements for FocusableOption. */\n focus(): void {\n
this._elementRef.nativeElement.focus();\n }\n\n // TODO: role should eventually just be set in the component host\n protected
   setRoleFromData(): void {\n if (\n !this_tree.treeControl.isExpandable &&\n !this_tree.treeControl.getChildren &&\n (typeof ngDevMode ===
 'undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this.role = 'treeitem';\n }\n}\n\nfunction
 getParentNodeAriaLevel(nodeElement: HTMLElement): number {In let parent = nodeElement.parentElement;In while (parent &&
!isNodeElement(parent)) {In parent = parent.parentElement; In while (parent && !isNodeElement(parent)) {In parent = parent.parentElement; In while (parent) {In if (!parent) {In if (!parent) {In if (!parent) {In if (!parent) {In parent = "undefined" || ngDevMode) {In throw Error('Incorrect tree structure containing detached node.'); In } else {In return -1; In } In } else if (parent.classList.contains('cdk-nested-tree-node')) {In return numberAttribute(parent.getAttribute('aria-level')!); In } else {In // The ancestor element is the cdk-tree itselfin return 0; In } In } In } In } in } else if (parent.classList: contains('cdk-nested-tree-node')) || classList?.contains('cdk-nested-tree-node')) || classList?.contains('cdk-tree')); In } in } else in * Copyright Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://langular.io/license.in * // Inimport {In throw the file that the contact of the license in All Index the life that the contact of the license in All Index the life that the contact of the license in All Index the life that the contact of the license in All Index the life that the contact of the license in All Index the life that the life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literable life that the literabl
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
```

```
'@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree
errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [\n {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
CdkNestedTreeNode},In ],In host: {In 'class': 'cdk-nested-tree-node',In },In standalone: true,In})Inexport class CdkNestedTreeNode<T, K = T>In extends CdkTreeNode<T, K>In implements AfterContentInit, OnDestroy, OnInitIn{In /** Differ used to find the changes in the data provided by the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */In protected _children: T[;\n\n /** The children node placeholder. */In @ContentChildren(CdkTreeNodeOutlet, {\n // We need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  differs: IterableDiffers,in ) {in super(elementRef, tree);in }inin ngAfterContentInit() {in this. dataDiffer =
 this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
{In throw getTreeControlFunctionsMissingError();In }In const childrenNodes = this._tree.treeControl.getChildren(this.data);In if
 (Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[);\n } else if (isObservable(childrenNodes)) {\n
 childrenNodes\n .pipe(takeUntil(this._destroyed))\n .subscribe(result => this.updateChildrenNodes(result));\n }\n this.nodeOutlet.changes\n
.pipe(takeUntil(this._destroyed))\n .subscribe(() => this.updateChildrenNodes());\n }\n\n // This is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n}
 super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
 */in protected updateChildrenNodes(children?: T[]): void {in const outlet = this._getNodeOutlet();in if (children) {in this._children = children;in
In if (outlet && this._children) {In const viewContainer = outlet.viewContainer;} In this._tee.renderNodeChanges(this._children, this._dataDiffer, viewContainer, this._dataDiffer.diff([]);\n }\n }\n | *Clear the children dataNodes. */\n protected _clear(): void {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n | *Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n | */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nodeOutlet() {\n const outlets = this.nod
of a child node by accident.\n return outlets && outlets.find(outlet => !outlet_node || outlet_node === this);\n \n\n',"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input,
numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs',\nimport {Subject} from 'rxjs',\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */\nconst cssUnitPattern = /([A-Za-z%]+)$/;\n\n/**\n *
 Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n selector:
 '[cdkTreeNodePadding]',\n standalone: true,\n})\nexport class CdkTreeNodePadding<T, K = T> implements OnDestroy {\n /** Current padding
 value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits
 when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n/\n CSS units used for the indentation
 value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {\n return this._level;\n }\n set level(value: number) {\n
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return
We have to subscribe to changes in the\n // data to ensure that everything is up to date\n_treeNode_dataChanges.subscribe(() => this_setPadding());\n \nn ngOnDestroy() \n this_destroyed.next();\n this_destroyed.complete();\n \n\n nm /* The padding indent value for the tree node. Returns a string with px numbers if not null. */\n_paddinglndent(): string | null \n const nodeLevel =\n this_treeNode.data && this_tree.treeControl.getLevel\n ? this_tree.treeControl.getLevel\(\text{this}\)_treeNode.data\(\text{)}\n : null;\n const level = this_level == null ? nodeLevel:
this._level;\n return typeof level === 'number' ? `${level * this._indent\$fthis.indentUnits}` : null;\n \\n\ _setPadding(forceChange = false) {\n
const padding = this_paddingIndent();\n\n if (padding !== this_currentPadding || forceChange) {\n const element =
this._element.nativeElement;\n const paddingProp = this._clir && this._dir.value === 'rtl' ? 'paddingRight' : 'paddingLeft';\n const resetProp = paddingProp ==== 'paddingLeft'? 'paddingRight' : 'paddingLeft';\n element.style[paddingProp] = padding || ";\n element.style[resetProp] = ";\n this._currentPadding = padding;\n }\n \n\n\r*\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n *\n protected
_setLevelInput(value: number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set the directive as `cdkTreeNodePadding=\"\"` We still want to take this value if\n // they set 0 explicitly.\n this._level = isNaN(value) ? null! : value;\n this._setPadding();\n }\n\n /**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
  setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts =
indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;\n }\n\n this.indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */n\nimport {Directive,
Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
node.\n *\n@Directive({\n selector: \[ \] \text{CdkTreeNodeToggle} \]',\n \\ \nost: \{\n '(\click)': '\text{toggle(\$event)',\n },\n \text{standalone: \text{true,\n}}\)\newport class CdkTreeNodeToggle

CdkTreeNodeToggle
T, K = T> \{\n \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{Nn \rightarrow \text{N
transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
 CdkTreeNode<T, K>,\n ) {\n\n _toggle(event: Event): void {\n this.recursive\n?
 this._tree.treeControl.toggleDescendants(this._treeNode.data)\n : this._treeControl.toggle(this._treeNode.data);\n\n
event.stopPropagation();\n \\n\,"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
 '@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
  ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}\n","/**\n * Generated bundle index. Do not edit.In */In\nexport *
C,cAAc,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,KAC1D;;AAGD,IAAA,QAAQ,CAAC,QAAW,EAAA;AACIB,QAAA,
IAAI,CAAC,CAAC,QAAQ,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC;KAC5D;;AAGD,IAAA,UAAU,CAAC,QAAW,EAAA;AAC
AAW,EAAA;QAC3B,IAAI,CAAC,cAAc,CAAC,UAAU,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC;AAC1D,cAAE,IAAI,CAAC,mBAAmB,CAA
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KAAK,EAAE,CAAC;KAC7B;;AAGD,IAAA,IBAAIB,CAAC,QAAW,EAAA;AAC3B,QAAA,IAAI,aAAa,GAAG,CAAC,QAAQ,CAAC,CAAC;QACIB,aAAa,
CAAC,IAAI,CAAC,GAAG,IAAI,CAAC,cAAc,CAAC,QAAQ,CAAC,CAAC,CAAC;QACrD,IAAI,CAAC,cAAC,CAAC,MAAM,CAAC,GAAG,aAAa,CAAC,
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 QAAA,IAAI,aAAa,GAAG,CAAC,QAAQ,CAAC,CAAC;QAC/B,aAAa,CAAC,IAAI,CAAC,GAAG,IAAI,CAAC,cAAc,CAAC,QAAQ,CAAC,CAAC,CAAC,
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 ĂAC;KÁCXF;AAES,IAAA,aAAa,CAAC,KAAY,ÉAAA;ÁACIC,QAAA,OAAO,IAAI,CAAC,OAAO,GAÁG,IAAÍ,CAAĆ,OAAÓ,CAAĆ,KAAÚ,CAAĆ,GAAÍ,K
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```

Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from '@angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component, In ContentChildren, In Directive, In ElementRef, In Input, In IterableChangeRecord, In IterableDiffer, In IterableDiffers, In OnDestroy, In OnInit,\n QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core':\nimport {\n BehaviorSubject.\n isObservable.\n Observable.\n of as observableOf.\n Subject.\n Subscription.\n} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeMissingMatchingNodeDefsError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeMissingMatchingNodeDe "T' and rendersIn * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */In@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-container>`,\n host: {\n 'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the `CdkTree` component is effectively a noop, so we are removing it.\n // The view for `CdkTree` consists entirely of templates declared in other views. As they are\n // declared elsewhere, they are checked when their declaration points are checked.\n // tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n})\nexport class CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, Onlnit (In /** Subject that emits when the component has been destroyed. */In private readonly _onDestroy = new Subject<void>();In\n /** Differ used to find the changes in the data provided by the data source. */In private dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private _defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */\n private levels: Map<T, number> = new Map<T, number>(); \ln /** \ln * Provides a stream containing the latest data array to render. Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render. $\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set$ dataSource(dataSource: DataSource<T> | Observable<T[]> | T[] {\n if (this._dataSource) | In this._gataSource) {\n this._switchDataSource(dataSource);\n }\n }\n }\n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n @Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:

TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use 'descendants: true', because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n nodeDefs: QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n // Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can be used by the data source to as a heuristic of what data should be provided.\n */\n readonly viewChange = new BehaviorSubject<{start: number; end: number}-({\n start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private_differs: IterableDiffers,\n private _changeDetectorRef: ChangeDetectorRef.\n) {}\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTree this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {\n (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n \\n\nngAfterContentChecked() \{\n\const\ defaultNodeDefs\ = \text{this._nodeDefs.filter(def} => \text{!def.when);\n\ if (defaultNodeDefs.length} > 1
&& (typeof\ ngDevMode\ === 'undefined' ||\ ngDevMode\)\{\n\ throw\ getTreeMultipleDefaultNodeDefsError();\n\}\n\ this._defaultNodeDef\ = provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this byin * clearing the node outlet. Otherwise start listening for new data.\n */\n private_switchDataSource(dataSource: DataSource<T>| Observable<T||> | T||) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {In (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSource) this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data sourcein if (!dataSource) {\n this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._obsérveRenderChanges();\n }\n }InIn /** Set up a subscription for the data provided by the data source. */In private observeRenderChanges() {In let dataStream: Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if (isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {\n dataStream observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw getTreeNoValidDataSourceError();\n }\n }\n\n'/** Check for changes made in the data and render each change (node added/removed/moved). /n renderNodeChanges(\n data: readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef = this._nodeOutlet.viewContainer,\n parentData?: T,\n) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) => {\n if (item.previousIndex == null) {\n this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);\n } else if (currentIndex == null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view = only\n * one node definition, it is returned. Otherwise, find the node definition that has a when\n * predicate that returns true with the data. If none return true, return the default node\n * definition.\n */\n _getNodeDef(data: T, i: number): CdkTreeNodeDef<T> {\n if (this._nodeDefs.length === 1) {\n return this._nodeDefs.first!;\n }\n\n const nodeDef =\n this._nodeDefs.find(def => def.when && def.when(i, data)) || this._defaultNodeDef;\n\n if (!nodeDef && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMissingMatchingNodeDefError();\n }\n\n return nodeDef!;\n }\n\n /**\n * Create the embedded view for the data node template and place it in the correct index location\n * within the data node view container.\n */\n insertNode(nodeData: T, index: number, viewContainer?: ViewContainerRef, parentData?: T) {\n const node = this._getNodeDef(nodeData, index);\n\n // Node context that will be provided to created embedded view\n const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level = this.treeControl.getLevel(nodeData);\n } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level = this._levels.get(parentData)! + 1;in } else {\n context.level = 0;\n }\n this._levels.set(nodeData, context.level);\n\n // Use default tree nodeOutlet, or nested node's nodeOutlet\n const container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer;\n container.createEmbeddedView(node.template, context, index);\n\n // Set the data to just created `CdkTreeNode`.\n // The `CdkTreeNode` created from `createEmbeddedView` will be saved in static variable\n // `mostRecentTreeNode`. We get it from static variable and pass the node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n \}\n \}\n\\\n\\\^*\n * Tree node for CdkTree. It contains the data in the tree node.\n */\@Directive{{\n selector: 'cdk-tree-node',\n exportAs: 'cdkTreeNode',\n host: {\n 'class': 'cdk-tree-node',\n '[attr.aria-expanded]': 'isExpanded',\n },\n standalone: true,\n})\nexport Class CdkTreeNode-T, K = T> implements FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @lnput() get role(): 'treeitem' | 'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n

```
this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
 so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
 that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
 data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
 this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
}Inln get level(): number {in // if the treeControl has a getLevel method, use it to get the level. Otherwise read the\n // aria-level off the parent
node and use it as the level for this node (note aria-level ish // 1-indexed, while this property is 0-indexed, so we don't need to increment). In return this._tree.treeControl.getLevel\(\text{n}\) ? this._tree.treeControl.getLevel\(\text{n}\) ? this._parentNodeAriaLevel\(\text{in}\) }\(\text{n}\) n\(\text{n}\) constructor\(\text{n}\) protected _elementRef: ElementRef
HTMLElement>\(\text{n}\) protected _tree: CdkTree
Tree\(\text{n}\) ? \(\text{n}\) CdkTreeNode.mostRecentTreeNode = this as CdkTreeNode
Tree\(\text{n}\) * (in this._role = 'treeitem';\(\text{n}\) }\(\text{n}\) n\(\text{n}\) ngOnInit(): void \(\text{n}\) this._parentNodeAriaLevel =
getParentNodeAriaLevel(this._elementRef.nativeElement);\n his._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);\n }\n\n ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n
 this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** Focuses the menu item. Implements for FocusableOption. */\n focus(): void {\n
 this._elementRef.nativeElement.focus();\n }\n\n // TODO: role should eventually just be set in the component host\n protected
   _setRoleFromData(): void {\n if (\n !this._tree.treeControl.isExpandable &&\n !this._tree.treeControl.getChildren &&\n (typeof ngDevMode ===
 undefined' || ngDevMode)\n ) {\n throw getTreeControlFunctionsMissingError();\n }\n this.role = 'treeitem';\n }\n}\n\function
 getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&
 isNodeElement(parent)) {\n parent = parent.parentElement;\n }\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
 Error('Incorrect tree structure containing detached node.');\n } else {\n return -1;\n }\n } else if (parent.classList.contains('cdk-nested-tree-
 node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
}\n}\ninfunction isNodeElement(element: HTMLElement) {In const classList = element.classList;\n return !!(classList?.contains('cdk-rested-tree-node') || classList?.contains('cdk-tree'));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n}
 AfterContentInit.\n ContentChildren,\n Directive,\n ElementRef,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n OnInit,\n QueryList,\n\} from
'@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE, CdkTreeNodeOutlet} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree-
 errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node
 template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
 automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
 providers: [in {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
  CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n}\\nexport class CdkNestedTreeNode<T, K = T>\n
 extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
 the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in
  CdkTreeNodeOutlet`.*/\n protected _children: T[];\n\n /** The children node placeholder.*/\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
 need to use 'descendants: true', because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
 nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
   differs: IterableDiffers,In ) {In super(elementRef, tree);In }InIn ngAfterContentInit() {In this._dataDiffer =
this_differs.find([]).create(this_tree.trackBy);\n if (!this_tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this_tree.treeControl.getChildren(this.data);\n if (Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[]);\n } else if (isObservable(childrenNodes)) {\n childrenNodes\n.pipe(takeUntil(this_destroyed)\n.subscribe(result => this.updateChildrenNodes(result));\n }\n this.nodeOutlet.changes\n
pipe(takeUntil(this._destroyed))\in .subscribe(() => this.updateChildrenNodes(())\;\in \\ \text{lnin is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \{\text{ln in in a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \{\text{ln in a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \{\text{ln in a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \{\text{ln in a workaround for https://github.com/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \{\text{ln in a workaround for https://github.com/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\in override ngOnInit() \text{ln in a workaround for https://github.com/angular/issues/23091\n // In aot mode, \text{ln in a workaround for https://github.com/angular/issues/23091\n // In aot mode, \text{ln in a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https://github.com/angular/issues/23091\n // In a workaround for https:/
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this_clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet */\n protected updateChildrenNodes(children?: T[]): void {\n const outlet = this_getNodeOutlet();\n if (children) {\n this_children = children;\n
 In if (outlet && this._children) In const viewContainer = outlet.viewContainer; In this._tree.renderNodeChanges(this._children,
 this._dataDiffer, viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n
 In Inln /** Clear the children dataNodes. */In protected _clear(): void (In const outlet = this._getNodeOutlet(); in if (outlet) (In
 outlet.viewContainer.clear(); In this_dataDiffer.diff([]); In }In }In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\] \\ In\
 outlets = this.nodeOutlet;\nin // Note that since we use 'descendants: true' on the query, we have to ensure\n // that we don't pick up the outlet
 of a child node by accident.\n return outlets && outlets.find(outlet => !outlet._node || outlet._node === this);\n }\n}\n","/**\n * @license\n *
 Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
 LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input,
 numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs/operators';\nimport {Subject} from 'rxjs';\nimport
{CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */\nconst cssUnitPattern = /([A-Za-z%]+)$/;\n\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n selector:
 '[cdkTreeNodePadding]', In standalone: true, In}) Inexport class CdkTreeNodePadding
    To Implements OnDestroy (In I** Current padding value applied to the element. Used to avoid unnecessarily hitting the DOM. */In private _currentPadding: string | null; InIn I** Subject that emits

when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
  cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
 this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
 from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return
 this._indent;\n }\n set indent(indent: number | string) {in this._setIndentInput(indent);\n }\n_indent: number = 40;\n\n constructor(\n private
   treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _elèment: ElementRef<HTMLElement>,\n @Optional() private _dir:
 Directionality,\n) {\n this_setPadding();\n if (_dir) {\n _dir.change.pipe(takeUntil(this_destroyed)).subscribe(() => this_setPadding(true));\n
 Inn // In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
 We have to subscribe to changes in the\n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe(() =>
this._setPadding());in }In\n ngOnDestroy() {\n this._destroyed.next();in this._destroyed.complete();\n }\n\n f\n padding indent value for the tree node. Returns a string with px numbers if not null. */\n _paddingIndent(): string | null {\n const nodeLevel =\n this._treeNode.data &&
tree node. Returns a string with px numbers if not null. */ln _paddingIndent(): string | null {\n const nodeLevel =\n this._treeNode.data && this._tree.treeControl.getLevel\n? this._tree.treeControl.getLevel(this._treeNode.data)\n: null;\n const level = this._level == null? nodeLevel: this._level;\n return typeof level === 'number'? `${level * this._indent}${this.indentUnits}`: null;\n }\n\n_setPadding(forceChange = false) {\n const padding = this._paddingIndent();\n\n if (padding !== this._currentPadding || forceChange) {\n const element = this._element.nativeElement;\n const paddingProp = this._dir && this._dir.value === 'rtl'? 'paddingRight': 'paddingLeft';\n const resetProp = paddingProp === 'paddingLeft'? 'paddingRight': 'paddingLeft';\n element.style[paddingProp] = padding || ";\n element.style[resetProp] = ";\n this._currentPadding = padding;\n }\n \n\n\n\n*\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected _setLevelInput(value: number) {\n |/ Set to null as the fallback value so that _setPadding can fall back to the node level if the\n |/ consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n |/ they set 0 explicitly.\n this._level = isNaN(value)? null! : value:\n this._setPaddingO:\n \n \n View Engine doesn't support property
 value;\n this._setPadding();\n }\n\n /**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
 rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
   _setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent ==
                                                                                                                                                                                                                                                'string') {\n const parts =
indent.split(cssUnitPattern);\text{in this._indent} = \text{parts}[0];\text{in units} = \text{parts}[1] || \text{units};\text{ln} \text{} \text{lnit};\text{in this._indent} = \text{units};\text{units};\text{ln this._indent} = \text{units};\text{units};\text{ln this._indent} = \text{units};\text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{units} + \text{units};\text{u
 source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
 Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
node.\n */\n@Directive({\n selector: \[cdk\ree\node\ruggle\]',\n host: \{\n '\click\)': \[toggle\(\frac{\pmatrix}{\pmatrix}\)\] \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} \\ \text{hin} 
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._tree.treeControl.toggle(this._treeNode.data);\n\n
event.stopPropagation();\n \n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport \{\ngModule\} from
```

'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode\n CdkTreeNodeDef\,\n CdkTreeNodePadding\n\n CdkTreeNodeToggle\,\n CdkTree\nodeToggle\,\n CdkTreeNode\n CdkTreeNode\n\n CdkTreeNodeOutlet\,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS\,\n}\)\nexport class CdkTreeModule {\n',"/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index':\n''."\names":

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CAAC, aAAa, CAAC, MAAM, CAAC, EAAE; AACVC, QAAA, MAAM, GAAG, MAAM, CAAC, aAAa, CAAC; KAC/B; IACD, IAAI, CAAC, MAAM, EAAE; AACX, Q
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B,EAAA;AACzC,IAAA,MAAM,SAAS,GAAG,OAAO,CAAC,SAAS,CÀAC;AACpC,IAAA,OAAO,CAAC,EAAE,SAAS,EAAE,QAAQ,CAAC,SBAASB,CA
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,WAAA,CACE,UAAMC,EACNC,IAAMB,EACT,QAAyB,EAAA;AAENC,QAAA,KAAK,CAAC,UAAU,EAAE,IAAI,CAAC,CAAC;QAFd,IAAQ,CAAA,QAA
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,MAAM,CÂAC,ĨAAI,CAAC,KÂAK,CAÁC,OAAO,CAAC,ĈAAC;ÂACrÉ,QAAA,IAAI,ĊAAC,IÁAI,ĊAAC,KÃAK,ĈAAC,ŴAAŴ,CAAĆ,WAAŴ,KAAK,OAA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n AfterContentInit,\n ContentChildren,\n Directive,\n ElementRef,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n Onlnit,\n QueryList,\n} from '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from '/xjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE, CdkTreeNodeOutlet} from '/outlet';\nimport {CdkTree, CdkTreeNode} from '/\text{./tree';\nimport {getTreeControlFunctionsMissingError} from './tree-errors';\n\n/**\n * Nested node is a child of '<cdk-tree>'. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node', in exportAs: 'cdkNestedTreeNode', in providers: [In {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting: CdkNestedTreeNode},\n],\n host: {\n 'class': 'cdk-nestedtree-node',\n },\n standalone: true,\n})\nexport class CdkNestedTreeNode<T, K = T>\n extends CdkTreeNode<T, K>\n implements AfterContentinit, OnDestroy, OnInitin{in /** Differ used to find the changes in the data provided by the data source. */in private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */\n protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We need to use `descendants: true`, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\u00edn elementRef: ElementRef<HTMLElement>,\u00edn tree: CdkTree<T, K>,\u00edn protected _differs: IterableDiffers,\u00edn) {\u00edn super(elementRef, tree);\n \\n\n ngAfterContentInit() {\n this_dataDiffer = this_differs.find([]).create(this_tree.trackBy);\n if (!this_tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this_tree.treeControl.getChildren(this.data);\n if (Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[]);\n } else if (isObservable(childrenNodes)) {In childrenNodesIn .pipe(takeUntil(this._destroyed))\ln .subscribe(result => this.updateChildrenNodes(result));\ln }\ln this.nodeOutlet.changes\ln .pipe(takeUntil(this._destroyed))\ln .subscribe(() => this.updateChildrenNodes());\ln }\ln\ln || This is a workaround for https://github.com/angular/angular/issues/23091\ln || In aot mode, the lifecycle hooks from parent class are not called.\n override ngOnlnit() {\n super.ngOnlnit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet */\n protected updateChildrenNodes(children?: T[]): void {\n const outlet = this._getNodeOutlet();\n if (children) {\n this._children = children;\n }\n if (outlet && this._children) {\n const viewContainer = outlet.viewContainer;\n this._tree.renderNodeChanges(this._children, this._dataDiffer, viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n }\n }\n\n /** Clear the children dataNodes. */\n protected _clear(): void {In const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n }\n |\n |\n |\n | r** Gets the outlet for the current node. */In private _getNodeOutlet() {In const outlets = this nodeOutlet; InIn // Note that since we use `descendants: true` on the query, we have to ensure\n // that we don't pick up the outlet of a child node by accident.\n return outlets && outlets.find(outlet => !outlet._node || outlet._node === this);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input, numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs/operators';\nimport {Subject} from 'rxjs';\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */Inconst cssUnitPattern = /([A-Za-z%]+)\$/;\n\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the Subject<void>();in\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias: 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {\n return this._level;\n }\n set level(value: number) {\n this._setLevelInput(value);\n }\n _level: number;\n\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir: Directionality,\n) {\ln this._setPadding();\n if (_dir) {\ln _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true));\n }\n\n // \ln \text{ln ly the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render. We have to subscribe to changes in the in // data to ensure that everything is up to date.\n_treeNode._dataChanges.subscribe(() => this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the tree node. Returns a string with px numbers if number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set the directive as

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`cdkTreeNodePadding=\"\"`. We still want to take this value if\n // they set 0 explicitly.\n this._level = isNaN(value) ? null!: value;\n
this._setPadding();\n \\1\n\ **\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property rename
inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected _setIndentInput(indent:
number | string) {\n let value = indent; \n let units = 'px'; \n\n if (typeof indent === 'string') {\n const parts = indent.split(cssUnitPattern); \n value
'@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/*\n * Node toggle to expand/collapse the node.\n */\n@Directive{\\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle<\t, K = T> {\n /** Whether expand/collapse the node recursively. */\n @Input({alias: 'cdkTreeNodeToggleRecursive', transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTreeNode: CdkTreeNode: CdkTreeNode<\t, K>,\n ) {\}\n\n
_toggle(event: Event): void {In this.recursiveln ? this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._treeNode.data)\n: this._tree
 Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport
 \{CdkTreeNodePadding\}\ from './padding';\nimport \{CdkTreeNodeToggle\}\ from './toggle';\nimport \{CdkTree, CdkTreeNode\}\ from './tree';\nimport
 {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n
 CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n
CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n exports: EXPORTED_DECLARATIONS,\n})\nexport class
CdkTreeModule {}Inn;Inn@MgModule{{In Imports: EXPORTED_DECLARATIONS,In exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}Inn;Inn@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inn;Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@MgModule{{Inh@Mgmodule{{Inh@MgModule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgmodule{{Inh@Mgm
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input, numberAttribute, OnDestroy, Optional} from '@angular/core';\nimport {takeUntil} from 'rxjs/operators';\nimport {Subject} from 'rxjs';\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/** Regex used to split a string on its CSS units. */\nconst cssUnitPattern = /[[A-Za-z%]+)\$/;\n\n/**\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n' selector: '[cdkTreeNodePadding]',\n standalone: true,\n\}\nexport class CdkTreeNodePadding
 K = T> implements OnDestroy \{\text{In } \text{!n } \text{!m when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias: 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {\n this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir: Directionality,In) {\n this._setPadding();\n if (_dir) {\n _dir.change.pipe(takeUntil(this._destroyed)).subscribe(() => this._setPadding(true));\n In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render. We have to subscribe to changes in the\n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe(() => this._setPadding());in }In\n ngOnDestroy() {\n this._destroyed.enxt();\n this._destroyed.complete();\n }\n\n |\n\n |\n* The padding indent value for the tree node. Returns a string with px numbers if not null. */\n _paddinglndent(): string | null {\n const nodeLevel =\n this._treeNode.data && this._tree.treeControl.getLevel(\n ? this._tree.treeControl.getLevel(this._treeNode.data)\n : null;\n const level = this._level == null ? nodeLevel : this._level;\n return typeof level === 'number' ? '\${level * this._indentUnits}`: null;\n }\n\n _setPadding(forceChange = false) {\n const padding = this._paddinglndent();\n\n if (padding!end = this._currentPadding || forceChange) {\n const readding!end = this._paddingleft'\n const readding!\n const readd this_element.nativeElement;\n const paddingProp = this._dir.value === 'rtl'? 'paddingRight': 'paddingLeft';\n const resetProp = paddingProp === 'paddingLeft'? 'paddingRight': property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected _setLevelInput(value: number) {\n // Set to null as the fallback value so that _setPadding can fall back to the node level if the\n // consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value iftn // they set 0 explicitly.\n this._level = isNaN(value) ? null! : value; In this._setPadding(); In }InIn /**In * This has been extracted to a util because of TS 4 and VE.In * View Engine doesn't support property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected _setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts = _setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts = indent.split(cssUnitPattern);\n value = parts[0];\n units = parts[1] || units;\n }\n\n this._indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle(\$event)',\n },\n standalone: true,\n}\next{\nextrack}\nextrack\nextr event.stopPropagation();in }ln}\n","/**in * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}

from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n exports: EXPORTED_DECLARATIONS,\n})\nexport class CdkTreeModule {\}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":

["observableOf","i1.CdkTree","i1.CdkTreeNode"],"mappings":";;;;;;AAWA;MACsB,eAAe,CAAA;AAArC,IAAA,WAAA,GAAA;;AAWE,QAAA,IAAA AAW,EAAA;QAC3B,IAAI,CAAC,cAAc,CAAC,UAAU,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC;AAC1D,cAAE,IAAI,CAAC,mBAAmB,CAA C,QAAQ,CAAC;AACpC,cAAE,IAAI,CAAC,IBAAIB,CAAC,QAAQ,CAAC,CAAC;KACtC;;IAGD,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,cAAc,CAAC, KAAK,EAAE,CAAC;KAC7B;;AAGD,IAAA,IBAAIB,CAAC,QAAW,EAAA;AAC3B,QAAA,IAAI,aAAa,GAAG,CAAC,QAAQ,CAAC,QAAQ,CAAC,CAAC;AAC,GAAC,QAAQ,CAAC,CAAC,QAAQ,CAAC,CAAC,QAAQ,CAAC,CA GAAG,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC,KACtF;;AAGD,IAAA,mBAAmB,CAAC,QAAW,EAAA;AAC7B, QAAA,IAAI,aAAa,GAAG,CAAC,QAAQ,CAAC,CAAC;QAC/B,aAAa,CAAC,IAAI,CAAC,GAAG,IAAI,CAAC,cAAc,CAAC,QAAQ,CAAC,CAAC,CAAC, QACrD,IAAI,CAAC,cAAc,CAAC,QAAQ,CAAC,GAAG,aAAa,CAAC,GAAG,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC, AAC;KACXF;AAES,IAAA,aAAa,CAAC,KAAY,EAAA;AACIC,QAAA,OAAO,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,KAAU,CAAC,GAAI,K AAW,CAAC;KAC/D;AACF;;AC/ED;AACM,MAAO,eAA0B,SAAQ,eAAqB,CAAA;;AAEIE,IAAA,WAAA,CACkB,QAAiC,EACjC,YAASC,EAC/C,OAASC, EAAA;AAE7C,QAAA,KAAK,EAAE,CAAC;QAJQ,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAyB;QACjC,IAAY,CAAA,YAAA,GAAZ,YAAY,CAA0B;QAC/C,I AAO,CAAA,OAAA,GAAP,OAAO,CAA+B;AAI7C,QAAA,IAAI,IAAI,CAAC,OAAO,EAAE;YAChB,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,OAAO,CAAC,OAAO,CAAC,SACrC;KACF;AAED;;;;;AAKG;AACH,IAAA,cAAc,CAAC,QAAW,EAAA;QACxB,MAAM,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,OAAO AAqB,CAAA;;IAEpE,WACkB,CAAA,WAAsE,EAC/E,OAAWC,EAAA;AAE/C,QAAA,KAAK,EAAE,CAAC;QAHQ,IAAW,CAAA,WAAA,GAAX,WAAW,C AA2D;QAC/E,IAAO,CAAA,OAAA,GAAP,OAAO,CAAIC;AAI/C,QAAA,IAAI,IAAI,CAAC,OAAO,EAAE;YAChB,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,O AAO,CAAC,OAAO,CAAC;SACrC;KACF;AAED;;;;AAKG;IACH,SAAS,GAAA;AACP,OAAA,IAAI,CAAC,CAAC,CAAC,KAAK,EAAE,CAAC;AAC5B,O AAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC,MAAM,CACpC,CAAC,WAAgB,EAAE,QAAQ,KAAK,CAAC,GAAG,WAAW,EAAE,GAAG,IAAI,C AAC,cAAc,CÀAC,QAAQ,CAAC,EAAE,QAAQ,CAAC,EAC5F,EAAE,CACH,CAAC,QACF,IAAÌ,CAAC,cAAc,CAAC,MAAM,CAAC,GAAG,QAAQ,CAA C,GÁAG,CÁAC,IAĂI,IAĂI,IAAI,CÁAC,AĂAa,ČÁAC,IÁAI,CAÁC,CAÁC,CAÁC,CAÁČ;KÁC/E;;ÁAGD,IÁAA,CÁAC,CÁAC,QÁAW,EÁAA;QÁCXB,MAAM ,WAAW,GAAQ,EAAE,CAAC;AAE5B,QAAA,IAAI,CAAC,eAAe,CAAC,WAAW,EAAE,QAAQ,CAAC,CAAC;;AAE5C,QAAA,OAAO,WAAW,CAAC,MAA M,CAAĆ,CAAĆ,CAAĆ,CAAĆ;KAC9B;;IAGŚ,eAÁe,CAÁC,WAÁgB,EÁAE,QÁAW,EÁÀA;AÃCrD,QAAA,WAAW,CÁÃC,IAÁI,CAAĆ,QAAÓ,CAAĆ,CAA C;QAC3B,MAAM,aAAa,GAAG,IAAI,CAAC,WAAW,CAAC,QAAQ,CAAC,CAAC;DAACjD,QAAA,IAAI,KAAK,CAAC,OAAO,CAAC,aAAa,CAAC,EAAE;A AChC,YAAA,aAAa,CAAC,OAAO,CAAC,CAAC,KAAQ,KAAK,IAAI,CAAC,eAAe,CAAC,WAAW,EAAE,KAAK,CAAC,CAAC,CAAC;SAC/E;AAAM,aAA AC,CAAC,SAAS,CAAC,QAAQ,IAAG;AACjF,gBAAA,KAAK,MAAM,KAAK,IAAI,QAAQ,EAAE;AAC5B,oBAAA,IAAI,CAAC,eAAe,CAAC,WAAW,EAA E,KAAK,CAAC,CAAC;iBAC1C;AACH,aAAC,CAAC,CAAC;SACJ;KACF;AACF;;AC7DD;;;;AAIG;MACU,yBAAyB,GAAG,IAAI,cAAc,CAAK,2BAA2B, EAAE;AAE7F;;;AAGG;MAKU,iBAAiB,CAAA;IAC5B,WACS,CAAA,aAA+B,EACgB,KAAW,EAAA;QAD1D,IAAa,CAAA,aAAA,GAAb,aAAa,CAAkB;Q AAA,CAAA;AACT,OBAAA,QAAQ,EAAE,qBAAqB;AAC/B,OBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BAII,MAAM;2BAAC,yBAAyB,CAAA;; 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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle(\$event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle<T, K = T> {\n /** Whether expand/collapse the node recursively. */In @Input({alias: 'cdkTreeNodeToggleRecursive', transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree
T, k>,\n protected _treeNode: CdkTreeNode
T, k>,\n) {}\n\n _toggle(event: Event): void {\n this.recursive\n ? this._tree.treeControl.toggleDescendants(this._treeNode.data)\n : this._tree.treeControl.toggle(this._treeNode.data);\n\n event.stopPropagation();\n \\n\,"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}\n","/**\n * Generated bundle index. Do not edit.In */In\nexport * exports: ExPORTED_DECLARATIONS,In},Inexport class contreemodule {}\text{in'', r'''\text{in''}} \text{Generated buildle index. Do not edit.\text{in'', r\text{in'', r\text{in''}}} \text{in'', r\text{in' AAW,EAAA;QAC3B,IAAI,CAAC,cAAc,CAAC,UAAU,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC;AAC1D,cAAE,IAAI,CAAC,mBAAmB,CAA C,QAAQ,CAAC;AACpC,cAAE,IAAI,CAAC,iBAAiB,CAAC,QAAQ,CAAC,CAAC;KACtC;;IAGD,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,cAAc,CAAC, CACIDIANI, CAAC, C AAC;KACXF;AAES,IAAA,aAAa,CAAC,KAAY,EAAA;AACIC,QAAA,OAAO,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,KAAU,CAAC,QAAI,K AAW,CAAC;KAC/D;AACF;;AC/ED;AACM,MAAO,eAA0B,SAAQ,eAAqB,CAAA;;AAEIE,IAAA,WAAA,CACkB,QAAiC,EACjC,YAASC,EAC/C,OAAsC AAqB,CAAA;;IAEpE,WACkB,CAAA,WAAsE,EAC/E,OAAwC,EAAA;AAE/C,QAAA,KAAK,EAAE,CAAC;QAHQ,IAAW,CAAA,WAAA,GAAX,WAAW,C AA2D;QAC/E,IAAO,CAAA,OAAA,GAAP,OAAO,CAAIC;AAI/C,QAAA,IAAI,IAAI,CAAC,OAAO,EAAE;YACHB,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,O AAO,CÀAC,OAAO,CAAC;SACrC;KACF;AAED;;;;;AAKG;IACH,SAAS,GAAA;AACP,QAAA,IAAI,CAAC,CAAC,CAAC,KAAK,EAAE,CAAC;AAC5B,Q AAA,MAAM,QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC,MAAM,CACpC,CAAC,WAAgB,EAAE,QAAQ,KAAK,CAAC,GAAG,WAAW,EAAE,GAAG,IAAI,C AAC,cAAc,CÀAC,QAAQ,CAAC,EAAE,QAAQ,CAAC,EAC5F,EAAE,CACH,CAAC,QACF,IAAÌ,CAAC,cAAc,CAAC,MAAM,CAAC,GAAG,QAAQ,CAA ,WAAW,GAAQ,EAAE,CAAC;AAE5B,QAAA,IAAI,CAAC,eAAe,CAAC,WAAW,EAAE,QAAQ,CAAC,CAAC;;AAE5C,QAAA,OAAO,WAAW,CAAC,MAA M,CAAC,CAAC,CAAC,CAAC;KAC9B;;IAGS,eAAe,CAAC,WAAgB,EAAE,QAAW,EAĀA;AĀCrD,QAAA,WAAW,CAĀC,IAAI,CAAC,QAAQ,CAAC,CAA A,qBAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAjB,iBAAIB,EAAA,UAAA,EAAA,CAAA;kBAJ7B,SAAS;AAAC,YAAA,IAAA,E AAA,CAAA;AACT,OBAAA,QAAQ,EAAE,qBAAqB;AAC/B,OBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BAII,MAAM;2BAAC,yBAAyB,CAAA;

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Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Directive,\n InjectionToken,\n Input,\n OnChanges,\n OnDestroy,\n SimpleChanges, In booleanAttribute, In} from '@angular/core'; Inimport {Subject} from 'rxjs'; InIn/** Used to generate unique ID for each accordion. */\nlet nextld = 0;\n\n/**\n * Injection token that can be used to reference instances of `CdkAccordion`. It serves\n * as alternative token to the actual `CdkAccordion` class which could cause unnecessary\n * retention of the class and its directive metadata.\n */\nexport const CDK_ACCORDION = new InjectionToken<CdkAccordion>('CdkAccordion');\n\n/**\n * Directive whose purpose is to manage the expanded state of CdkAccordion|tem children.\n *\n@Directive({\partial n selector: 'cdk-accordion, [cdkAccordion]',\n exportAs: 'cdkAccordion',\n providers: [{provide: CDK_ACCORDION, useExisting: CdkAccordion}],\n standalone: true,\n}\nexport class CdkAccordion implements
OnDestroy, OnChanges {\n /** Emits when the state of the accordion changes *\n readonly _stateChanges = new Subject<SimpleChanges>
();\n\n /** Stream that emits true/false when openAll/closeAll is triggered. */\n readonly _openCloseAllActions: Subject<boolean> = new
Subject<boolean>();\n\n /** A readonly id value to use for unique selection coordination. */\n readonly id: string = `cdkaccordion-\${nextId++}`;\n\n /** Whether the accordion should allow multiple expanded accordion items simultaneously. */\n @Input({transform: booleanAttribute}) multi: boolean = false;\n\n /** Opens all enabled accordion items in an accordion where multi is enabled. */In openAll(): void {In if (this.multi) {In this. openCloseAllActions.next(true); In }In }In |In /** Closes all enabled accordion items. */In closeAll(): void {\n this._openCloseAllActions.next(false);\n }\n\n ngOnChanges(changes: SimpleChanges) {\n this._stateChanges.next(changes);\n }\n\n ngOnDestroy() {\n this._stateChanges.complete();\n this._openCloseAllActions.complete();\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Output,\n Directive,\n EventEmitter,\n Input,\n OnDestroy,\n Optional, In ChangeDetectorRef, In SkipSelf, In Inject, In boolean Attribute, In from '@angular/core'; Inimport (UniqueSelection Dispatcher) from '@angular/cdk/collections';\nimport {CDK_ACCORDION, CdkAccordion} from './accordion';\nimport {Subscription} from 'rxjs';\n\n/** Used to generate unique ID for each accordion item. */Inlet nextId = 0;InIn/**In * An basic directive expected to be extended and decorated as a component. Sets up all\n * events and attributes needed to be managed by a CdkAccordion parent.\n */\n@Directive({\n selector: 'cdkaccordion-item, [cdkAccordionItem]',\n exportAs: 'cdkAccordionItem',\n providers: [\n // Provide `CDK_ACCORDION\` as undefined to prevent nested accordion items from\n // registering to the same accordion.\n {provide: CDK_ACCORDION, useValue: undefined},\n],\n standalone: true,\n})\nexport class CdkAccordionItem implements OnDestroy {\n /** Subscription to openAll/closeAll events. */\n private openCloseAllSubscription = Subscription.EMPTY;\n /** Event emitted every time the AccordionItem is closed. */\n @Output() readonly closed: EventEmitter<void> = new EventEmitter<void>();\n /** Event emitted every time the AccordionItem is opened. */\n @Output() readonly opened: EventEmitter<void> = new EventEmitter<void>();\ln /** Event emitted when the AccordionItem is destroyed. */\n @Output() readonly destroyed: EventEmitter<void> = new EventEmitter<void>();\ln /** Event emitted when the AccordionItem is destroyed. */\n @Output() readonly destroyed: EventEmitter<void> = new EventEmitter<void>();\ln /**\n * Emitted whenever the expanded state of the accordion changes.\ln * Primarily used to facilitate two-way binding.\n * @docs-private\n *\n @Output() readonly expandedChange: EventEmitter<boolean> = new EventEmitter<boolean>();\n\n /** The unique AccordionItem id. *\n readonly id: string = `cdk-accordion-child-\{nextId++\}`;\n\n /** Whether the AccordionItem is expanded. *\n @Input(\{transform: booleanAttribute\}\n get expanded(): boolean \{\n return this._expanded;\n \}\n set expanded(expanded: boolean) {\n // Only emit events and update the internal value if the value changes.\n if (this._expanded !== expanded) {\n this._expanded = expanded;\n´this.expandedChange.emit(expanded);\n\n if (expanded) {\n this.opened.emit();\n /**\n * In the unique selection dispatcher, the id parameter is the id of the CdkAccordionItem,\n * the name value is the id of the accordion.\n */\n const accordionId = Ensures that the animation will run when the value is set outside of an `@Input`.in // This includes cases like the open, close and toggle methods.\n this._changeDetectorRef.markForCheck();\n \n private _expanded = false;\n\n /** Whether the AccordionItem is disabled. */\n @Input({transform: booleanAttribute}) disabled: boolean = false;\n\n /** Unregister function for _expansionDispatcher. */\n private _removeUniqueSelectionListener: () => void = () => {};\n\n constructor(\n @Optional() @Inject(CDK_ACCORDION) @SkipSelf() public accordion: CdkAccordion,\n private _changeDetectorRef: ChangeDetectorRef,\n protected _expansionDispatcher: UniqueSelectionDispatcher,\n) {\n this_removeUniqueSelectionListener = _expansionDispatcher.listen(\n (id: string, accordionld: string) => {\n if (\n this.accordion &&\n this.id !== id\n) {\n this.expanded = false;\n }\n accordion item. */\n toggle(): void {\n if (!this.disabled) {\n this.expanded = !this.expanded;\n }\n }\n }\n }\n }\n }\n }\n \] item to true. */n open(): void {\n if (!this.disabled) {\n this.expanded = true;\n }\n }\n\n private _subscribeToOpenCloseAllActions():
Subscription {\n return this.accordion._openCloseAllActions.subscribe(expanded => {\n // Only change expanded state if item is enabled\n if (!this.disabled) {\n this.expanded = expanded;\n }\n }\;\n }\n}\n\","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAccordion} from './accordion';\nimport {CdkAccordionItem} from './accordion item';\n\n@NgModule({\n imports: [CdkAccordion, CdkAccordion|tem],\n exports: [CdkAccordion, CdkAccordion|tem],\n})\nexport class
CdkAccordionModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Output,\n Directive,\n EventEmitter,\n Input,\n OnDestroy,\n Optional,\n ChangeDetectorRef,\n SkipSelf,\n Inject,\n booleanAttribute,\n} from '@angular/core';\nimport {UniqueSelectionDispatcher} from '@angular/cdk/collections';\nimport {CDK_ACCORDION, CdkAccordion} from './accordion';\nimport {Subscription} from 'rxjs';\n\n/** Used to generate unique ID for each accordion item. */Inlet nextId = 0;\n\n/**\n * An basic directive expected to be extended and decorated as a component. Sets up all\n * events and attributes needed to be managed by a CdkAccordion parent.\n */\n@Directive({\n\ selector: 'cdkaccordion-item, [cdkAccordionItem]',\n exportAs: 'cdkAccordionItem',\n providers: [\n // Provide `CDK_ACCORDION\` as undefined to prevent nested accordion items from\n // registering to the same accordion.\n {provide: CDK_ACCORDION, useValue: undefined},\n],\n standalone: true,\n}\)\nexport class CdkAccordionItem implements OnDestroy {\n /** Subscription to openAll/closeAll events. */\n private openCloseAllSubscription = Subscription.EMPTY;\n /** Event emitted every time the AccordionItem is closed. */\n @Output() readonly closed: EventEmitter<void> = new EventEmitter<void>();\n /** Event emitted every time the AccordionItem is opened. */\n @Output() readonly opened: EventEmitter<void> = new EventEmitter<void> = new EventEmitter<void> ();\n /** Event emitted when the AccordionItem is destroyed. */\n @Output() readonly destroyed: EventEmitter<void> = new EventEmitter<void>();\n\n /**\n * Emits whenever the expanded state of the accordion changes.\n * Primarily used to facilitate two-way binding.\n * @docs-private\n *\n @Output() readonly expandedChange: EventEmitter

EventEmitter

boolean>();\n\n /** The unique AccordionItem id. *\n readonly id: string = `cdk-accordion-child-\${nextId++}`;\n\n /** Whether the AccordionItem is expanded. *\n @Input({transform: booleanAttribute})\n get expanded(): boolean {\n return this._expanded;\n }\n set expanded(expanded: boolean) {\n // Only emit events and update the internal value if the value changes.\n if (this._expanded !== expanded) {\n this._expanded = expanded;\n this.expandedChange.emit(expanded);\n\n if (expanded) {\n this.opened.emit();\n /**\n * In the unique selection dispatcher, the id parameter is the id of the CdkAccordionItem,\n * the name value is the id of the accordion.\n */\n const accordionId = Ensures that the animation will run when the value is set outside of an `@Input`.in // This includes cases like the open, close and toggle methods.in this._changeDetectorRef.markForCheck();\n }\n }\n private_expanded = false;\n\n /** Whether the AccordionItem is disabled. */\n @Input({transform: booleanAttribute}) disabled: boolean = false;\n\n /** Unregister function for _expansionDispatcher. */\n private _removeUniqueSelectionListener: () => void = () => {};\n\n constructor(\n @Optional() @Inject(CDK_ACCORDION) @SkipSelf() public accordion: CdkAccordion,\n private changeDetectorRef: ChangeDetectorRef.\n protected expansionDispatcher: UniqueSelectionDispatcher,\n) {\n this._removeUniqueSelectionListener = _expansionDispatcher.listen(\n (id: string, accordionId: string) => {In if (In this.accordion &&In !this.accordion.multi &&In this.accordion.id === accordionId &&In this.id !== idIn) {In this.expanded = false; In }In , (n), (n), (When an accordion item is hosted in an accordion, subscribe to open/close events. (n if (this accordion), (ln this._openCloseAllSubscription = this._subscribeToOpenCloseAllActions();\n }\n }\n\n /** Emits an event for the accordion item being destroyed. */\n ngOnDestroy() {\n this.opened.complete();\n this.closed.complete();\n this.destroyed.emit();\n this.destroyed.complete();\n this._removeUniqueSelectionListener();\n this._openCloseAllSubscription.unsubscribe();\n }\n\n /** Toggles the expanded state of the item to true. */\n open(): void {\n if (!this.disabled) {\n this.expanded = true;\n }\n }\n\n private _subscribeToOpenCloseAllActions(): Item to true. */In open(): void {In if (!this.disabled) {In this.expanded = true;In }In }InIn private _subscribeToOpenCloseAllActions():

Subscription {In return this.accordion._openCloseAllActions.subscribe(expanded => {In // Only change expanded state if item is enabled\n if (!this.disabled) {In this.expanded = expanded;In }In });In }In}\n","|**\n * @license\n * Copyright Google LLC All Rights Reserved.In *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Nn\nimport {CdkAccordion} from './accordion';\nimport {CdkAccordionltem} from './accordion-item';\n\n@NgModule{\n imports: [CdkAccordion, CdkAccordionltem],\n exports: [CdkAccordion, CdkAccordionltem],\n})\nexport class

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAccordion} from './accordion';\nimport {CdkAccordionltem} from './accordion-item';\n\n@NgModule{\n imports: [CdkAccordion, CdkAccordionltem],\n exports: [CdkAccordion, CdkAccordionltem],\n exports: [CdkAccordionModule {\n ","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names":

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {DOCUMENT} from '@angular/common';\nimport {inject, InjectionToken} from '@angular/common';\nimport {inject '@angular/core';\n\n/**\n * Injection token used to inject the document into Directionality.\n * This is used so that the value can be faked in tests.In *\n * We can't use the real document in tests because changing the real 'dir' causes geometry-based\n * tests in Safari to fail.\n *\n * We also can't re-provide the DOCUMENT token from platform-browser because the unit tests in * themselves use things like `querySelector` in test code.\n *\n * This token is defined in a separate file from Directionality as a workaround for\n * https://github.com/angular/angular/issues/22559\n *\n * @docs-private\n */\nexport const DIR_DOCUMENT = new InjectionToken<Document> ('cdk-dir-doc', {In providedIn: 'root',In factory: DIR_DOCUMENT_FACTORY,In});\n\n/** @docs-private *\nexport function DIR_DOCUMENT_FACTORY(): Document {In return inject(DOCUMENT);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at Reserved.\n *\n * Use of this source code is governed by an MI1-style license that can bein * round in the LICENSE flie at https://angular.io/license\n */\n\nimport {EventEmitter, Inject, Injectable, Optional, OnDestroy} from '@angular/core';\nimport {DIR_DOCUMENT} from './dir-document-token';\n\nexport type Direction = 'ltr' | 'rtl';\n\n/** Regex that matches locales with an RTL script. Taken from `goog.i18n.bidi.isRtlLanguage`. */\nconst RTL_LOCALE_PATTERN =\n | /\ar[ckb|dv|he|iw|fa|nqo|ps|sd|ug|ur|yi|.*[-_] (Adlm|Arab|Hebr|Nkoo|Rohg|Thaa))(?!.*[-_](Latn|Cyrl)(\$|-|_))(\$|-|_)/i;\n\n/** Resolves a string value to a specific direction. */\nexport function _resolveDirectionality(rawValue: string): Direction {\n const value = rawValue?.toLowerCase() || ";\n\n if (value === 'auto' && typeof navigator !== 'undefined' && navigator?.language) {\n return RTL_LOCALE_PATTERN.test(navigator.language) ? 'rtl': 'ltr';\n }\n\n return value === 'rtl' ? 'rtl' : 'ltr';\n}\n\n/*\n * The directionality (LTR / RTL) context for the application (or a subtree of it).\n * Exposes the current direction and a stream of direction changes.ln */n@lnjectable({providedln: 'root'})\nexport class Directionality implements OnDestroy {\n /** The current 'ltr' or 'rtl' value. */\n readonly value: Direction = 'ltr';\n\n /** Stream that emits whenever the 'ltr' / 'rtl' state changes. */\n readonly change = new EventEmitter<Direction>();lnln constructor(@Optional() @Inject(DIR_DOCUMENT) _document?: any) {ln if (_document) {ln const bodyDir = document.body ? _document.body.dir : null;\n const htmlDir = _document.documentElement ? _document.documentElement.dir : null;\n this.value = _resolveDirectionality(bodyDir || htmlDir || 'ltr');\n }\n }\n\n ngOnDestroy() {\n this.change.complete();\n }\n}\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.in *In * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Output, Input, EventEmitter, AfterContentInit, OnDestroy} from @angular/core';\n\nimport {Direction, Directionality, _resolveDirectionality} from './directionality';\n\n/**\n * Directive to listen for changes of direction of part of the DOM.\n *\n * Provides itself as Directionality such that descendant directives only need to ever inject\n * Directionality to get the closest direction.\n */\n@Directive({\n selector: '[dir]',\n providers: [{provide: Directionality, useExisting: Dir}],\n host: {'[attr.dir]': '_rawDir'},\n exportAs: 'dir',\n standalone: true,\n}\nexport class Dir implements Directionality, AfterContentinit, OnDestroy {\n /** Normalized direction that accounts for invalid/unsupported values. */\n private _dir: Direction = 'ltr';\n\n /** Whether the `value` has been set to its initial or the direction that accounts for invalid/unsupported values. "An private _uir: Direction = 'itr;\lni\text{in} | "" whether the value has been set to its initial value. */\n private _islnitialized: boolean = false;\n\n | /** Direction as passed in by the consumer. */\n _rawDir: string;\n\n | /** @the third initial when the direction changes. */\n @Output('dirChange') readonly change = new EventEmitter<Direction>();\n\n | /** @docs-private */\n @Input()\n get dir(): Direction {\n return this._dir;\n }\n set dir(value: Direction | 'auto') {\n const previousValue = this._dir;\n\n | // Note: `_resolveDirectionality` resolves the language based on the browser's language,\n | // whereas the browser does it based on the content of the element. Since doing so based\n // on the content can be expensive, for now we're doing the simpler matching.\n this._dir = _resolveDirectionality(value);\n this_rawDir = value;\n\n if (previousValue !== this._dir && this._isInitialized) {\n this.change.emit(this._dir);\n }\n }\n\ /\n /\n /** Current layout direction of the element. */\n get value(): Direction {\n return this.dir;\n }\n\n /** Initialize once default value has been set. */\n ngAfterContentInit() {\n this._isInitialized = true;\n }\n\n ngOnDestroy() {\n this.change.complete();\n }\n\n\n",\"/**\n * @license\n * Copyright Google LLC All Rights Reserved in *in * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file ,SAAS,CAAC,eAAe,CAAC,GAAG,GAAG,IAAI,CAAC;YACjF,IAAI,CAAC,KAAK,GAAG,SBAASB,CAAC,OAAO,IAAI,OAAO,IAAI,KAAK,CAAC,CAAC; ŚACIE;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;KACXB;AAjBU,IAAA,SAAA,IAAA,CAAA,IAAA,GAA YÁAY,EÁAA,QÁAA,EAÁA,IAAÁ,EAÁA,CAAÁ,EAÁA,MAÁA,EAAÁ,EAAÁ,CAÁÁ,CAÁÁ,UAÁÁ,EAÁA,CAÁÁ,CAÁÁ,EAÁÁ,AÁÁ,AÁÁ,AÁÁ,AÁÁ,AÁ AAA,EAAA,CAAC,CADF,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,CAAC,EAAA,UAAA,EAAA,CAAA;kBAD1B,UAAU;mBAAC,EAAC,UAAU,EAAE ,MAAM,EAAC,CAAA;;0BAQjB,QAAQ;;0BAAI,MAAM;2BAAC,YAAY,CAAA;;;;AC5B9C;;;;;AAKG;MAQU,GAAG,CAAA;AAPhB,IAAA,WAAA,GAAA;; QASU,IAAI,CAAA,IAAA,GAAc,KAAK,CAAC;;QAGxB,IAAc,CAAA,CAAA,GAAY,KAAK,CAAC;;AAMV,QAAA,IAAA,CAAA,MAAM,GAAG,IAAI,YAAY, EAAa,CAAC;AAkCtE,KAAA;;AA/BC,IAAA,IACI,GAAG,GAAA;QACL,OAAO,IAAI,CAAC,IAAI,CAAC;KACIB;IACD,IAAI,GAAG,CAAC,KAAyB,EAAA ;AAC/B,QAAA,MAAM,aAAa,GAAG,IAAI,CAAC,IAAI,CAAC;;;;;AAKhC,QAAA,IAAI,CAAC,IAAI,GAAG,sBAAsB,CAAC,KAAK,CAAC,CAAC;AAC1C, QAAA,IAAI,CAAC,OAAO,GAAG,KAAK,CAAC;QAErB,IAAI,aAAa,KAAK,IAAI,CAAC,IAAI,IAAI,CAAC,cAAc,EAAE;YACtD,IAAI,CAAC,MAAM, GD,kBAAkB,GAAA;AAChB,QAAA,IAAI,CAAC,cAAc,GAAG,IAAI,CAAC;KAC5B;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAA CAAA,EAAA;;kGAK7C,GAAG,EAAA,UAAA,EAAA,CAAA;kBAPf,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,OAAO;oBAC jB,SAAS,EAAE,CAAC,ÉAAC,ÓAAO,ÉAAE,ĆAAC,ÉAAE,WAAW,ÉAAK,GAAA,ÉAAC,ĆAAC;AACXD,oBAAA,IAAI,EAAE,ÉAAC,ÝAAY,EAAE,SAAS,E AAC;AAC/B,OBAAA,QAAQ,EAAE,KAAK;AACf,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;8BAY+B,MAAM,EAAA,CAAA;8BAAnC,MAAM;uB

Copyright © Google LLC All Rights Reserved. In *In * Use of this source code is governed by an MIT-style license that can be In * found in the LICENSE file at https://angular.io/license\n */\n\nimport {EventEmitter, Inject, Injectable, Optional, OnDestroy} from '@angular/core';\nimport {DIR_DOCUMENT} from './dir-document-token';\n\nexport type Direction = 'ltr' | 'rtl';\n\n/** Regex that matches locales with an RTL script. Taken from `goog.i18n.bidi.isRtlLanguage`. */\nconst RTL_LOCALE_PATTERN =\n /^(ar|ckb|dv|he|iw|fa|nqo|ps|sd|ug|ur|yi|.*[-_] (Adlm|Arab|Hebr|Nkoo|Rohg|Thaa))(?!.*[-](Latn|Cyrl)(\$|-[_))(\$|-[_)/i;\n\n/** Resolves a string value to a specific direction. *\nexport function resolveDirectionality(rawValue: string): Direction {\n const value = rawValue?.toLowerCase() || ";\n\n if (value === 'auto' && typeof navigator) !== 'undefined' && navigator?.language) {In return RTL_LOCALE_PATTERN.test(navigator.language) ? 'rtl' : 'ltr';In }InIn return value == rtl' : 'ltr';\n}\n\n/**\n * The directionality (LTR / RTL) context for the application (or a subtree of it).\n * Exposes the current direction and a stream of direction changes.\n*\n@lnjectable({providedIn: 'root'})\nexport class Directionality implements OnDestroy {\n /** The current 'ltr' or 'rtl' value. */\n readonly value: Direction = 'ltr';\n\n |** Stream that emits whenever the 'ltr' | 'rtl' state changes. */\n readonly change = new EventEmitter<Direction>();\n\n constructor(@Optional() @Inject(DIR_DOCUMENT) _document?: any) {\n if (_document) {\n const bodyDir = _document.body? _document.body.dir : null;\n const htmlDir = _document.documentElement? _document.documentElement.dir : null;\n this.value = _resolveDirectionality(bodyDir || htmlDir || 'ltr');\n }\n \n\n ngOnDestroy() {\n this.change.complete();\n }\n\n\n"\n**\n * @license\n * Copyright Google LLC All Rights Reserved. In *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Output, Input, EventEmitter, AfterContentInit, OnDestroy} from '@angular/core';\n\nimport {Direction, Directionality, _resolveDirectionality} from './directionality';\n\n/**\n * Directive to listen for changes of direction of part of the DOM.\n *\n * Provides itself as Directionality such that descendant directives only need to ever inject\n * Directionality to get the closest direction.\n */\n@Directive({\n selector: '[dir]',\n providers: [{provide: Directionality, useExisting: Dir}],\n host: {'[attr.dir]': '_rawDir'},\n exportAs: 'dir',\n standalone: true,\n})\nexport class Dir implements Directionality, AfterContentInit, OnDestroy {\n | ** Normalized direction that accounts for invalid/unsupported values. */\n private _dir: Direction = 'ltr';\n\n | ** Whether the `value` has been set to its initial value. */\n private _islnitialized: boolean = false;\n\n | ** Direction as passed in by the consumer. */\n _rawDir: string;\n\n | ** Event emitted when the direction changes. */\n @Output('dirChange') readonly change = new EventEmitter<Direction>();\n\n /** @docs-private */\n @Input()\n get dir(): Direction {\n return this._dir;\n }\n set dir(value: Direction | 'auto') {\n const previousValue = this._dir;\n\n // Note: `_resolveDirectionality` resolves the language based on the browser's language, In // whereas the browser does it based on the content of the element. Since doing so based\n // on the content can be expensive, for now we're doing the simpler matching.\n this._dir = _resolveDirectionality(value);\n this._rawDir = value;\n\n if (previousValue !== this._dir && this._isInitialized) {\n this.change.emit(this._dir);\n }\n }\n\n\n'** Current layout direction of the element. */\n get value(): Direction {\n return this.dir;\n }\n\n /** Initialize once default value has been set. */\n ngAfterContentInit() {\n this._isInitialized = true;\n }\n\n ngOnDestroy() {\n this.change.complete();\n }\n}\n","/**\n * @license\n * Copyright ACA,MAAM,kBAAKB,GACtB,oHAAoH,CAAC;AAEvH;AACM,SAAU,sBAASB,CAAC,QAAgB,EAAA;IACrD,MAAM,KAAK,GAAG,QAAQ,EAAE,WAA W,EAAE,IAAI,EAAE,CAAC;AAE5C,IAAA,IAAI,KAAK,KAAK,MAAM,IAAI,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,EAAE,QAAQ,EAAE;AAC/E,QAAA ,OAAO,kBAAkB,CAAC,IAAI,CAAC,SAAS,CAAC,QAAQ,CAAC,GAAG,KAAK,GAAG,KAAK,CAAC;KACpE;IAED,OAAO,KAAK,KAAK,KAAK,GAAG KAAK,GAAG,KAAK,CAAC;AACzĆ,CAAĆ;AAEĆ;;;AAĞG;MAEU,CAAĆ,CAAA;AAOZB,IAAA,WAAA,CAA8Ć,SAAe,EAAA;;QAĹpD,IAAK,CAAA,KA ÁA,GAÁC,KAÁK,CAÁC;;AAGZB,QÁAA,IAÁA,CAÁÁ,MAAM,GAAG,IAAI,YAAY,ÉAAA,CÁAC;QAG9C,IAAI,SAÁS,EAÁE;AAĆĎ,YAAÁ,MAÁM,OAÁO, GAAG,SAAS,CAAC,IAAÍ,GAAG,SAAS,CAAC,IAAI,CAAC,GAAG,GAAG,IAAI,CAAC;AAC3D,YAAA,MAAM,OAAO,GAAG,SAAS,CAAC,eAAe,GAAG ,SAAS,CAAC,eAAe,CAAC,GAAG,GAAG,IAAI,CAAC;YACjF,IAAI,CAAC,KAAK,GAAG,SBAASB,CAAC,OAAO,IAAI,OAAO,IAAI,KAAK,CAAC,CAAC; SACIE;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;KACxB;AAjBU,IAAA,SAAA,IAAA,CAAA,IAAA,GAA ҮААҮ,ЕААА,QААА,ЕААА,IААА,ЕААА,CААА,EААА,MААА,EААА,EААА,CААА,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA;AAPjC,IAAA,SAA AAA,EAAA,CAAC;CADF,MAAM,EAAA,CAAA,CAAA,EAAA,CAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAA,EAA,EAA,EAAA,EAA, OAAA,IAAI,CAAC,OAAO,GAAG,KAAK,CAAC;OAErB,IAAI,aAAa,KAAK,IAAI,CAAC,IAAI,IAAI,CAAC,cAAc,EAAE;YACtD,IAAI,CAAC,MAAM, GD,kBAAkB,GAAA;AAChB,QAAA,IAAI,CAAC,cAAc,GAAG,IAAÍ,CAAC;KAC5B;IAED,WAAW,GAÀA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAA Q,EAAE,CAAC;KACxB;qHA5CU,GAAG,EAAA,IAAA,EAAA,EAAA,EAAA,MAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,CAAA,EAAA C,OAAO,EAAE,cAAc,EAAE,WAAW,EAAE,GAAG,EAAC,CAAC,EAAA,QAAA,EAAA,CAAA,KAAA,CAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA, CAAA,EAAA;;kGAK7C,GAAG,EAAA,UAAA,EAAA,CAAA;kBAPf,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,OAAO;oBAC jB,SAAS,EAAE,CAAC,EAAC,OAAO,EAAE,cAAc,EAAE,WAAW,EAAK,GAAA,EAAC,CAAC;AACxD,oBAAA,IAAI,EAAE,EAAC,YAAY,EAAE,SAAS,E AAC;AAC/B,oBAAA,QAAQ,EAAE,KAAK;AACf,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;8BAY+B,MAAM,EAAA,CAAA;8BAAnC,MAAM;uB AAC,WAAW,CAAA;gBAIf,GAAG,EAAA,CAAA;SBADN,KAAK;;;MCxBK,UAAU,CAAA;qHAAV,UAAU,EAAA,IAAA,EAAA,EAAA,EAAA,MAAA,EAAA ,ЕААА,СААА,•ААА,СААА,QААА,ЕААА,СААА,СААА,ЕААА;ЅНААУ,UААU,ЕААА,ОААА,ЕААА,САНХ,GAAG,СААА,ЕААА,ОААА,ЕААА,САСН,G AAG,CAAA,EAAA,CAAA,CAAA,EAAA;sHAEF,UAAU,EAAA,CAAA,CAAA,EAAA;;kGAAV,UAAU,EAAA,UAAA,EAAA,CAAA;kBAJtB,QAAQ;AAAC, YAAA,IAAA,EAAA,CAAA;0BACR,OAAÓ,EAAÉ,CAAĆ,GAAG,CAAĆ;0BAĆd,OAÁO,EAAÉ,CAAĆ,GAAĆ,CAAĆ;AAĆf,IBAAÁ,CAAA;;;ACdĎ;;AAE

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {Dir} from './dir';\n\n@NgModule{\n imports: [Dir],\n exports: [Dir],\n}\nexport class BidiModule {\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":

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Copyright © Google LLC All Rights Reserved.\(\text{In}\) *\(\text{In}\) *\(\text{Use}\) of this source code is governed by an MIT-style license that can be\(\text{In}\) *\(\text{found}\) in the LICENSE file at https://angular.io/license\(\text{In}\) *\(\text{In}\) hexport const MAC_ENTER = 3;\(\text{Inexport}\) const BACKSPACE = 8;\(\text{Inexport}\) const TAB = 9;\(\text{Inexport}\) const NUM_CENTER = 12;\(\text{Inexport}\) const ENTER = 13;\(\text{Inexport}\) const SHIFT = 16;\(\text{Inexport}\) const CONTROL = 17;\(\text{Inexport}\) const ALT = 18;\(\text{Inexport}\) const PAUSE = 19;\(\text{Inexport}\) const CAPS_LOCK = 20;\(\text{Inexport}\) const ESCAPE = 27;\(\text{Inexport}\) const SPACE = 32;\(\text{Inexport}\) const PAGE_UP = 33;\(\text{Inexport}\) const PAGE_DOWN = 34;\(\text{Inexport}\) const END = 35;\(\text{Inexport}\) const HOME = 36;\(\text{Inexport}\) const LEFT_ARROW = 37;\(\text{Inexport}\) const UP_ARROW = 38;\(\text{Inexport}\) const INSERT = 45;\(\text{Inexport}\) const DOWN_ARROW = 40;\(\text{Inexport}\) const VUS_SIGN = 43;\(\text{Inexport}\) const PRINT_SCREEN = 44;\(\text{Inexport}\) const INSERT = 45;\(\text{Inexport}\) const FOUR = 52;\(\text{Inexport}\) const ZERO = 48;\(\text{Inexport}\) const ONE = 49;\(\text{Inexport}\) const SEVEN = 55;\(\text{Inexport}\) const EIGHT = 56;\(\text{Inexport}\) const FOUR = 52;\(\text{Inexport}\) const FISSEMICOLON = 59;\(\text{IF}\) Firefox (Gecko) fires this for semicolon instead of 186\(\text{Inexport}\) const FEQUALS = 61;\(\text{IF}\) Firefox (Gecko) fires this for equals instead of 187\(\text{Inexport}\) const AT_SIGN = 64;\(\text{Inexport}\) const A = 65;\(\text{Inexport}\) const B = 66;\(\text{Inexport}\) const C = 67;\(\text{Inexport}\) const C = 67;\(\text{Inexport}\) const C = 67;\(\text{Inexport}\) const C = 68;\(\text{Inexport}\) const B = 66;\(\text{Inexport}\) const B = 66;\(\text{Inexport}\) const B = 80;\(\text{Inexport}\) const C = 83;\(\text{Inexport}\) const D = 80;\(\text{Inexport}\) const D = 80;\(\text{Inexport}\) const D = 8

NUMPAD_FOUR = 100;\nexport const NUMPAD_FIVE = 101;\nexport const NUMPAD_SIX = 102;\nexport const NUMPAD_SEVEN = 103;\nexport const NUMPAD_EIGHT = 104;\nexport const NUMPAD_NINE = 105;\nexport const NUMPAD_MULTIPLY = 106;\nexport const NUMPAD_PLUS = 107;\nexport const NUMPAD_MINUS = 109;\nexport const NUMPAD_PERIOD = 110;\nexport const NUMPAD_DIVIDE = 111;\nexport const F1 = 112;\nexport const F2 = 113;\nexport const F3 = 114;\nexport const F4 = 115;\nexport const F5 = 116;\nexport const F6 = 117;\nexport const F7 = 118;\nexport const F8 = 119;\nexport const F9 = 120;\nexport const F10 = 121;\nexport const F5 = 116;\nexport const F12 = 123;\nexport const NUM_LOCK = 144;\nexport const F9 = 120;\nexport const F10 = 121;\nexport const F11 = 122;\nexport const F12 = 123;\nexport const NUM_LOCK = 144;\nexport const SCROLL_LOCK = 145;\nexport const FRST_MEDIA = 166;\nexport const FF_MINUS = 173;\nexport const MUTE = 173; || Firefox (Gecko) fires 181 for MUTE\nexport const VOLUME_DOWN = 174; || Firefox (Gecko) fires 182 for VOLUME_DOWN\nexport const VOLUME_UP = 175; || Firefox (Gecko) fires 183 for VOLUME_UP = 183;\nexport const FF_MUTE = 181;\nexport const FF_VOLUME_DOWN = 182;\nexport const SEMICOLON = 186; || Firefox (Gecko) fires 59 for SEMICOLON\nexport const EQUALS = 187; || Firefox (Gecko) fires 61 for EQUALS\nexport const COMMA = 183;\nexport const DASH = 189; || Firefox (Gecko) fires 173 for DASH/MINUS\nexport const PERIOD = 190;\nexport const SLASH = 191;\nexport const APOSTROPHE = 192;\nexport const ILDE = 192;\nexport const OPEN_SQUARE_BRACKET = 219;\nexport const MAC_META = 224;\n","|**\n" * @license\n" * Copyright Google LLC All Rights Reserved.\n" * \n" * Use of this source code is governed by an MIT-style license that can be\n" * found in the LICENSE file at https://angular.io/license\n" * N\n\nexport const Slowed * \n"

[],"mappings":"AAQO,MAAM,SAAS,GAAG,EAAE;AACpB,MAAM,SAAS,GAAG,EAAE;AACpB,MAAM,GAAG,GAAG,EAAE;AACd,MAAM,UAAU,G ÃAG,ĠAAĞ;AAC1B,MAAM,KAAK,GAAG,GAAG;AAC]B,MAAM,KAAK,GAAG,GAAG;AAC]B,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,GAAG,G AAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG;AACjB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,MAAM,GAAG,GAAG;AAClB,MAAM,KAAK,GAA G,GAAG;AACjB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,GAAG,GAAG,GAAG,AACf,MAAM,IAAI,GAAG,G AM, aAAa, GAAG, GAAG, AACzB, MAAM, OAAO, GAAG, GAAG, AACnB, MAAM, CAAC, GAAG, GAAG, AACb, MAAM, CAAC, GAAG, GAAG, GAAG, AACb, MAAM ,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG,GAAG,AACb,MAAM,CAA C,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GA AG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,G AAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG; AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAÁ,IAAI,ĠAAG,ĆAAG;ÁAChB,MAA M,eAAe,GAAG,GAAG;AAC3B,MAAM,gBAAgB,GAAG,GAAG;AAC5B,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,WAAW,GAAG,GAAG;AACvB,MA AM,UAAU,GAAG,GAAG;AACtB,MAAM,UAAU,GAAG,GAAG;AACtB,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM ,WAAW,GAAG,IAAI;AACXB,MAAM,UAAU,GAAG,IAAI;AACvB,MAAM,YAAY,GAAG,IAAI;AACZB,MAAM,YAAY,GAAG,IAAI;AACZB,MAAM,WAAW,G AAG,IAAI;AACxB,MAAM,eAAe,GAAG,IAAI;AAC5B,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM,YAAY,GAAG,IAAI;AACzB,MAAM,aAAa,GAAG,IAAI; AAC1B,MAAM,aAAa,GAAG,IAAI;AAC1B,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM, EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,QAAQ,GAAG,IAAI;AACrB,MAAM,WAAW,GAAG,IAAI;AACkB,MAAM,QAAQ,GAAG,IAAI;AACf,MAAA,IAAI,GAAG,IAAI;AACX,MAAA,WAAW,GAAG,IAAI;AACB,MAAA,SAAS,GAAG,IAAI;AACtB,MAAM,OAAO,GAAG,IAAI;AACpB,MAAM,CAAC,GAAG,IAAI ;AAC3B,MAAM,UAAU,GAAG,IAAI;AACVB,MAAM,YAAY,GAAG,IAAI;AACNB,MAAA,SAAS,GAAG,IAAI;AACNB,MAAA,MAAM,GAAG,IAAI;AACNB, MAAM,KAAK,GAAG,IAAI;AACZ,MAAA,IAAI,GAAG,IAAI;AACJB,MAAM,MAAM,GAAG,IAAI;AAChB,MAAM,KAAK,GAAG,IAAI;AACIB,MAAM,UAA U,GAAG,IAAI;AACVB,MAAM,KAAK,GAAG,IAAI:AACIB,MAAM,mBAAMB,GAAG,IAAI:AAChC,MAAM,SAAS,GAAG,IAAI;AACtB,MAAM,oBAAOB, GAAG,IAAI;AACJC,MAAM,YAAY,GAAG,IAAI;AACzB,MAAM,QAAQ,GAAG;;ACDHxB;;;AAGG;SACa,cAAc,CAAC,KAAOB,EAAE,GAAG,SAAWB,EA AA;AAC9E,IAAA,IAAI,SAAS,CAAC,MAAM,EAAE;AACpB,QAAA,ÕAAO,SAAS,CAAC,IAAI,CAAC,QAAQ,IAAI,KAAK,CAAC,QAAQ,CAAC,CAAC,C AAC;KACpD;AAED,IAAA,OAAO,KAAK,CAAC,MAAM,IAAI,KAAK,CAAC,QAAQ,IAAI,KAAK,CAAC,OAAO,IAAI,KAAK,CAAC,OAAO,CAAC;AAC1E ;;ACpBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n *\n\nexport type ModifierKey = 'altKey' | 'shiftKey' | 'ctrlKey' | 'metaKey';\n\n/**\n * Checks whether a modifier key is pressed.\n * @param event Event to be checked.\n *\nexport function hasModifierKey(event: KeyboardEvent, ...modifiers: ModifierKey[]): boolean {\n if (modifiers.length) {\n return modifiers.some(modifier => event[modifier]);\n }\n\n return event.altKey || event.ctrlKey || event.metaKey;\n\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": [],"mappings" : "AAQO,MAAM,SAAS,GAAG,EAÁE;AACpB,MAAM,SAAS,GAAG,EAAE;AACpB,MAAM,GAAG,GAAG,EAAE;AACd,MAAM,UAAU,G ÃAG,GAAĞ,AACtB,MAAM,KAAK,GAAG,GAAG;AACjB,MAAM,KAAK,GAAG,GAAG;AACjB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,GAAG,G AAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG,AACjB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,MAAM,GAAG,GAAG;AACIB,MAAM,KAAK,GAA G,GÁAG;AACjB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,GAAG,GAAG,GAAG,AACf,MAAM,IAAI,GAAG,G AAG;AAChB,MAAM,UAAU,GAAG,GAAG;AACtB,MAAM,QAAQ,GAAG,GAAG;AACpB,MAAM,WAAW,GAAG,GAAG;AACvB,MAAM,UAAU,GAAG, GAAG;AACtB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,MAAM,GAAG,GAAG;AACIB,MAAM,MAAM,GAAG,G AAG;AACIB,MAAM,IAAI,GAAG,GAAG;AAChB,MAAM,GAAG,GAAG,GAAG;AACf,MAAM,GAAG,GAAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG; AACJB,MAAM,IAAI,GAAG,GAAG;AAChB,MAAM,IAAI,GAAG,GAAG;AAChB,MAAM,GAAG,GAAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG;AACJ B,MAAM,KAAK,GAAG,GAAG;AACJB,MAAM,IAAI,GAAG,GAAG;AACV,MAAA,YAAY,GAAG,GAAG;AACIB,MAAA,SAAS,GAAG,GAAG;AACrB,MA AM,aAAa,GAAG,GAAG;AACzB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM ,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAA C,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GA AG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,G AAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,GAAG; AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb,MAAM,CAAC,GAAG,GAAG,AACb ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAM,CAAĆ,GAAĆ,GAAĆ;AACĆ,MAAÁ,IAAI,ĠAAG,ĆAAG;ÁAChB,MAA M,eAAe,GAAG,GAAG;AAC3B,MAAM,gBAAgB,GAAG,GAAG;AAC5B,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,WAAW,GAAG,GAAG;AACvB,MA AM,UAAU,GAAG,GAAG;AACtB,MAAM,UAAU,GAAG,GAAG;AACtB,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM ,WAAW,GAAG,IAAI;AACXB,MAAM,UAAU,GAAG,IAAI;AACVB,MAAM,YAAY,GAAG,IAAI;AACZB,MAAM,YAAY,GAAG,IAAI;AACZB,MAAM,WAAW,G ÁAG,IAÁI;AACXB,MAAM,RÁAR,GAÁG,IAÁI;AAC5B,MAAM,WÁAW,GÁAG,IÁAI;AACXB,MAAM,YAAY,GÁAG,IÁAI;AACZB,MAAM,AAAA,GÁAG,IAÁI; AAC1B,MAAM,AAAa,GAAG,IAAI;AAC1B,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM, EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,EAAE,GAAG,IAAI ;AACf,MAAM,EAAE,GAAG,IAAI;AACf,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MA AM,QAAQ,GAAG,IAAI;AACrB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM,QAAQ,GAAG,IAAI;AACf,MAAA,IAAI, GAAG,IAAI;AACX,MAAA,WAAW,GAAG,IAAI;AACIB,MAAA,SAAS,GAAG,IAAI;AACtB,MAAM,OAAO,GAAG,IAAI;AACpB,MAAM,cAAc,GAAG,IAAI ;AAC3B,MAAM,UAAU,GAAG,IAAI;AACvB,MAAM,YAAY,GAAG,IAAI;AACnB,MAAA,SAAS,GAAG,IAAI;AAChB,MAAA,MAAM,GAAG,IAAI;AACnB, MAAM,KAAK,GAAG,IAAI;AACZ,MAAA,IAAI,GAAG,IAAI;AACJB,MAAM,MAAM,GAAG,IAAI;AACNB,MAAM,KAAK,GAAG,IAAI;AACIB,MAAM,UAA U,GAAG,IAAI;AACVB,MAAM,KAAK,GAAG,IAAI;AACIB,MAAM,mBAAmB,GAAG,IAAI;AAChC,MAAM,SAAS,GAAG,IAAI;AACtB,MAAM,oBAAoB, GAAG,IAAI;AACJC,MAAM,YAAY,GAAG,IAAI;AACZB,MAAM,QAAQ,GAAG;;ACpHxB;;;AAGG;SACa,cAAc,CAAC,KAAOB,EAAE,GAAG,SAAWB,EA AA;AAC9E,IAAA,IAAI,SAAS,CAAC,MAAM,EAAE;AACpB,QAAA,OAAO,SAAS,CAAC,IAAI,CAAC,QAAQ,IAAI,KAAK,CAAC,QAAQ,CAAC,CAAC,C AAC;KACpD;AAED,IAAA,OAAO,KAAK,CAAC,MAAM,IAAI,KAAK,CAAC,QAAQ,IAAI,KAAK,CAAC,OAAO,IAAI,KAAK,CAAC,OAAO,CAAC;AAC1E ;;ACpBA;;AAEG;;;;"}

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n ViewContainerRef,\n ComponentFactoryResolver,\n Injector,\n StaticProvider,\n
Type,\n} from '@angular/core';\nimport {Direction} from '@angular/cdk/bidi';\nimport {PositionStrategy, ScrollStrategy} from
'@angular/cdk/overlay';\nimport {BasePortalOutlet} from '@angular/cdk/portal';\n\n/** Options for where to set focus to automatically on dialog open */\nexport type AutoFocusTarget = 'dialog' | 'first-tabbable' | 'first-heading';\n\n/** Valid ARIA roles for a dialog. */\nexport type DialogRole = 'dialog' | 'alertdialog';\n\n/** Configuration for opening a modal dialog. */\nexport class DialogConfig<D = unknown, R = unknown, C extends BasePortalOutlet = BasePortalOutlet> {\n /**\n * Where the attached component should live in Angular's *logical* component tree.\n
* This affects what is available for injection and the change detection order for thein * component instantiated inside of the dialog. This does not affect where the dialog\n * content will be rendered.\n */\n viewContainerRef?: ViewContainerRef;\n\n /**\n * Injector used for the
instantiation of the component to be attached. If provided,\n * takes precedence over the injector indirectly provided by `ViewContainerRef`.\n */\n injector?: Injector;\n\n /** ID for the dialog. If omitted, a unique one will be generated. */\n id?: string;\n\n /** The ARIA role of the dialog
element. */\n role?: DialogRole = 'dialog';\n\n /** Optional CSS class or classes applied to the overlay panel. */\n panelClass?: string | string[] = ";\n\n /** Whether the dialog has a backdrop. */\n hasBackdrop?: boolean = true;\n\n /** Optional CSS class or classes applied to the overlay
hankdrop. */in backdropClass?: string | string | ";inin /** Whether the dialog closes with the escape key or pointer events outside the panel element. */in disableClose?: boolean = false;\n\n /** Width of the dialog. */in width?: string = ";\n\n /** Height of the dialog. */in height?: string =
   ;\n\n /** Min-width of the dialog. If a number is provided, assumes pixel units. */\n minWidth?: number | string;\n\n /** Min-height of the dialog.
If a number is provided, assumes pixel units. */\n minHeight?: number | string;\n\n /** Max-width of the dialog. If a number is provided,
assumes pixel units. Defaults to 80vw. */\n maxWidth?: number | string;\n\n /** Max-height of the dialog. If a number is provided, assumes pixel units. */\n maxHeight?: number | string;\n\n /** Strategy to use when positioning the dialog. Defaults to centering it on the page. */\n
positionStrategy?: PositionStrategy;\n\n /** Data being injected into the child component. */\n data?: D | null = null;\n\n /** Layout direction for
the dialog's content. */\n direction?: Direction;\n\n /** ID of the element that describes the dialog. */\n ariaDescribedBy?: string | null = null;\n\n /** ID of the element that labels the dialog. */\n ariaLabelledBy?: string | null = null;\n\n /** Dialog label applied via `aria-label` */\n ariaLabel?:
where the dialog should focus on open.\n * @breaking-change 14.0.0 Remove boolean option from autoFocus. Use string or\n *
AutoFocusTarget instead.\n */\n autoFocus?: AutoFocusTarget | string | boolean = 'first-tabbable';\n\n /**\n * Whether the dialog should restore focus to the previously-focused element upon closing.\n * Has the following behavior based on the type that is passed in:\n * - `boolean` -
when true, will return focus to the element that was focused before the dialog\n * was opened, otherwise won't restore focus at all.\n *
 'string' - focus will be restored to the first element that matches the CSS selector.In * - 'HTMLElement' - focus will be restored to the specific
element.\n */\n restoreFocus?: boolean | string | HTMLElement = true;\n\n /**\n * Scroll strategy to be used for the dialog. This determines
how\n * the dialog responds to scrolling underneath the panel element.\n */\n scrollStrategy?: ScrollStrategy;\n\n /**\n * Whether the dialog
should close when the user navigates backwards or forwards through browserin * history. This does not apply to navigation via anchor element unless using URL-hash based\n * routing ('HashLocationStrategy` in the Angular router).\n */\n closeOnNavigation?: boolean =
true;\n\n /**\n * Whether the dialog should close when the dialog service is destroyed. This is useful if\n * another service is wrapping the
dialog and is managing the destruction instead. In */In closeOnDestroy?: boolean = true; InIn /**In * Whether the dialog should close when the
underlying overlay is detached. This is useful ifin * another service is wrapping the dialog and is managing the destruction instead. E.g. anin *
external detachment can happen as a result of a scroll strategy triggering it or when the\n * browser location changes.\n */\n
closeOnOverlayDetachments?: boolean = true;\n\n /** Alternate `ComponentFactoryResolver` to use when resolving the associated
component. */In componentFactoryResolver?: ComponentFactoryResolver;\n\n /**\n * Providers that will be exposed to the contents of the
dialog. Can also\n * be provided as a function in order to generate the providers lazily.\n */\n providers?:\n | StaticProvider[]\n | ((dialogRef: R,
container.\n */\n container?:\n | Type<C>\n | {\n type: Type<C>;\n providers: (config: DialogConfig<D, R, C>) => StaticProvider[];\n \}\n type: Type<C>\n | {\n type: Type<C>;\n providers: (config: DialogConfig<D, R, C>) => StaticProvider[];\n \}\n \$\text{*/\n type: Type<C>}\n \]
Context that will be passed to template-based dialogs.ln * A function can be passed in to resolve the context lazily.ln */In templateContext?:

Record<string, any> | (() => Record<string, any>); \n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport \n\n"
FocusMonitor,\n FocusOrigin,\n FocusTrap,\n FocusTrapFactory,\n InteractivityChecker,\n} from '@angular/cdk/a11y';\nimport {OverlayRef} from '@angular/cdk/overlay';\nimport {Platform, _getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {\n warper angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform';\nimport {\n warper angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecker,\n} from '@angular/cdk/platform interactivityChecke
BasePortalOutlet,\n CdkPortalOutlet,\n ComponentPortal,\n DomPortal,\n TemplatePortal,\n} from '@angular/cdk/portal';\nimport
{DOCUMENT} from '@angular/common';\nimport {\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ComponentRef,\n
ElementRef,\n EmbeddedViewRef,\n Inject,\n NgZone,\n OnDestroy,\n Optional,\n ViewChild,\n ViewEncapsulation,\n inject,\n} from
'@angular/core';\nimport {DialogConfig} from './dialog-config';\n\nexport function throwDialogContentAlreadyAttachedError() {\n throw
Error('Attempting to attach dialog content after content is already attached');\n}\n\n/**\n * Internal component that wraps user-provided dialog
content.\n * @docs-private\n */\n@Component({\n selector: 'cdk-dialog-container',\n templateUrl: './dialog-container.html',\n styleUrls: ['dialog-
container.css'],\n encapsulation: ViewEncapsulation.None,\n // Using OnPush for dialogs caused some G3 sync issues. Disabled until we can
track them down.\n // tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n
imports: [CdkPortalOutlet],in host: {in 'class': 'cdk-dialog-container',in 'tabindex': '-1',in '[attr.id]': '_config.id || null',in '[attr.role]': '_config.role',in '[attr.aria-modal]': '_config.ariaModal',in '[attr.aria-labelledby]': '_config.ariaLabelledbyQueue[0]',in '[attr.aria-labelledby]': '_config.ariaLabelledbyQueue[0]',in '[attr.aria-labelledby]': '_config.ariaDescribedby || null',in },in})\nexport class CdkDialogContainer<C extends DialogConfig = DialogConfig>\n extends BasePortalOutlet\n implements OnDestroy\n{\n private _platform = inject(Platform);\n protected _document: Document;\n\n /** The portal outlet inside of this container into which the dialog content will be loaded. */\n
@ViewChild(CdkPortalOutlet, {static: true}) _portalOutlet: CdkPortalOutlet;\n\n /** The class that traps and manages focus within the dialog.
*/\n private _focusTrap: FocusTrap | null = null;\n\n /** Element that was focused before the dialog was opened. Save this to restore upon
close. */In private elementFocusedBeforeDialogWasOpened: HTMLElement | null = null;\n\n /**\n * Type of interaction that led to the dialog
being closed. This is used to determine\n * whether the focus style will be applied when returning focus to its original location\n * after the
dialog is closed.\n */\n _closeInteractionType: FocusOrigin | null = null;\n\n /**\n * Queue of the IDs of the dialog's label element, based on their
definition order. The first\n * ID will be used as the `aria-labelledby` value. We use a queue here to handle the case\n * where there are two or
more titles in the DOM at a time and the first one is destroyed while\n * the rest are present.\n */\n _ariaLabelledByQueue: string[] = [];\n\n
protected readonly _changeDetectorRef = inject(ChangeDetectorRef);\n\n constructor(\n protected _elementRef: ElementRef,\n protected
 _focusTrapFactory: FocusTrapFactory,\n @Optional() @Inject(DOCUMENT) _document: any,\n @Inject(DialogConfig) readonly _config: C,\n
private _interactivityChecker: InteractivityChecker,in protected _ngZone: NgZone,in private _overlayRef; OverlayRef,in private
_focusMonitor?: FocusMonitor,\n \ {\n super();\n\n this._document = _document;\n\n if (this._config.ariaLabelledBy) {\n this._ariaLabelledByQueue.push(this._config.ariaLabelledBy);\n }\n }\n \n _addAriaLabelledBy(id: string) {\n \n _addAriaLabelledBy(id: string) \}\n
this_ariaLabelledByQueue.push(id);In this_changeDetectorRef.markForCheck();In }In\n_removeAriaLabelledBy(id: string) {In const index = this_ariaLabelledByQueue.indexOf(id);In\n if (index > -1) {In this_ariaLabelledByQueue.splice(index, 1);In this_changeDetectorRef.markForCheck();In\n }In\n] fin finity above the string of the string in this changeDetectorRef.markForCheck();In\n }In\n] finity above the string in this case to string in this case to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader to string in this leader
this._cnangeDetectorRef.markForCheck();in }in }in\nnprotected _contentAttached() {in this._initializeFocus irapp;\n this._captureInitialFocus();\n }in\n/**\n * Can be used by child classes to customize the initial focus\n * capturing behavior (e.g. if it's tied to an animation).\n */\n protected _captureInitialFocus() {\n this._trapFocus();\n }\n\n /\n ngOnDestroy() {\n this._restoreFocus();\n }\n\n /\n*\n * Attach a ComponentPortal as content to this dialog container.\n * @param portal Portal to be attached as the dialog content.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n if (this._portalOutlet.hasAttached()
&& (typeof ngDevMode === 'undefined' || ngDevMode) {\n throwDialogContentAlreadyAttachedError();\n }\n\n const result = this._portalOutlet.attachComponentPortal(portal);\n this._contentAttached();\n return result;\n }\n\n **\n * Attach a TemplatePortal as content
to this dialog container.\n * @param portal Portal to be attached as the dialog content.\n */\n attachTemplatePortal<T>(portal:
TemplatePortal<T>): EmbeddedViewRef<T> {\n if (this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n
throwDialogContentAlreadyAttachedError();\in \in\in const result = this._portalOutlet.attachTemplatePortal(portal);\in this._contentAttached();\in
return result;\n }\n\n /**\n * Attaches a DOM portal to the dialog container.\n * @param portal Portal to be attached.\n * @deprecated To be
turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n if
(this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n
linin const result = this._portalOutlet.attachDomPortal(portal);in this._contentAttached();in return result;in };inin // TODO(crisbeto): this
shouldn't be exposed, but there are internal references to it.\n /** Captures focus if it isn't already inside the dialog. */\n _recaptureFocus() {\n if (!this._containsFocus()) {\n this._trapFocus();\n }\n }\n\ | *\n * Focuses the provided element. If the element is not focusable, it will add a
tablindex\n * attribute to forcefully focus it. The attribute is removed after focus is moved.\n * @param element The element to focus.\n */\n private _forceFocus(element: HTMLElement, options?: FocusOptions) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isFocusable(element)) {\n if (!this._interactivityChecker.isF
element.tablndex = -1;\n // The tabindex attribute should be removed to avoid navigating to that element again\n this._ngZone.runOutsideAngular(() => {\n const callback = () => {\n element.removeEventListener('blur', callback);\n element.removeEventListener('mousedown', callback);\n element.removeAttribute('tabindex');\n };\n\n element.addEventListener('blur', callback);\n element.removeAttribute('tabindex');\n element.addEventListener('blur', callback);\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('tabindex');\n element.removeAttribute('
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callback);\n element.addEventListener('mousedown', callback);\n });\n }\n element.focus(options);\n }\n\n * Focuses the first element that
matches the given selector within the focus trap.\n * @param selector The CSS selector for the element to set focus to.\n */\n private
 _focusByCssSelector(selector: string, options?: FocusOptions) {\n let elementToFocus = this._elementRef.nativeElement.querySelector(\n
selector,\n) as HTMLElement | null;\n if (elementToFocus) {\n this._forceFocus(elementToFocus, options);\n }\n }\n\n \**\n * Moves the focus
inside the focus trap. When autoFocus is not set to 'dialog', if focus\n * cannot be moved then focus will go to the dialog container.\n */\n
protected _trapFocus() {\n const element = this._elementRef.nativeElement;\n // If were to attempt to focus immediately, then the content of
the dialog would not yet be\n // ready in instances where change detection has to run first. To deal with this, we simply\n // wait for the
microtask queue to be empty when setting focus when autoFocus isn't set to\n // dialog. If the element inside the dialog can't be focused, then
the container is focused\n // so the user can't tab into other elements behind it.\n switch (this._config.autoFocus) {\n case false:\n case
 'dialog':\n // Ensure that focus is on the dialog container. It's possible that a different\n // component tried to move focus while the open
animation was running. See:\n // https://github.com/angular/components/issues/16215. Note that we only want to do this\n // if the focus isn't
inside the dialog already, because it's possible that the consumer\n // turned off `autoFocus` in order to move focus themselves.\n if
(!this._containsFocus()) {\n element.focus();\n }\n break;\n case true:\n case 'first-tabbable':\n
 this. focusTrap?.focusinitialElementWhenReady().then(focusedSuccessfully => {In // If we weren't able to find a focusable element in the
dialog, then focus the dialog\n // container instead.\n if (!focusedSuccessfully) {\n this._focusDialogContainer();\n }\n });\n break;\n case 'first-
opened. */\n private _restoreFocus() {\n const focusConfig = this._config.restoreFocus;\n let focusTargetElement: HTMLElement | null =
null;\n\n if (typeof focusConfig === 'string') {\n focusTargetElement = this._document.querySelector(focusConfig);\n } else if (typeof
                             = 'boolean') {In focusTargetElement = focusConfig ? this._elementFocusedBeforeDialogWasOpened : null;\n } else if
 (focusConfig) {\n focusTargetElement = focusConfig;\n }\n\n // We need the extra check, because IE can set the `activeElement` to null in some
 cases.In if (In this._config.restoreFocus &&In focusTargetElement &&In typeof focusTargetElement.focus === 'function'In ) {In const
activeElement = _getFocusedElementPierceShadowDom();\n const element = this._elementRef.nativeElement;\n\n // Make sure that focus is still inside the dialog or is on the body (usually because a\n // non-focusable element like the backdrop was clicked) before moving it. It's
possible that In // the consumer moved it themselves before the animation was done, in which case we shouldn't In // do anything In if (In
 !activeElement ||\n activeElement === this. document.body ||\n activeElement === element ||\n element.contains(activeElement)\n ) {\n if
(this._focusMonitor) {\n this._focusMonitor.focusVia(focusTargetElement, this._closeInteractionType);\n this._closeInteractionType = null;\n } else {\n focusTargetElement.focus();\n }\n }\n }\n }\n h \n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n \n if (this._focusTrap.destroy();\n }\n }\n \n if (this._focusTrap.destroy();\n }\n \n if (this._focusTrap.destroy();\n }\n \n if (this._focusTrap.destroy();\n }\n \n if (this._focusTrap.destroy();\n }\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destro
 */\n private_focusDialogContainer() {\n // Note that there is no focus method when rendering on the server.\n if
(this._elementRef.nativeElement.focus) {In this._elementRef.nativeElement.focus(); In }In }In I /** Returns whether focus is inside the dialog.
 /In private _containsFocus() {In const element = this._elementRef.nativeElement;In const activeElement =
 _getFocusedElementPierceShadowDom();\n return element === activeElement || element.contains(activeElement);\n }\n\n /** Sets up the focus
 trap. */\n private _initializeFocusTrap() {\n if (this._platform.isBrowser) {\n this._focusTrap =
 this._focusTrapFactory.create(this._elementRef.nativeElement);\n\n // Save the previously focused element. This element will be re-focused\n
// when the dialog closes.\n if (this._document) {\n this._elementFocusedBeforeDialogWasOpened =
  _getFocusedElementPierceShadowDom();\n }\n }\n }\n }\n | /n }\n | /r* Sets up the listener that handles clicks on the dialog backdrop. */\n private
  handleBackdropClicks() {\n // Clicking on the backdrop will move focus out of dialog.\n // Recapture it if closing via the backdrop is
disabled.in this_overlayRef.backdropClick().subscribe(() => {in if (this_config.disableClose) {in this_recapture in closing via the backdrop of disabled.in this_overlayRef.backdropClick().subscribe(() => {in if (this_config.disableClose) {in this_recaptureFocus();in }in},"|**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {OverlayRef} from '@angular/cdk/overlay';\nimport {ESCAPE, hasModifierKey} from '@angular/cdk/keycodes';\nimport {Observable, Subscription} from
'rxjs:;\nimport {DialogConfig} from './dialog-config';\nimport {FocusOrigin} from '@angular/cdk/a1Jy';\nimport {BasePortalOutlet} from '@angular/cdk/portal';\nimport {ComponentRef} from '@angular/core';\n\n/** Additional options that can be passed in when closing a dialog.
component opened into the dialog. Will be\n * null when the dialog is opened using a `TemplateRef`.\n *\n readonly componentInstance: C | null;\n\n /**\n * `ComponentRef` of the component opened into the dialog. Will be\n * null when the dialog is opened using a `TemplateRef`.\n
 */\n readonly componentRef: ComponentRef<C> | null;\n\n /** Instance of the container that is rendering out the dialog content. */\n readonly
containerInstance: BasePortalOutlet & {_closeInteractionType?: FocusOrigin};\n\n /** Whether the user is allowed to close the dialog. */\n
disableClose: boolean | undefined;\n\n |** Emits when the dialog has been closed. */\n readonly closed: Observable<R | undefined> = new Subject<R | undefined>();\n\n /** Emits when the backdrop of the dialog is clicked. */\n readonly backdropClick: Observable<MouseEvent>;\n\n
/** Emits when on keyboard events within the dialog. */\n readonly keydownEvents: Observable<KeyboardEvent>;\n\n /** Emits on pointer events that happen outside of the dialog. */\n readonly outsidePointerEvents: Observable<MouseEvent>;\n\n /** Unique ID for the dialog. */\n
readonly id: string;\n\n /** Subscription to external detachments of the dialog. */\n private _detachSubscription: Subscription;\n\n constructor(\n readonly overlayRef: OverlayRef,\n readonly config: DialogConfig<any, DialogRef<R, C>, BasePortalOutlet>,\n) {\n}
this.disableClose = config.disableClose; in this.backdropClick = overlayRef.backdropClick(); In this.keydownEvents =
overlayRef.keydownEvents();\n this.outsidePointerEvents = overlayRef.outsidePointerEvents();\n this.id = config.id!; // By the time the dialog
is created we are guaranteed to have an ID.\n\n this.keydownEvents.subscribe(event => {\n if (event.keyCode === ESCAPE &&
Is created we are guaranteed to have an iD.Inin this.ReydownEvent.s.subscribe(event => {in if (event.ReyCode === ESCAPE && !hasModifierKey(event)) {in event.prevent.s.subscribe(event), {in close(undefined, {focusOrigin: 'keyboard'});in }in }in });in\n this.blackdropClick.subscribe() => {in if (!this.disableClose) {in this.close(undefined, {focusOrigin: 'mouse'});in }in });in\n);in\n);in\n);in\n);in\n);in\n this._detachSubscription = overlayRef.detachments().subscribe(() => {in // Check specifically for `false`, because we want `undefined` to be treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {in this.close();in }in });in }in\n\n **\n * Close the dialog.\n * @param result_
Optional result to return to the dialog opener.\n * @param options Additional options to customize the closing behavior.\n */\n close(result?: R,
options?: DialogCloseOptions): void {\n if (this.containerInstance) {\n const closedSubject = this.closed as Subject<R | undefined>;\n
this.containerInstance._closeInteractionType = options?.focusOrigin || 'program';\n // Drop the detach subscription first since it can be
triggered by the\n // `dispose` call and override the result of this closing sequence.\n this._detachSubscription.unsubscribe();\n
 this.overlayRef.dispose();\n closedSubject.next(result);\n closedSubject.complete();\n (this as {componentInstance: C}).componentInstance =
current position strategy. */\n updatePosition(): this {\n this.overlayRef.updatePosition();\n return this;\n }\n\n /**\n * Updates the dialog's width
and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n */\n updateSize(width: string | number =
", height: string | number = "): this {\n this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of classes to the overlay pane. */\n addPanelClass(classes: string | string[]): this {\n this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
classes to the overlay pane. *In addPanelClass(classes: string | string[]: this {In this.overlayRer.addPanelClass(classes);\text{in return this;\text{in} } num.

/** Remove a CSS class or an array of classes from the overlay pane. *In removePanelClass(classes: string | string[]): this {In this.overlayRef.removePanelClass(classes);\text{in return this;\text{in} } n.} \text{In} \text{In} \text{in removePanelClass(classes)};\text{in return this;\text{in} } n.} \text{In} \text{In} \text{In} \text{or this.overlayRef.removePanelClass(classes);\text{in return this;\text{in} } n.} \text{In} \text{In} \text{or dicense} \text{In} \text{or dicense} \text{In} \text{or this.overlayRef.removePanelClass(classes);\text{in return this;\text{in} } n.} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{or dicense} \text{
DEFAULT_DIALOG_CONFIG = new InjectionToken<DialogConfig>('DefaultDialogConfig');\n\n/**\n * @docs-private\n * @deprecated No longer
used. To be removed.\n * @breaking-change 19.0.0\n */\nexport function DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay:
 Overlay): () => ScrollStrategy {\n return () => overlay.scrollStrategies.block();\n}\n\n/*\n * @docs-private\n * @deprecated No longer used. To
be removed.\n * @breaking-change 19.0.0\n */\nexport const DIALOG_SCROLL_STRATEGY_PROVIDER = {\n provide:
DIALOG_SCROLL_STRATEGY,\in deps: [Overlay],\in useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,\in};\in","/**\in *
@license\in * Copyright Google LLC All Rights Reserved.\in *\in * Use of this source code is governed by an MIT-style license that can be\in *
 found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n TemplateRef,\n Injectable,\n Injector,\n OnDestroy,\n Type,\n
 StaticProvider,\n Inject,\n Optional,\n SkipSelf,\n ComponentRef,\n} from '@angular/core';\nimport {BasePortalOutlet, ComponentPortal,
TemplatePortal} from '@angular/cdk/portal';\nimport {of as observable(f, Observable, Subject, defer} from 'rxjs';\nimport {DialogRef} from './dialog-ref';\nimport {DialogConfig} from './dialog-config';\nimport {DialogConfig} from './dialog-config';\nimport {DialogConfig}, \n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n Overlay,\n
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_ariaHiddenElements = new Map<Element, string | null>();\n private _scrollStrategy: () => ScrollStrategy;\n\n l^* Keeps track of the currently-
 open dialogs. */\n get openDialogs(): readonly DialogRef<any, any>[] {\n return this._parentDialog ? this._parentDialog.openDialogs :
this._openDialogsAtThisLevel;\n }\n\n /** Stream that emits when a dialog has been opened. */\n get afterOpened(): Subject<DialogRef<any,
any>> {\n return this._parentDialog ? this._parentDialog.afterOpened : this._afterOpenedAtThisLevel;\n }\n\n /**\n * Stream that emits when all
 open dialog have finished closing.\n * Will emit on subscribe if there are no open dialogs to begin with.\n */\n readonly afterAllClosed:
 Observable<void> = defer(() =>\n this.openDialogs.length\n ? this._getAfterAllClosed()\n :
this._getAfterAllClosed().pipe(startWith(undefined)),\n );\n\n constructor(\n private _overlay: Overlay,\n private _injector: Injector,\n
@Optional() @Inject(DEFAULT_DIALOG_CONFIG) private _defaultOptions: DialogConfig,\n @Optional() @SkipSelf() private _parentDialog: Dialog,\n private _overlayContainer: OverlayContainer,\n @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any,\n ) {\n this._scrollStrategy = scrollStrategy;\n }\n\n *Opens a modal dialog containing the given component.\n * @param component Type of the
component to load into the dialog.\in * @param config Extra configuration options.\in * @returns Reference to the newly-opened dialog.\in */\in
open<R = unknown, D = unknown, C = unknown>(\n component: ComponentType<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n):
DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog
content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D =
unknown, C = unknown>(\in template: TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in ): DialogRef<R, C>;\in\in open<R =
unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D,
DialogRef<R, C>>,\n ): DialogRef<R, C>;\n\n open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef:
 ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ): DialogRef<R, C> {\n const defaults =
(this._defaultOptions || new DialogConfig()) as DialogConfig<n D,\n DialogRef<R, C>\n >;\n config = {...defaults, ...config};\n config.id =
 config.id || `cdk-dialog-${uniqueId++}`;\n\n if (\n config.id &&\n this.getDialogById(config.id) &&\n (typeof ngDevMode === 'undefined' ||
 ngDevMode)\n ) {\n throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique.`);\n }\n\n const overlayConfig =
this._getOverlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
Config);In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);In\n (dialogRef as {containerInstance} = dialogContainer;In this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer, config);In\n // If this is the first dialog that we're opening, hide all the non-overlay content.\n if (!this.openDialogs.length) {\n this._hideNonDialogContentFromAssistiveTechnology();In }\n\n (this.openDialogs as DialogRef<R, C>[]).push(dialogRef);In dialogRef;In }\n\n dialogRef.closed.subscribe(() => this._removeOpenDialog(dialogRef, true));In this.afterOpened.next(dialogRef);In\n return dialogRef;In }\n\n
/**In * Closes all of the currently-open dialogs.\n */\n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n/**\n * Finds an open dialog by its id.\n * @param id ID to use when looking up the dialog.\n */\n getDialogById<R, C>(id: string): DialogRef<R,
C> | undefined {in return this.openDialogs.find(dialog => dialog.id === id);in }\n\n ngOnDestroy() {\n // Make one pass over all the dialogs that
need to be untracked, but should not be closed. We\n // want to stop tracking the open dialog even if it hasn't been closed, because the
tracking\n // determines when `aria-hidden` is removed from elements outside the dialog.\n reverseForEach(this._openDialogsAtThisLevel.
 dialog => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false)
{In this_removeOpenDialog(dialog, false); In }In });InIn // Make a second pass and close the remaining dialogs. We do this second pass in
 order to\n // correctly dispatch the `afterAllClosed` event in case we have a mixed array of dialogs\n // that should be closed and dialogs that
should not.\n reverseForEach(this._openDialogsAtThisLevel, dialog => dialog.close());\n\n this._afterAllClosedAtThisLevel.complete();\n
this._afterOpenedAtThisLevel.complete();\n this._openDialogsAtThisLevel = [];\n }\n\n /**\n * Creates an overlay config from a dialog config.\n *@param config The dialog configuration.\n *@returns The overlay configuration.\n */\n private _getOverlayConfig<D, R>(config:
DialogConfig<D, R>): OverlayConfig {In const state = new OverlayConfig(In positionStrategy:\ln config.positionStrategy |\ln \)
this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy(),\n panelClass: config.panelClass,\n hasBackdrop: config.hasBackdrop,\n direction: config.direction,\n minWidth: config.minWidth,\n minHeight:
config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n disposeOnNavigation: config.closeOnNavigation,\n });\n\n if (config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n
return state;\\(\text{in}\) \\\(\text{in}\) \\\(\text{in}\) \times \text{Attaches a dialog container to a dialog's already-created overlay.\\(\text{in}\) \times \text{@param overlay Reference to the dialog's underlying overlay.\\(\text{in}\) \times \text{@param config The dialog configuration.\\(\text{in}\) \times \text{@returns A promise resolving to a ComponentRef for the attached container.\\(\text{in}\) \times \text{"/In private _attachContainer<R, D, C>(\\(\text{in}\) overlay: OverlayRef,\\(\text{in}\) dialogRef: DialogRef<R, C>,\\(\text{in}\) config: DialogConfig<D,
DialogRef<R, C>>,\n): BasePortalOutlet {\n const userInjector = config.injector || config.viewContainerRef?.injector;\n const providers:
StaticProvider[] = [\n {provide: DialogConfig, useValue: config},\n {provide: DialogRef, useValue: dialogRef},\n {provide: OverlayRef, useValue:
overlay},\n ];\n let containerType: Type<BasePortalOutlet>;\n\n if (config.container) {\n if (typeof config.container === 'function') {\n
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {\n containerType = CdkDialogContainer;\n }\n\n const containerPortal = new ComponentPortal(\n containerType,\n
 config.viewContainerRef,\n Injector.create({parent: userInjector || this._injector, providers}),\n config.componentFactoryResolver,\n );\n const
containerRef = overlay.attach(containerPortal); \n\n return containerRef.instance; \n \\n\n * Attaches the user-provided component to the
 already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
 TemplateRef to instantiate as the content.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer
Component that is going to wrap the dialog content.\n * @param config Configuration used to open the dialog.\n */\n private
_attachDialogContent<R, D, C>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n dialogRef: DialogRef<R, C>,\n
dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef)
{\n const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);\n\ let context: any = {\$implicit: config.data, dialogRef};\n\n\ if (config.templateContext) {\n context} = {\n ...context,\n ...(typeof config.templateContext ==== 'function'\n ?
config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef:
ComponentRef<C>}).componentRef = contentRef;in (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;in }ln\n/**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
 optionally, to return a value.\n * @param config Config object that is used to construct the dialog.\n * @param dialogRef Reference to the
 dialog being opened.\n * @param dialogContainer Component that is going to wrap the dialog content.\n * @param fallbackInjector Injector to
 use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one \n * @returns The custom
 injector that can be used inside the dialog.\n */\n private _createInjector<R, D, C>(\n config: DialogConfig<D, DialogRef<R, C>>,\n dialogRef:
DialogRef<R, C>,\n dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector {\n const userInjector =
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\n if (typeof config.providers === 'function') {\n
providers.push(...config.providers(dialogRef, config, dialogContainer));\n } else {\n providers.push(...config.providers);\n }\n }\n }\n }\n }\n f(\n config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\n providers.push({\n null}) \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq 
config.direction &&in (!userInjector ||In !userInjector.get<Directionality, null, {optional: true}))in ) {In providers.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n provider}.push{{\n
element.setAttribute('aria-hidden', previousValue);in } else {\n element.removeAttribute('aria-hidden');\n }\n });\n\n
this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n }\n }\n }\n fides all of the content that isn't an
 overlay from assistive technology. */\n private _hideNonDialogContentFromAssistiveTechnology() {\n const overlayContainer =
 this._overlayContainer.getContainerElement();in\n // Ensure that the overlay container is attached to the DOM.\n if
 (overlayContainer.parentElement) {\n const siblings = overlayContainer.parentElement.children;\n\n for (let i = siblings.length - 1; i > -1; i--) {\n
 const sibling = siblings[i];\n\n if (\n sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE'
 &&\n !sibling.hasAttribute('aria-live')\n ) {\n this._ariaHiddenElements.set(sibling, sibling.getAttribute('aria-hidden'));\n
array while iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n */\nfunction reverseForEach<T>(items: T[] |
Google LLC All Rights Reserved.\n *\n \text{ | white | i= items.length;\n\n \text{ white | (i--) {\n callback: (current: T) => void) {\n let i = items.length;\n\n \text{ white | (i--) {\n callback: (items[i]);\n }\n}\n\",\"\"\"\" \n * @license\n * Copyright | Google LLC All Rights Reserved.\n *\n \text{ | white | (i--) {\n callback: (items[i]);\n }\n \n\ | \n \text{ | white | (i--) {\n callback: (items[i]);\n \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \n\ | \
```

```
{CdkDialogContainer} from './dialog-container';\n\n@NgModule({\n imports: [OverlayModule, PortalModule, A11yModule,
CdkDialogContainer],\n exports: [\n // Re-export the PortalModule so that people extending the `CdkDialogContainer`\n // don't have to
remember to import it or be faced with an unhelpful error.\n PortalModule,\n CdkDialogContainer,\n ],\n providers: [Dialog],\n}\nexport class
remember to import it or be faced with an unhelpful error. In PortalModule, In CdkDialogContainer, In ], In providers: [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/**\n * Names": [Dialog], In}) Inexport class DialogModule {}\n", "/*\n * Names": [Dialog], In}) Inexport class Dialog DialogModule {}\n", "/*\n * Names": [Dialog], Inexport class Dialog DialogModule {}\n", "/*\n * Names": [Dialog], Inexport class Dialog DialogModule {}\n", "/*\n * Names": [Dialog], Inexport class Dialog DialogModule {}\n", "/*\n * Names": [Dialog, Names, Inexport class Dialog DialogModule {}\n", "/*\n * Names Dialog DialogModule {}\n", "/*\n * Names Dialog DialogModule {}\n", "/*\n * Names Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog Dialog 
B,EACVB,aAA4B,EAAA;AAEpC,QAAA,KAAK,EAAE,CAAC;QATE,IAAW,CAAA,WAAA,GAAX,WAAW,CAAY;QACVB,IAAIB,CAAA,IBAAA,GAAIB,IB
AÁIB,CAÁKB;QAÉd,IAAÓ,CAAÁ,ÒAAÁ,GAAP,OAAÓ,CAAĆ;QACjC,IAAqB,CAAA,qBÁAA,GÁArB,qBAAqB,CAAsB;QACzC,IAAÓ,CAAÁ,OAAÁ,G
AAP,OAAO,CAAQ;QACjB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAY;QACVB,IAAa,CAAA,GAAA,GAAA,AAAA,CAAe;AATC9B,QAAA,IAAA,CAAA,SA
AS,GAAG,MAAM,CAAC,QAAQ,CAAC,CAAC;;QAO7B,IAAU,CAAA,UAAA,GAAqB,IAAI,CAAC;;QAGpC,IAAoC,CAAA,oCAAA,GAAuB,IAAI,CAAC;
AAExE;;;;AAIG;QACH,IAAqB,CAAA,qBAAA,GAAuB,IAAI,CAAC;AAEjD;;;;AAKG;QACH,IAA0B,CAAA,0BAAA,GAAa,EAAE,CAAC;AAEjB,QAAA
,IAAA,CAAA,KBAAKB,GAAG,MAAM,CAAC,IBAAIB,CAAC,CAAC;AAIFIE;;;;;AAKG;AACM,QAAA,IAAA,CAAA,eAAe,GAAG,CAAC,MAAIB,KAAI;A
ÁC/C,YAAA,ÍAAI,IAAI,CAAC,aAAa,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,ĬAAI,SAAS,CAAC,ÉAAE;AACvF,gBAAA,sCAASC,EAA
E,CAAC;aAC1C;YAED,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;YAC1D,IAAI,CAAC,gBAAgB,EAAE,CAAC
IAAI,CAAC,UAAU,EAAE,CAAC;KACnB;IAED,WAAW,GAAA;QACT,IAAI,CAAC,aAAa,EAAE,CAAC;KACtB;AAED;;;AAGG;AACH,IAAA,qBAAqB,C
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AAA,sCAAsC,EAAE,CAAC;SAC1C;QAED,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,qBAAqB,CAAC,MAAM,CAAC,CAAC;QAChE,IAAI,CAAC
,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,MAAM,CAAC;KACf;AAED;;;AAGG;AACH,IAAA,oBAAoB,CAAI,MAAyB,EAAA;AAC/C,QAAA,IAAI,IA
AI,CAAC,aAAa,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACVF,YAAA,SCAASC,EAAE,CAAC;SAC1C;QAE
D,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,oBAAoB,CAAC,MAAM,CAAC,CAAC;QAC/D,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,O
AAO,MAAM,CAAC;KACf;;;IAoBD,eAAe,GAAA;AACb,QAAA,IAAI,CAAC,IAAI,CAAC,cAAc,EAAE,EAAE;YAC1B,IAAI,CAAC,UAAU,EAAE,CAAC;S
ACnB;KACF;AAED;;;;AAIG;IACK,WAAW,CAAC,OAAoB,EAAE,OAAsB,ÉAAA;QAC9D,IAAI,CAAC,IAAI,CAAC,qBAAqB,CAAC,WAAW,CAAC,OAA
O,CAAC,EAAE;AACpD,YAAA,OAAO,CAAC,QAAQ,GAAG,CAAC,CAAC;CAAC;;AAEtB,YAAA,IAAI,CAAC,OAAO,CAAC,iBAAiB,CAAC,MAAK;gBA
BAAA,OAAO,CAAC,gBAAgB,CAAC,MAAM,EAAE,QAAQ,CAAC,CAAC;AAC3C,gBAAA,OAAO,CAAC,gBAAgB,CAAC,WAAW,EAAE,QAAQ,CAAČ
,CAAC,IAAI,CAAC,mBAAmB,IAAG;;;oBAGzE,IAAI,CAAC,mBAAmB,EAAE;wBACxB,IAAI,CAAC,qBAAqB,EAAE,CAAC;qBAC9B;AACH,iBAAC,C
AAC,CAAC;gBACH,MAAM;AACR,YAAA,KAAK,eAAe;AACIB,gBAAA,IAAI,CAAC,mBAAmB,CAAC,0CAAOC,CAAC,CAAC;gBACrE,MAAM;AACR,
YAAA;gBACE,IAAI,CAAC,mBAAmB,CAAC,IAAI,CAAC,OAAO,CAAC,SAAU,CAAC,CAAC;gBACID,MAAM;SACT;KACF;;IAGO,aAAa,GAAA;AACn
B,QAAA,MAAM,WAAW,GAAG,IAAI,CAAC,OAAO,CAAC,YAAY,CAAC;QAC9C,IAAI,kBAAKB,GAAUB,IAAI,CAAC;AAEID,QAAA,IAAI,OAAO,WAAW,
KAAK,QAAQ,EAAE;YACnC,kBAAkB,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,WAAW,CAAC,CAAC;SAChE;AAAM,aAAA,IAAI,OAAO,WAAW,
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AČ7C, YAAA, EAAC, OAAO, EAAE, SAAS, EAAE, QAAQ, EAAE, SAAS, EAAC; SAC1C, CAAC; AAEF, QAAA, IAAI, MAAM, CAAC, SAAS, EAAE; AACPB, YA
 AA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU,EAAE;AAC1C,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,EAAE,
MAAM, ÉAAE, EAAE, CAAC, CAAC, CAAC, ACC; BAAM; BACL, SAAS, CAAC, IAAI, CAAC, GAAG, MAAM, CAAC, SAAS, CAAC, CAAC; BACFC; SACF
 QAED,IACE,MAAM,CAAC,SAAS;AAChB,aAAC,CAAC,YÃAY;AACZ,gBAAA,CAAC,YAAY,CAAC,GAAG,CAAWB,cAAc,EAAE,IAAI,EAAE,EAAC,QA
ÃQ,EAAE,IAAI,EAAC,CAAC,CAAC,EACnF;YACA,SAAS,CAAC,IAAÍ,CAAC;AACb,gBAAA,OAAO,EAAE,cAAc;AACvB,gBAAA,QAAQ,EAAE,EAAC
 ,KAAK,EAAE,MAAM,CAAC,SAAS,EAAE,MAAM,EAAEC,EAAY,EAAE,EAAC;AAC5D,aAAA,CAAC,CAAC;SACJ;AAED,QAAA,OAAO,QAAQ,CAAC,
MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,gBAAgB,EAAE,SAAS,EAAC,CAAC;KAC/E;AAED;;;;AAIG;IACK,IBAAIB,CAAO,SAA0B,EAA
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 ,CAAC,EAAE;YACb,IAAI,CAAC,WAAIC,CAAC,MAAM,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;;;AAIZD,YAAA,IAAI,CAAC,IAAI,CAAC,WAAW,CAA
CANCANC, EARE; YACD, IAAI, CAAC, WAAIC, CAAC, WAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CA
CAAC, mBAAmB, EAAE, CAAC;; AAGtE, QAAA, IAAI, gBAAGB, CAAC, aAAa, EAAE; AACIC, YAAA, MAAM, QAAQ, GAAG, gBAAGB, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAAC, EAAE, CAA
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 ,KAAK,QAAQ;oBAC7B,OAAO,CAAC,QAAQ,KAAK,OAAO;AAC5B,oBAAA,CAAC,OAAO,CAAC,YAAY,CAAC,WAAW,CAAC,EACIC;AACA,oBAAA,I
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 CAAC, aAAa, EAAE, MAAM, CAAC, CAAC, IBAC7C; aACF; SACF; KACF; IAEO, kBAAkB, GAAA; AACxB, QAAA, MAAM, MAAM, GAAG, IAAI, CAAC, aAAa,
 CAAC;AACIC,QAAA,QAAQ,MAAM,GAAG,MAAM,CAAC,KBAAKB,EAAE,GAAG,IAAI,CAAC,0BAA0B,CAAC;KAC/E;qHAtWU,MAAM,EAAA,IAAA,É
,KAAA,EAAAA,IAAA,CAAA,gBAAA,EAAA,EAAA,EAAA,KAAA,EAGjC,sBAAsB,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAA
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AC;KACpB;AACH;;MCpYa,YAAY,CAAA;qHAAZ,YAAY,EAAA,IAAA,EAAA,EAAA,EAAA,ÃAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAA
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;YACZ,kBAAkB,CAAA,EAAA,CAAA,EAAA;sHAIT,YAAY,EAAA,SAAA,EAFZ,CAAC,MAAM,CAAC,YAPT,aAAa,EAAE,YAAY,EAAE,UAAU;;;YA I/C,YAAY,CAAA,EAAA,CAAA,CAAA,EAAA;;kGAKH,YAAY,EAAA,UAAA,EAAA,CAAA;kBAVxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OA AO,EAAE,CAAC,aAAa,EAAE,YAAY,EAAE,UAAU,EAAE,kBAAkB,CAAC;AACtE,oBAAA,OAAO,EAAE;;;wBAGP,YAAY;wBACZ,kBAAkB;AACnB,qB AAA;oBACD,SAAS,EAAE,CAAC,MAAM,CAAC;AACpB,iBAAA,CAAA;;;ACxBD;;AAEG;;;;"}

```
Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n FocusMonitor,\n FocusOrigin,\n FocusTrap,\n FocusTrapFactory,\n
InteractivityChecker,\n} from '@angular/cdk/a11y';\nimport {OverlayRef} from '@angular/cdk/overlay';\nimport {Platform,
 _getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {\n BasePortalOutlet,\n CdkPortalOutlet,\n
ComponentPortal,In DomPortal,In TemplatePortal,In} from '@angular/cdk/portal';Inimport {DOCUMENT} from '@angular/common';Inimport {In
ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ComponentRef,\n ElementRef,\n EmbeddedViewRef,\n Inject,\n NgZone,\n
OnDestroy,\n Optional,\n ViewChild,\n ViewEncapsulation,\n inject,\n} from '@angular/core';\nimport {DialogConfig} from './idialog-
config';\n\nexport function throwDialogContentAlreadyAttachedError() {\n throw Error('Attempting to attach dialog content after content is
already attached');\n}\n\n/**\n * Internal component that wraps user-provided dialog content.\n * @docs-private\n */\n@Component({\n selector:
'cdk-dialog-container',\n templateUrl: './dialog-container.html',\n styleUrls: ['dialog-container.css'],\n encapsulation:
ViewEncapsulation.None,\n // Using OnPush for dialogs caused some G3 sync issues. Disabled until we can track them down.\n //
tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports:
tslint:disable-next-line:validate-decoratorsin changeDetection: ChangeDetectionStrategy.Detauit,in standatione: true,in imports: [CdkPortalOutlet],in host: {in 'class': 'cdk-dialog-container',in 'tabindex': '-1',in '[attr.id]': '_config.id || null',in '[attr.role]': '_config.role',in '[attr.aria-label]': '_config.ariaLabel ? null: _ariaLabelledByQueue[0]',in '[attr.aria-label]': '_config.ariaLabel',in '[attr.aria-describedby]': '_config.ariaDescribedBy || null',in },in})\nexport class CdkDialogContainer<C extends DialogConfig = DialogConfig>in extends BasePortalOutlet\n implements OnDestroy\n{\n private _platform = inject(Platform);\n protected document: Document;\nin |** The portal outlet inside of this container into which the dialog content will be loaded. */\n
@ViewChild(CdkPortalOutlet, {static: true}) _portalOutlet: CdkPortalOutlet;\n\n /** The class that traps and manages focus within the dialog.
*/\n private _focusTrap: FocusTrap | null = null;\n\n /** Element that was focused before the dialog was opened. Save this to restore upon
close. */In private _elementFocusedBeforeDialogWasOpened: HTMLElement | null = null; In\n /**\n * Type of interaction that led to the dialog
being closed. This is used to determine\n * whether the focus style will be applied when returning focus to its original location\n * after the
dialog is closed.\n */\n _closeInteractionType: FocusOrigin | null = null;\n\n /**\n * Queue of the IDs of the dialog's label element, based on their
definition order. The first\n * ID will be used as the `aria-labelledby` value. We use a queue here to handle the case\n * where there are two or
more titles in the DOM at a time and the first one is destroyed while\n * the rest are present.\n */\n _ariaLabelledByQueue: string[] = [];\n\n
protected readonly _changeDetectorRef = inject(ChangeDetectorRef);\n\n constructor(\n protected _elementRef: ElementRef,\n protected
 _focusTrapFactory: FocusTrapFactory,\n @Optional() @Inject(DOCUMENT) _document: any,\n @Inject(DialogConfig) readonly _config: C,\n
private _interactivityChecker: InteractivityChecker,In protected _ngZone: NgZone,In private _overlayRef: OverlayRef,In private
 focusMonitor?: FocusMonitor,\n ) {\n super();\n\n this._document = _document;\n\n if (this._config.ariaLabelledBy) {\n
this._ariaLabelledByQueue.push(this._config.ariaLabelledBy);\n \\n\n\n_addAriaLabelledBy(id: string) {\n this._ariaLabelledByQueue.push(id);\n this._changeDetectorRef.markForCheck();\n \\n\n_removeAriaLabelledBy(id: string) {\n const index = this._ariaLabelledByQueue.indexOf(id);\n\n if (index > -1) {\n this._ariaLabelledByQueue.splice(index, 1);\n_
this._changeDetectorRef.markForCheck();in }in }in\n protected _contentAttached() {in this._initializeFocusTrap();in this._handleBackdropClicks();in this._captureInitialFocus();in }in\n * Can be used by child classes to customize the initial focus\n *
capturing behavior (e.g. if it's tied to an animation).\n */\n protected _captureInitialFocus() {\n this._trapFocus();\n }\n\n monDestroy() {\n this._restoreFocus();\n }\n\n /**\n * Attach a ComponentPortal as content to this dialog container.\n * @param portal Portal to be attached as
the dialog content.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n if (this._portalOutlet.hasAttached()
&& (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n }\n\n const result =
this._portalOutlet.attachComponentPortal(portal);\n this._contentAttached();\n return result;\n }\n\n /**\n * Attach a TemplatePortal as content
to this dialog container.\n * @param portal Portal to be attached as the dialog content.\n */\n attachTemplatePortal<T>(portal:
TemplatePortal<T>): EmbeddedViewRef<T> {\n if (this._portalOutlet.hasAttached() && (typeof ngDevMode =
                                                                                                                                                          = 'undefined' || ngDevMode)) {\n
throwDialogContentAlreadyAttachedError();\n }\n\n const result = this._portalOutlet.attachTemplatePortal(portal);\n this._contentAttached();\n
return result;\n \n\n * Attaches a DOM portal to the dialog container.\n * @param portal Portal to be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n if
(this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialoǵContentAlreadyAttachedError();\n
if (!this._containsFocus()) {In this._trapFocus();\n }\n }\n\n'*\n * Focuses the provided element. If the element is not focusable, it will add a tablndex\n * attribute to forcefully focus it. The attribute is removed after focus is moved.\n * @param element The element to focus.\n */\n
private _forceFocus(element: HTMLElement, options?: FocusOptions) {\n if (!this._interactivityChecker.isFocusable(element)) {\n element.tablndex = -1;\n // The tabindex attribute should be removed to avoid navigating to that element again\n
this. ngZone.runOutsideAngular(() => {\n const callback = () => {\n element.removeEventListener('blur', callback);\n
element.removeEventListener('mousedown', callback);\n element.removeAttribute('tabindex');\n };\n\n element.addEventListener('blur',
callback);\n element.addEventListener('mousedown', callback);\n });\n }\n element.focus(options);\n }\n\n * Focuses the first element that
matches the given selector within the focus trap.\n *@param selector The CSS selector for the element to set focus to.\n */\n private
 _focusByCssSelector(selector: string, options?: FocusOptions) {\n let elementToFocus = this._elementRef.nativeElement.querySelector(\n
selector,in ) as HTMLElement | null; in if (elementToFocus) {In this._forceFocus(elementToFocus, options); in }\n }\n\n /**\n * Moves the focus
inside the focus trap. When autoFocus is not set to 'dialog', if focus\n * cannot be moved then focus will go to the dialog container.\n */\n
protected _trapFocus() {\n const element = this._elementRef.nativeElement;\n // If were to attempt to focus immediately, then the content of
the dialog would not yet be\n // ready in instances where change detection has to run first. To deal with this, we simply\n // wait for the
microtask queue to be empty when setting focus when autoFocus isn't set to\n // dialog. If the element inside the dialog can't be focused, then
the container is focused\n // so the user can't tab into other elements behind it.\n switch (this._config.autoFocus) {\n case false:\n case
'dialog':\n // Ensure that focus is on the dialog container. It's possible that a different\n // component tried to move focus while the open
animation was running. See:\n // https://github.com/angular/components/issues/16215. Note that we only want to do this\n // if the focus isn't
this._focusTrap?.focusInitialElementWhenReady().then(focusedSuccessfully => {\n |/ If we weren't able to find a focusable element in the dialog, then focus the dialog\n |/ container instead.\n if (!focusedSuccessfully) {\n this._focusDialogContainer();\n }\n });\n break;\n case 'first-
opened. */\n private _restoreFocus() {\n const focusConfig = this._config.restoreFocus;\n let focusTargetElement: HTMLElement | null =
null;\n\n if (typeof focusConfig ===
                                                  string') {\n focusTargetElement = this._document.querySelector(focusConfig);\n } else if (typeof
                      = 'boolean') {In focusTargetElement = focusConfig ? this._elementFocusedBeforeDialogWasOpened : null;\n } else if
(focusConfig) {In focusTargetElement = focusConfig; In }In I/ We need the extra check, because IE can set the `activeElement` to null in some
cases.In if (In this._config.restoreFocus &&In focusTargetElement &&In typeof focusTargetElement.focus === 'function'In ) {In const
activeElement = _getFocusedElementPierceShadowDom();\n const element = this._elementRef.nativeElement;\n\n // Make sure that focus is
still inside the dialog or is on the body (usually because aln // non-focusable element like the backdrop was clicked) before moving it. It's
possible that\n // the consumer moved it themselves before the animation was done, in which case we shouldn't\n // do anything.\n if (\ln
activeElement ||\n activeElement === this._document.body ||\n activeElement === element ||\n element.contains(activeElement)\n ) {\n if
(this._focusMonitor) {\n this._focusMonitor.focusVia(focusTargetElement, this._closeInteractionType);\n this._closeInteractionType = null;\n } else {\n focusTargetElement.focus();\n }\n }\n }\n }\n }\n \n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n }\n \n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n }\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (this._focusTrap.destroy();\n if (thi
*/\n private _focusDialogContainer() {\n // Note that there is no focus method when rendering on the server.\n if
(this._elementRef.nativeElement.focus) {\n this._elementRef.nativeElement.focus();\n }\n }\n\n /** Returns whether focus is inside the dialog.
*/\n private _containsFocus() {\n const element = this._elementRef.nativeElement;\n const activeElement =
_getFocusedElementPierceShadowDom();\n return element === activeElement || element.contains(activeElement);\n \n\n /** Sets up the focus
trap. */\n private _initializeFocusTrap() {\n if (this._platform.isBrowser) {\n this._focusTrap = this._focusTrapFactory.create(this._elementRef.nativeElement);\n\n // Save the previously focused element. This element will be re-focused\n
// when the dialog closes.\n if (this._document) {\n this._elementFocusedBeforeDialogWasOpened =
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_getFocusedElementPierceShadowDom();\n }\n }\n }\n\n /** Sets up the listener that handles clicks on the dialog backdrop. */\n private
  handleBackdropClicks() {\n // Clicking on the backdrop will move focus out of dialog.\n // Recapture it if closing via the backdrop is
disabled.\n this._overlayRef.backdropClick().subscribe(() => {\n if (this._config.disableClose) {\n this._recaptureFocus();\n }\n }\n}\n","
<ng-template cdkPortalOutlet />\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {OverlayRef} from
 '@angular/cdk/overlay';\nimport {ESCAPE, hasModifierKey} from '@angular/cdk/keycodes';\nimport {Observable, Subject, Subscription} from
'rxjs';\nimport {DialogConfig} from './dialog-config';\nimport {FocusOrigin} from '@angular/cdk/a11y';\nimport {BasePortalOutlet} from
'@angular/cdk/portal';\nimport {ComponentRef} from '@angular/core';\n\n/** Additional options that can be passed in when closing a dialog.
*/\nexport interface DialogCloseOptions {\n /** Focus original to use when restoring focus. */\n focusOrigin?: FocusOrigin;\n\n\n\**\n *
**Reference to a dialog opened via the Dialog service.\n *\nexport class DialogRef<R = unknown, C = unknown> {\n | **\n * \nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank | m | *\nrank
containerInstance: BasePortalOutlet & { _closeInteractionType?: FocusOrigin};\n\n /** Whether the user is allowed to close the dialog. *\n disableClose: boolean | undefined;\n\n /** Emits when the dialog has been closed. *\n readonly closed: Observable<R | undefined> = new
Subject<R | undefined>();\n\n /** Emits when the backdrop of the dialog is clicked. */\n readonly backdropClick: Observable<MouseEvent>;\n\n
/** Emits when on keyboard events within the dialog. */\n readonly keydownEvents: Observable<KeyboardEvent>;\n\n /** Emits on pointer
events that happen outside of the dialog. */\n readonly outsidePointerEvents: Observable<MouseEvent>;\n\n /** Unique ID for the dialog. */\n
readonly id: string;\n\n /** Subscription to external detachments of the dialog. */\n private _detachSubscription: Subscription;\n\n
 constructor(In readonly overlayRef: OverlayRef,In readonly config: DialogConfig<any, DialogRef<R, C>, BasePortalOutlet>,In ) {In
this.disableClose = config.disableClose;\text{in this.backdropClick = overlayRef.backdropClick();\text{in this.keydownEvents = }}
overlayRef.keydownEvents();\n this.outsidePointerEvents = overlayRef.outsidePointerEvents();\n this.id = config.id!; // By the time the dialog
options?: DialogCloseOptions): void {\n if (this.containerInstance) {\n const closedSubject = this.closed as Subject<R | undefined>;\n
this.containerInstance._closeInteractionType = options?.focusOrigin || 'program';\n // Drop the detach subscription first since it can be
triggered by the\n // `dispose` call and override the result of this closing sequence.\n this_detachSubscription.unsubscribe();\n
 this.overlayRef.dispose();\n closedSubject.next(result);\n closedSubject.complete();\n (this as {componentInstance: C}).componentInstance =
(In this as {containerInstance: BasePortalOutlet}In ).containerInstance = null!;In }In ]In I/n /** Updates the position of the dialog based on the
current position strategy. */\n updatePosition(): this {\n this.overlayRef.updatePosition();\n return this;\n }\n\n /**\n * Updates the dialog's width
and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n */\n updateSize(width: string | number
", height: string | number = "): this {In this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of classes to the overlay pane. */\n addPanelClass(classes: string | string[]): this {\n this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
/** Remove a CSS class or an array of classes from the overlay pane. *\ln removePanelClass(classes: string | string[]): this {\n this.overlayRef.removePanelClass(classes);\n return this;\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport
or this source code is governed by an MiT-style license that can beth "found in the LICENSE file at https://angular.lo/licensein "/ininimport (InjectionToken, inject) from '@angular/core';\nimport {Overlay, ScrollStrategy} from '@angular/cdk/overlay';\nimport {DialogConfig} from '\dialog-config';\n\n\n\** Injection token for the Dialog's ScrollStrategy. */Inexport const DIALOG_SCROLL_STRATEGY = new InjectionToken<() => ScrollStrategy>(\n 'DialogScrollStrategy',\n {\n providedIn: 'root',\n factory: () => {\n const overlay = inject(Overlay);\n return () => overlay.scrollStrategies.block();\n },\n },\n },\n);\n\n\** Injection token for the Dialog's Data. */Inexport const DIALOG_DATA = new InjectionToken</a> InjectionToken</a>
DEFAULT_DIALOG_CONFIG = new InjectionToken<br/>
DialogConfig>('DefaultDialogConfig');\n\n/**\n * @docs-private\n * @deprecated No longer used. To be removed.\n * @breaking-change 19.0.0\n */\nexport function DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay:
 Overlay): () => ScrollStrategy {\n return () => overlay.scrollStrategies.block();\n}\n\n/*\n * @docs-private\n * @deprecated No longer used. To
be removed.\n * @breaking-change 19.0.0\n */\nexport const DIALOG_SCROLL_STRATEGY_PROVIDER = {\n provide:
DIALOG_SCROLL_STRATEGY,In deps: [Overlay],In useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,In};In","/**In *
@licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can beIn *
 found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n TemplateRef,\n Injectable,\n Injector,\n OnDestroy,\n Type,\n
 StaticProvider,\n Inject,\n Optional,\n SkipSelf,\n ComponentRef,\n} from '@angular/core';\nimport {BasePortalOutlet, ComponentPortal,
 TemplatePortal} from '@angular/cdk/portal';\nimport {of as observableOf, Observable, Subject, defer} from 'rxjs';\nimport {DialogRef} from
 './dialog-ref';\nimport {DialogConfig} from './dialog-config';\nimport {Directionality} from '@angular/cdk/bidi';\nimport {\n ComponentType,\n
open dialog have finished closing in * Will emit on subscribe if there are no open dialogs to begin with in */in readonly afterAllClosed:
 Observable<void> = defer(() =>\n this.openDialogs.length\n ? this._getAfterAllClosed()\n :
 this._getAfterAllClosed().pipe(startWith(undefined)),\n );\n\n constructor(\n private _overlay: Overlay,\n private _injector: Injector,\n
 @Optional() @Inject(DEFAULT_DIALOG_CONFIG) private _defaultOptions: DialogConfig,\n @Optional() @SkipSelf() private _parentDialog:
 Dialog,\n private_overlayContainer: OverlayContainer,\n @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any,\n ) {\n
this._scrollStrategy = scrollStrategy;\n }\n\n /**\n * Opens a modal dialog containing the given component.\n * @param component Type of the
component to load into the dialog.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\n component: ComponentType<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ):
DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog
content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\ln template: TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ): DialogRef<R, C>;\n\n open<R =
unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ): DialogRef<R, C>;\ln\n open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef:
 ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ): DialogRef<R, C> {\n const defaults =
(this_defaultOptions || new DialogConfig()) as DialogConfig.id ⊃, In DialogRef<R, ⊃ (in config = {...defaults, ...config};\n config.id = config.id || `cdk-dialog-${uniqueId++}`;\n\n if (\n config.id &&\n this.getDialogByld(config.id) &&\n (typeof ngDevMode === 'undefined' ||
ngDevMode)\n) {\n throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique. );\n }\n\n const overlayConfig =
 this._getOvérlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
config); In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config); InIn (dialogRef as {containerInstance
BasePortalOutlet}).containerInstance = dialogContainer; in this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer,
 config);\n\n // If this is the first dialog that we're opening, hide all the non-overlay content.\n if (!this.openDialogs.length) {\n
/**\n * Closes all of the currently-open dialogs.\n */\n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n
/**\n * Finds an open dialog by its id.\n * @param id ID to use when looking up the dialog.\n */\n getDialogByld<R, C>(id: string): DialogRef<R,
C> | undefined {\n return this.openDialogs.find(dialog => dialog.id === id);\n }\n\n ngOnDestroy() {\n // Make one pass over all the dialogs that need to be untracked, but should not be closed. We\n // want to stop tracking the open dialog even if it hasn't been closed, because the
tracking\n // determines when `aria-hidden` is removed from elements outside the dialog.\n reverseForEach(this._openDialogsAtThisLevel
dialog => {In // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === f {\n this._removeOpenDialog(dialog, false);\n }\n });\n\n // Make a second pass and close the remaining dialogs. We do this second pass in
order toln // correctly dispatch the after AllClosed event in case we have a mixed array of dialogs in // that should be closed and dialogs that
```

```
should not.n reverseForEach(this._openDialogsAtThisLevel, dialog => dialog.close());nn this._afterAllClosedAtThisLevel.complete();n
this._afterOpenedAtThisLevel.complete();\n this._openDialogsAtThisLevel = [];\n }\n\n /**\n * Creates an overlay config from a dialog config.\n
   @param config The dialog configuration.\n * @returns The overlay configuration.\n */\n private _getOverlayConfig<D, R>(config:
DialogConfig<D, R>): OverlayConfig {In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In const state = new OverlayConfig({In positionStrategy:In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In config.positionStrategy | I/In co
this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy(),\n
panelClass: config.panelClass,\n hasBackdrop: config.hasBackdrop,\n direction: config.direction,\n minWidth: config.minWidth,\n minHeight:
config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
disposeOnNavigation: config.closeOnNavigation,in }};\n\n if(config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n return state;\n }\n\n /**\n * Attaches a dialog container to a dialog's already-created overlay.\n * @param overlay Reference to the dialog's underlying overlay.\n * @param config The dialog configuration.\n * @returns A promise resolving to a ComponentRef for the attached container.\n *\n private _attachContainer<\R, D, C>(\n overlay: OverlayRef,\n dialogRef: DialogRef<\R, C>,\n config: DialogConfig<\D,
DialogRef<R, C>>,\n ): BasePortalOutlet {\n const \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \underset \under
overlay},\n ];\n let containerType: Type<BasePortalOutlet>;\n\n if (config.container) {\n if (typeof config.container === 'function') {\n
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {\n containerType = CdkDialogContainer;\n }\n\n const containerPortal = new ComponentPortal(\n containerType,\n
config.viewContainerRef,In Injector.create({parent: userInjector || this._injector, providers}),In config.componentFactoryResolver,In );In const
containerRef = overlay.attach(containerPortal);\n\n return containerRef.instance;\n }\n\n /**\n * Attaches the user-provided component to the
already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
TemplateRef to instantiate as the content.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer
Component that is going to wrap the dialog content.\n * @param config Configuration used to open the dialog.\n */\n private
_attachDialogContent<R, D, C>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n dialogRef: DialogRef<R, C>,\n dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef) {\n const injector = this_createInjector(config, dialogRef, dialogContainer, undefined);\n let context: any = {\simplicit: config.data,
dialogRef};\n\n if (config.templateContext) {\n context = {\n ...context,\n ...(typeof config.templateContext === 'function'\n ? config.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>
(componentOrTemplateRef, null!, context, injector),in );in } else {In const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n
config.viewContainerRef, In injector, In config.componentFactoryResolver, In ), In (dialogRef as {componentRef:
ComponentRef<C>}).componentRef = contentRef;\in (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\in }\in \n\n\n*\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
optionally, to return a value.\n * @param config Config object that is used to construct the dialog.\n * @param dialogRef Reference to the
dialog being opened.\n * @param dialogContainer Component that is going to wrap the dialog content.\n * @param fallbackInjector Injector to
use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one.\n * @returns The custom
injector that can be used inside the dialog.\n */\n private _createlnjector<R, D, C>(\n config: DialogConfig<D, DialogRef<R, C>>,\n dialogRef:
DialogRef<R, C>,\n dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector {\n const userInjector
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\n if (typeof config.providers === 'function') {\n
providers.push(...config.providers(dialogRef, config, dialogContainer));\n } else {\n providers.push(...config.providers);\n }\n }\n }\n }\n }\n f(\n config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\n providers.push({\n null}) \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq \null \neq 
this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n }\n h\ln h\ln = fides all of the content that isn't an overlay from assistive technology. *\n private _hideNonDialogContentFromAssistiveTechnology() {\n const overlayContainer =
this._overlayContainer.getContainerElement();\n\n // Ensure that the overlay container is attached to the DOM.\n if
(overlayContainer.parentElement) {\n const siblings = overlayContainer.parentElement.children;\n\n for (let i = siblings.length - 1; i > -1; i--) {\n
const sibling = siblings[i];\n\n if (in sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE'
&&\n !sibling.hasAttrībute('aria-live')\n ) {in this._ariaHiddenElements.set(sibling, sibling.getAttribute('aria-hidden'));\n
sibling.setAttribute('aria-hidden', 'true');\n \n \n \n \n \n \n private _getAfterAllClosed(): Subject<void> {\n const parent = this._parentDialog;\n return parent? parent__getAfterAllClosed(): this._afterAllClosedAtThisLevel;\n \n\n\n\n\n'*\n * Executes a callback against all elements in an
array while iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n */\nfunction reverseForEach<T>(items: T[] |
readonly T[], callback: (current: T) => void) {\n let i = items.length;\n\n while (i--) {\n callback(items[i]);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file
Google LLC All Rights Reserved.in "in "Ose of this source code is governed by an Mil-style license that can be in "found in the License life at https://angular.io/license\n */\n\nimport {\partial NgModule} from '@angular/cdk/portal';\nimport {\partial NgModule} from '@angular/cdk/a11y';\nimport {\partial NgModule} from './dialog';\nimport {\partial Cdk/DialogContainer} from './dialog-container';\n\n@\partial NgModule ({\partial NgModule}, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partial NgModule, \partia
remember to import it or be faced with an unhelpful error.\n PortalModule,\n CdkDialogContainer,\n ],\n providers: [Dialog],\n})\nexport class
DialogModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
["i2","observableOf","i1"],"mappings":";;;;;;;;;;AyBA;MACa,YAAY,CAAA;AAzB,IAAA,WAAA,GAAA;;QAmBE,IAAI,CAAA,IAAA,GAAgB,QA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {OverlayRef} from '@angular/cdk/overlay';\nimport {ESCAPE, hasModifierKey} from '@angular/cdk/keycodes';\nimport {Observable, Subject, Subscription} from 'rxjs';\nimport {DialogConfig} from './dialog-config';\nimport {FocusOrigin} from '@angular/cdk/a11y';\nimport {BasePortalOutlet} from '@angular/cdk/portal';\nimport {ComponentRef} from '@angular/cdk/portal';\nimport {ComponentRef} from '@angular/core';\n\n/** Additional options that can be passed in when closing a dialog. */\nexport interface DialogCloseOptions {\n /** Focus original to use when restoring focus. */\n focusOrigin?: FocusOrigin;\n\\\n/*\n * Reference to a dialog opened via the Dialog service.\n */\nexport class DialogRef<R = unknown, C = unknown> {\n /**\n * Instance of component opened into the dialog. Will be\n * null when the dialog is opened using a `TemplateRef`.\n */\n readonly componentInstance: C | null;\n\n /**\n * `ComponentRef` of the component opened into the dialog. Will be\n * null when the dialog is opened using a `TemplateRef`.\n */\n readonly componentRef: ComponentRef<C> | null;\n\n /** Instance of the container that is rendering out the dialog content. */\n readonly containerInstance: BasePortalOutlet & {_closeInteractionType?: FocusOrigin};\n\n /** Whether the user is allowed to close the dialog. */\n disableClose: boolean | undefined;\n\n /** Emits when the dialog has been closed. */\n readonly closed: Observable<R | undefined> = new Subject<R | undefined>();\n\n /** Emits when the backdrop of the dialog is clicked. */\n readonly backdropClick: Observable<MouseEvent>;\n\n /** Emits when on keyboard events within the dialog. */\n readonly keydownEvents: Observable<KeyboardEvent>;\n\n /** Emits on pointer events that happen outside of the dialog. */\n readonly outsidePointerEvents: Observable<MouseEvent>;\n\n /** Unique ID for the dialog. */\n readonly id: string;\n\n /** Subscription to external detachments of the dialog. */In private _detachSubscription: Subscription; InIn constructor(In readonly overlayRef: OverlayRef,In readonly config: DialogConfig<any, DialogRef<R, C>, BasePortalOutlet>,In) {In this.disableClose = config.disableClose;In this.backdropClick = overlayRef.backdropClick();\n this.keydownEvents = overlayRef.keydownEvents();\n this.outsidePointerEvents = overlayRef.outsidePointerEvents(); In this.id = config.id!; // By the time the dialog is created we are guaranteed to have an ID.InIn return to the dialog opener.\n * @param options Additional options to customize the closing behavior.\n *\n close(result?: R, options?: DialogCloseOptions): void {\n if (this.containerInstance) {\n const closedSubject = this.closed as Subject<R | undefined>;\n this.containerInstance._closeInteractionType = options?.focusOrigin || 'program';\n // Drop the detach subscription first since it can be

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triggered by the\n // `dispose` call and override the result of this closing sequence.\n this._detachSubscription.unsubscribe();\n
 this.overlayRef.dispose();\n closedSubject.next(result);\n closedSubject.complete();\n (this as {componentInstance: C}).componentInstance =
 (In this as {containerInstance: BasePortalOutlet}In ).containerInstance = null!;In }In ]In I** Updates the position of the dialog based on the
 current position strategy. */\n updatePosition(): this {\n this.overlayRef.updatePosition();\n return this;\n }\n\n /**\n * Updates the dialog's width
and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n */\n updateSize(width: string | number = ", height: string | number = "): this {\n this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of classes to the overlay pane. */\n addPanelClass(classes: string | string[]): this {\n this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
/** Remove a CSS class or an array of classes from the overlay pane. */In removePanelClass(classes: string | string[]): this {In this.overlayRef.removePanelClass(classes);\n return this;\n }\n}\n"."/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {InjectionToken, inject} from '@angular/core';\nimport {Overlay, ScrollStrategy} from '@angular/cdk/overlay';\nimport {DialogConfig} from
'./dialog-config';\n\n\** Injection token for the Dialog's ScrollStrategy. */\nexport const DIALOG_SCROLL_STRATEGY = new InjectionToken<() => ScrollStrategy>(\n 'DialogScrollStrategy',\n {\n providedIn: 'root',\n factory: () => {\n const overlay = inject(Overlay);\n return () => overlay.scrollStrategies.block();\n },\n },\n);\n\n\** Injection token for the Dialog's Data. */\nexport const DIALOG_DATA = new
 InjectionToken<any>('DialogData');\n\n/** Injection token that can be used to provide default options for the dialog module. */\nexport const
DEFAULT_DIALOG_CONFIG = new InjectionToken<DialogConfig>('DefaultDialogConfig');\n\n/**\n * @docs-private\n * @deprecated No longer used. To be removed.\n * @breaking-change 19.0.0\n */\nexport function DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay:
Overlay): () => ScrollStrategy {\n return () => overlay.scrollStrategies.block();\n}\n\n/**\n * @docs-private\n * @deprecated No longer used. To be removed.\n * @breaking-change 19.0.0\n */\nexport const DIALOG_SCROLL_STRATEGY_PROVIDER = {\n provide:
 DIALOG_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,\n};\n","/**\n *
 @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
 found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n TemplateRef,\n Injectable,\n Injector,\n OnDestroy,\n Type,\n
StaticProvider, In Inject, In Optional, In SkipSelf, In ComponentRef, In From '@angular/core'; Inimport {BasePortalOutlet, ComponentPortal, TemplatePortal} from '@angular/cdk/portal'; Inimport {of as observableOf, Observable, Subject, defer} from 'rxjs'; Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} from Inimport {DialogRef} fr
'Idialog-ref';\nimport {DialogConfig} from './dialog-config';\nimport {DialogConfig}; from './dialog-ref';\nimport {DialogConfig}; from './dialog-config;\nimport {DialogConfig}; from './dialog-config;\nimport {DialogConfig}; from './dialog-container,\n' from '@angular/cdk/botelay';\nimport {StartWith} from 'rxjs/operators';\n\nimport {DEFAULT_DIALOG_CONFIG, DIALOG_DATA, DIALOG_SCROLL_STRATEGY} from './dialog-injectors';\nimport {CdkDialogContainer} from './dialog-container';\n\n/** Unique id for the created dialog. */\nlet uniqueld = 0;\n\n@\ninglectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {\n private roadonly of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the container of the
 after/AllClosedAtThisLevel = new Subject<void>();\n private __gharder/AllClosedAtThisLevel = new Subject<\DaidogRef>();\n private __ariaHiddenElements = new Map<Element, string | null>();\n private __scrollStrategy: () => ScrollStrategy;\n\n /** Keeps track of the currently-open dialogs. */\n get openDialogs(): readonly DialogRef<any, any>[] {\n return this._parentDialog ? this._parentDialog.openDialogs :
 this._openDialogsAtThisLevel;\n }\n\n /** Stream that emits when a dialog has been opened. */\n get afterOpened(): Subject<DialogRef<any,
 any>> {\n return this._parentDialog ? this._parentDialog.afterOpened : this._afterOpenedAtThisLevel;\n }\n\n /**\n * Stream that emits when all
 open dialog have finished closing.\n * Will emit on subscribe if there are no open dialogs to begin with.\n */\n readonly afterAllClosed:
 Observable < void> = defer(() => \n this.openDialogs.length \n ? this.\_getAfterAllClosed() \n :
this_getAfterAllClosed().pipe(startWith(undefined)),\n );\n\n constructor(\n private _overlay: Overlay,\n private _injector: Injector,\n @Optional() @Inject(DEFAULT_DIALOG_CONFIG) private _defaultOptions: DialogConfig,\n @Optional() @SkipSelf() private _parentDialog: Dialog,\n private _overlayContainer: OverlayContainer,\n @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any,\n ) {\n}
DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given component.\n * @param component Type of the component to load into the dialog.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\n component: ComponentType<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ):
DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D =
 unknown, C = unknown>(\in template: TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in ): DialogRef<R, C>;\in\in open<R =
 unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D,
 DialogRef<R, C>>,\n ): DialogRef<R, C>;\n\n open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef:
 ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ): DialogRef<R, C> {\n const defaults =
 (this._defaultOptions || new DialogConfig()) as DialogConfig</ri>
 config.id || `cdk-dialog-${uniqueId++}`;\n\n if (\n config.id &&\n this.getDialogById(config.id) &&\n (typeof ngDevMode === 'undefined' ||
 ngDevMode)\n) {\n throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique. );\n }\n\n const overlayConfig =
 this._getOvérlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = néw DialogRef(overlayRef,
 config);In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);InIn (dialogRef as {containerInstance
BasePortalOutlet}).containerInstance = dialogContainer;\n this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer, config);\n\n // If this is the first dialog that we're opening, hide all the non-overlay content.\n if (!this.openDialogs.length) {\n
this._hideNonDialogContentFromAssistiveTechnology();\n }\n\n (this.openDialogs as DialogRef<R, C>[]).push(dialogRef);\n dialogRef.closed.subscribe(() => this._removeOpenDialog(dialogRef, true));\n this.afterOpened.next(dialogRef);\n\n return dialogRef;\n }\n\n
| **In * Closes all of the currently-open dialogs.\n *\n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n {\n \n \choose all of the currently-open dialogs.\n *\n \n \choose all of \n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n {\n \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \choose all of \n \c
 dialog => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false)
 {In this._removeOpenDialog(dialog, false); In }In });InIn // Make a second pass and close the remaining dialogs. We do this second pass in
 order toln // correctly dispatch the `afterAllClosed` event in case we have a mixed array of dialogs\n // that should be closed and dialogs that
 should not.\n reverseForEach(this._openDialogsAtThisLevel, dialog => dialog.close());\n\n this._afterAllClosedAtThisLevel.complete();\n
 this_afterOpenedAtThisLevel.complete();In this_openDialogsAtThisLevel = [];In }In\n /**In * Creates an overlay config from a dialog config.\n * @param config The dialog configuration.\n * @returns The overlay configuration.\n */\n private _getOverlayConfig
 DialogConfig<D, R>): OverlayConfig {\ln const state = new OverlayConfig({\ln positionStrategy:\ln config.positionStrategy ||\ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln ve
 this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy(),\n
 panelClass: config.panelClass,in hasBackdrop: config.hasBackdrop,in direction: config.direction,in minWidth: config.minWidth,in minHeight:
 config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
 disposeOnNavigation: config.closeOnNavigation,\n });\n\n if (config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n
alsposeOnivigation: config.closeOnivargation, in }}; in it (config.backdropclass) {it state.backdropclass = config.backdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropclass; in state.hackdropcla
Solution of the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the container type is the contai
 config.viewContainerRef,In Injector.create({parent: userInjector || this._injector, providers}),In config.componentFactoryResolver,In );In const
 containerRef = overlay.attach(containerPortal);\n\n return containerRef.instance;\n \\n\n /**\n * Attaches the user-provided component to the
 already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
 TemplateRef to instantiate as the content.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer
 Component that is going to wrap the dialog content. In * @param config Configuration used to open the dialog. In */In private
    attachDialogContent<R, D, C>(in componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,in dialogRef: DialogRef<R, C>,in
 dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef)
 {In const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);In let context: any = {$implicit: config.data,
config.viewContainerRef,ln injector,ln config.componentFactoryResolver,ln ),ln );ln (dialogRef as {componentRef:
 ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n \n
```

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}\n\n /**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
optionally, to return a value.\n * @param config Config object that is used to construct the dialog.\n * @param dialogRef Reference to the
dialog being opened. In * @param dialogContainer Component that is going to wrap the dialog content. In * @param fallbackInjector Injector to
use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one.\n * @returns The custom
injector that can be used inside the dialog.\n */\n private _createInjector<R, D, C>(\n config: DialogConfig<D, DialogRef<R, C>>,\n dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector \{ \n const userInjector =
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\( \) if (typeof config.providers === 'function') {\( \) \( \) }
providers.push(...config.providers(dialogRef, config, dialogContainer));\n } else {\n providers.push(...config.providers);\n }\n }\n\n if (\n config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\n providers.push({\n provide: Directionality,\n useValue: {value: config.direction, change: observableOf()},\n });\n }\n\n return Injector.create({parent: userInjector ||
fallbackInjector, providers});\n \\n\n \n\n **\n * Removes a dialog from the array of open dialogs.\n * @param dialogRef Dialog to be removed.\n @param emitEvent Whether to emit an event if this is the last dialog.\n */\n private _removeOpenDialog<R, C>(dialogRef: DialogRef<R, C>,
emitEvent: boolean) {\n const index = this.openDialogs.indexOf(dialogRef);\n\n if (index > -1) {\n (this.openDialogs as DialogRef<R, C>
[]).splice(index, 1);\n\n // If all the dialogs were closed, remove/restore the 'aria-hidden'\n // to a the siblings and emit to the 'afterAllClosed'
stream.\n if (!this.openDialogs.length) {\n this._ariaHiddenElements.forEach((previousValue, element) => {\n if (previousValue) {\n
element.setAttribute('aria-hidden', previousValue);\n } else {\n element.removeAttribute('aria-hidden');\n }\n }};\n\n
this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n }\n }\n }\n fin fire thick content that isn't an
overlay from assistive technology. */\n private _hideNonDialogContentFromAssistiveTechnology() {\n const overlayContainer =
this._overlayContainer.getContainerElement();in\n // Ensure that the overlay container is attached to the DOM.\n if
(overlayContainer.parentElement) {\n const siblings = overlayContainer.parentElement.children;\n\n for (let i = siblings.length - 1; i > -1; i--) {\n i--) {\n i--}}
const sibling = siblings[i];\n\n if (\n sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE'
readonly T[], callback: (current: T) => void) {In let i = items.length;\ln\n while (i--) {In callback(items[i]);\ln }\ln\n","/**\ln * @licenset\n * Copyright Google LLC All Rights Reserved.\ln *\n * Use of this source code is governed by an MIT-style license that can be\ln * found in the LICENSE file
at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {OverlayModule} from '@angular/cdk/overlay';\nimport
{PortalModule} from '@angular/cdk/portal';\nimport {A11yModule} from '@angular/cdk/a11y';\nimport {Dialog} from './dialog';\nimport
{CdkDialogContainer} from './dialog-container';\n\n@NgModule({\n imports: [OverlayModule, PortalModule, A11yModule,
CdkDialogContainer],\n exports: [in // Re-export the PortalModule so that people extending the `CdkDialogContainer`\n // don't have to
remember to import it or be faced with an unhelpful error.\n PortalModule,\n CdkDialogContainer,\n ],\n providers: [Dialog],\n}\\nexport class
DialogModule {\}\n","/**\n * Generated bundle index. Do not edit.\n *\\n\nexport * from '.\index';\n"],"names":
["i2","observableOf","i1"],"mappings":";;;;;;;;;AAyBA;MACa,YAAY,CAAA;AAAzB,IAAA,WAAA,GAAA;;QAmBE,IAAI,CAAA,IAAA,GAAgB,QA
AQ,CAAC;;QAG7B,IAAU,CAAA,UAAA,GAAuB,EAAE,CAAC;;QAGpC,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAa,CAAA,aAAA,GAAuB,
AS,GAAG,MAAM,CAAC,QAAQ,CAAC,CAAC;;QAO7B,IAAU,CAAA,UAAA,GAAqB,IAAI,CAAC;;QAGpC,IAAoC,CAAA,oCAAA,GAAuB,IAAI,CAAC;
AAExE;;;;AAIG;QACH,IAAqB,CAAA,qBAAA,GAAuB,IAAI,CAAC;AAEjD;;;;;AAKG;QACH,IAAOB,CAAA,OBAAA,GAAa,EAAE,CAAC;AAEjB,QAAA
,IAAA,CAAA,KBAAKB,GAAG,MAAM,CAAC,IBAAIB,CAAC,CAAC;AAIFIE;;;;AAKG;AACM,QAAA,IAAA,CAAA,eAAe,GAAG,CAAC,MAAIB,KAAI;A
ÁC/C,ÝAAA,ÍAAI,IAAI,CAAC,áAAa,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,ĬAAI,SAAS,CAAC,EAAE;AACvf,gBAAA,sCAASC,EAA
E,CAAC;aAC1C;YAED,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;YAC1D,IAAI,CAAC,gBAAgB,EAAE,CAAC
;ÁACXB,YAAA,OAAO,MAAM,CAAC;ÁAChB,SAAC,CAAC;AAJFA,QAAA,IAÁI,CAAC,SAAŚ,GAAĠ,SAAŚ,CAAC;AAE3B,QAÃA,IAĂI,IÁAI,CÁAC,O
BAAKB,CAAC,EAAU,EAAA;AAC3B,QAAA,IAAI,CAAC,oBAAoB,CAAC,IAAI,CAAC,EAAE,CAAC,CAAC;AACnC,QAAA,IAAI,CAAC,kBAAKB,CAAC
 YAAY,EAAE,CAAC;KACxC;AAED,IAAA,qBAAqB,CAAC,EAAU,EAAA;QAC9B,MAAM,KAAK,GAAG,IAAI,CAAC,oBAAoB,CAAC,OAAO,CAAC,EA
ÁE,CÁAC,CÁAC;AÁEpD,QÁAA,IAÁI,KAÁK,GAAG,CAAĆ,CAAĆ,EAAÉ;YACd,IAAI,CAAC,0BAA0B,ĆAAĆ,MAAM,CAAC,KAAK,ÉAAE,CAAC,CAA
C,CAAC;AAC3C,YAAA,IAAI,CAAC,kBAAkB,CAAC,YAAY,EAAE,CAAC;SACxC;KACF;IAES,gBAAgB,GAAA;QACxB,IAAI,CAAC,oBAAoB,EAAE,C
C,CAAC;AAC3C,YAAA,IAAI,CAAC,KBAAKB,CAAC,YAAY,EAAE,CAAC;SACXC;KACF;IAES;BBAABB,GAAA;QACXB,IAAI,CAAC,OBAAOB,EAAE,CAAC;QAC5B,IAAI,CAAC,AC,OBAAOB,EAAE,CAAC;CACC7B;AAED;;;AAGG;IACO,OBAAOB,GAAA;QAC5B,IAAI,CAAC,UAAU,EAAE,CAAC;KACCB;AAED;;;AAGG;AACH,IAAA,QBAAQB,CAAI,MAAOB,EAAA;AACjD,QAAA,IAAI,IAAI,CAAC,AAAA,QACT,IAAI,CAAC,AAAA,EAAE,CAAC;KACCB;AAED;;;AAGG;AACH,IAAA,QBAAQB,CAAI,MAAOB,EAAA;AACjD,QAAA,IAAI,IAAI,CAAC,AAAA,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACVF,YAAA,SCAASC,EAAE,CAAC;SAC1C;QAED,MAAM,MAAM,GAAG,IAAI,CAAC,AAAA,CAAC,QBAAQB,CAAC,MAAM,CAAC,CAAC;QACHE,IAAI,CAAC,QBAAQB,EAAE,CAAC;AACXB,QAAA,OAAO,MAAM,CAAC;KACC;AAED;;;AAGG;AACH,IAAA,OBAAOB,CAAI,MAAYB,EAAA;AAC/C,QAAA,IAAI,IAAI,CAAC,AAAA,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACVF,YAAA,SCAASC,EAAE,CAAC;SAC1C;QAE
D,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,oBAAoB,CAAC,MAAM,CAAC,CAAC;QAC/D,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,O
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {InjectionToken, inject} from '@angular/core';\nimport {Overlay, ScrollStrategy} from '@angular/cdk/overlay';\nimport {DialogConfig} from './dialog-config';\n\n/** Injection token for the Dialog's ScrollStrategy. */\nexport const DIALOG_SCROLL_STRATEGY = new InjectionToken<() => ScrollStrategy>(In 'DialogScrollStrategy', In {In providedIn: 'root', In factory: () => {In const overlay = inject(Overlay); In return () => overlay.scrollStrategies.block(); In }, In const DIALOG_DATA = new InjectionToken<any>('DialogData');\n\n/** Injection token that can be used to provide default options for the dialog module. */\nexport const DEFAULT_DIALOG_CONFIG = new InjectionToken<DialogConfig>('DefaultDialogConfig');\n\n/**\n * @docs-private\n @deprecated No longer used. To be removed.in * @breaking-change 19.0.0ln */inexport function DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay: Overlay): () => ScrollStrategy {in return () => overlay.scrollStrategies.block();\n}\n\n/*\n * @docs-private\n * @deprecated No longer used. To be removed.\n * @breaking-change 19.0.0\n */\nexport const DIALOG_SCROLL_STRATEGY_PROVIDER = {\n provide: DIALOG_SCROLL_STRATEGY,\n deps: [Overlay],\n useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,\n};\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n\nimport {\n} TemplateRef,\n Injectable,\n Injector,\n OnDestroy,\n Type,\n StaticProvider,\n Inject,\n Optional,\n SkipSelf,\n ComponentRef,\n} from '@angular/core';\nimport {BasePortalOutlet, ComponentPortal, TemplatePortal} from '@angular/cdk/portal';\nimport {of as observableOf, Observable, Subject, defer} from 'rxjs';\nimport {DialogRef} from './dialog-ref';\nimport {DialogConfig} from './dialog-config Observable, Subject, detery from "xjs;nimport {Dialogker} from ".dialog-ref;nimport {Dialogconing} from ".dialog-config;nimport {Dialogconing} from ".dialog-config;nimport {Dialogconfig;nimport {Dia _openDialogsAtThisLevel: DialogRef<any, any>[] = [];\n private readonly _afterAllClosedAtThisLevel = new Subject<Void>();\n private readonly _afterAllClosedAtThisLevel = new Subject<Void>();\n private readonly _afterAllClosedAtThisLevel = new Subject<Void>();\n private _ariaHiddenElements = new Map<Element, string | null>();\n private scrollStrategy: () => ScrollStrategy; in\n /** Keeps track of the currently-open dialogs. */\n get openDialogs(): readonly DialogRef<any, any>[] {In return this._parentDialog ? this._parentDialog.openDialogs : this._openDialogsAtThisLevel; in }\n\n /** Stream that emits when a dialog has been opened. */\n get afterOpened(): Subject<DialogRef<any, any>> {\n return this._parentDialog ? this._parentDialog.afterOpened : this._afterOpenedAtThisLevel;\n }\n\n /**\n * Stream that emits when all open dialog have finished closing.\n * Will emit on subscribe if there are no open dialogs to begin with.\n */\n readonly afterAllClosed: Observable<void> = defer(() =>\n this.openDialogs.length\n ? this._getAfterAllClosed()\n : this._getAfterAllClosed().pipe(startWith(undefined)),\n);\n\n constructor(\n private _overlay: Overlay,\n private _injector: Injector,\n @Optional() @Inject(DEFAULT_DIALOG_CONFIG) private _defaultOptions: DialogConfig,\n @Optional() @SkipSelf() Injector. Injector, in @Optional() @inject(DEFAOE1_DIALOG_CONHIP) private _uerautoptions. Dialogconing, in @Optional() @Shipsen() private _parentDialog: Dialog, in private _overlayContainer; (n @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any, (n) {In this._scrollStrategy = scrollStrategy; in } Inln /**(n * Opens a modal dialog containing the given component. In * @param component Type of the component to load into the dialog.\(n * @param config Extra configuration options.\(n * @returns Reference to the newly-opened dialog.\(n * \) (n opens R = unknown, D = unknown, C = unknown) (\(n \) component: Component Type < C>, \(n \) config?: DialogConfig<D, DialogRef<R, C>>, \(n \)): DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\n template: TemplateRef<C>\n config?: DialogConfig<D, DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef<R, C>\n\n : DialogRef DialogRef<R, C>>,\n): DialogRef<R, C>;\n\n open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n): DialogRef<R, C> {\n const defaults = (this._defaultOptions || new DialogConfig()) as DialogConfig</ri> config.id || cdk-dialog-\${uniqueld++}`;\n\n`if (\n config.id &&\n this.getDialogByld(config.id) &&\n (typeof ngDevMode == ngDevMode)\n) {\n throw Error(`Dialog with id \"\${config.id}\" exists already. The dialog id must be unique.`);\n }\n\n const overlayConfig = this._getOverlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef, config);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (dialogRef as {containerInstance BasePortalOutlet}).containerInstance = dialogContainer; in this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer, config);\n\n // If this is the first dialog that we re opening, hide all the non-overlay content.\n if (!this.openDialogs.length) {\n this._hideNonDialogContentFromAssistiveTechnology();\n }\n\n (this.openDialogs as DialogRef<R, C>[]).push(dialogRef);\n dialogRef.closed.subscribe(() => this._removeOpenDialog(dialogRef, true));\n this.afterOpened.next(dialogRef);\n\n return dialogRef;\n \\n\n /**\n * Closes all of the currently-open dialogs.\n *\n \n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n \frac{\mathread{n}}{\mathread{n}}\n *\n \n \text{eriods an open dialog by its id.\n * @param id ID to use when looking up the dialog.\n *\n \getDialogByld<\nabla, C>(id: string): DialogRef<\nabla, C> | undefined {\n return this.openDialogs.find(dialog => dialog.id === id);\n }\n\n \ngOnDestroy() {\n || Make one pass over all the dialogs that need to be untracked, but should not be closed. We\n || want to stop tracking the open dialog even if it hasn't been closed, because the trackingln // determines when 'aria-hidden' is removed from elements outside the dialog.\(\text{in reverseForEach(this._openDialogsAtThisLevel, dialog => \\ \text{in I/ Check for `false` specifically since we want `undefined` to be interpreted as `true`.\(\text{in if (dialog.config.closeOnDestroy === false)} \) {\n this._removeOpenDialog(dialog, false);\n }\n });\n\n // Make a second pass and close the remaining dialogs. We do this second pass in order to\n // correctly dispatch the `afterAllClosed` event in case we have a mixed array of dialogs\n // that should be closed and dialogs that should not.\n reverseForEach(this._openDialogsAtThisLevel, dialog => dialog.close());\n\n this._afterAllClosedAtThisLevel.complete();\n

```
this._afterOpenedAtThisLevel.complete();\n this._openDialogsAtThisLevel = [];\n I^* \n\n /**\n * Creates an overlay config from a dialog config.\n
  \cdot @param config The dialog configuration.\n \cdot @returns The overlay configuration.\n \cdot/\n private _getOverlayConfig<D, R>(config:
DialogConfig<D, R>): OverlayConfig {In const state = new OverlayConfig({In positionStrategy:\n config.positionStrategy ||\int \text{In positionStrategy} |\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{In positionStrategy} ||\text{I
this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy(),\n
panelClass: config.panelClass,in hasBackdrop: config.hasBackdrop,in direction: config.direction,in minWidth: config.minWidth,in minHeight:
 config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
disposeOnNavigation: config.closeOnNavigation,\n });\n\n if (config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n
return state;\n }\n\n /**\n * Attaches a dialog container to a dialog's already-created overlay.\n * @param overlay Reference to the dialog's underlying overlay.\n * @param config The dialog configuration.\n * @returns A promise resolving to a ComponentRef for the attached
Uniterlying overlay, in "wparain coming the dialog configuration.in" were turns a promise resolving to a component fer for the attached container. In */n private_attachContainer<R, D, C>(n overlay: OverlayRef, n dialogRef: DialogRef<R, C>, n config: DialogConfig<D, DialogRef<R, C>), n ): BasePortalOutlet {In const userInjector = config.injector || config.viewContainerRef?.injector; in const providers: StaticProvider || = [\n {provide: DialogConfig, useValue: config},\n {provide: DialogRef, useValue: dialogRef},\n {provide: OverlayRef, useValue: overlay},\n |;\n let containerType: Type<BasePortalOutlet=>;\n\n if (config.container) {\n if (typeof config.container === 'function') {\n if (typeof config.container) } \]
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {In containerType = CdkDialogContainer;In }In\n const containerPortal = new ComponentPortal(In containerType,In
config.viewContainerRef,In Injector.create({parent: userInjector || this._injector, providers}),In config.componentFactoryResolver,In );In const
containerRef = overlay.attach(containerPortal); \n\n return containerRef.instance; \n \\n\n \/**\n * Attaches the user-provided component to the
 already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
 TemplateRef to instantiate as the content.\ln * @param dialogRef Reference to the dialog being opened.\ln * @param dialogContainer
Component that is going to wrap the dialog content.\n * @param config Configuration used to open the dialog.\n */\n private
  _attachDialogContent<R, D, C>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n dialogRef: DialogRef<R, C>,\n
 dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef)
 {In const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);In let context: any = {$implicit: config.data,
dialogRef};\n\n if (config.templateContext) {\n context = {\n ...context,\n ...(typeof config.templateContext === 'function'\n ?
config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n (dialogRef as {componentRef:
ComponentRef<C>}).componentRef = contentRef;in (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;in }In \n\n\/**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
optionally, to return a value \n * @param config Config object that is used to construct the dialog \n * @param dialogRef Reference to the
dialog being opened.\n * @param dialogContainer Component that is going to wrap the dialog content.\n * @param fallbackInjector Injector to
use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one.\n * @returns The custom
injector that can be used inside the dialog.\n */\n private _createInjector<R, D, C>(\n config: DialogConfig<D, DialogRef<R, C>>,\n dialogRef
DialogRef<R, C>,\n dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector {\n const userInjector
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\lambda if (typeof config.providers === 'function') {\lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \lambda in fig. 1.5 \l
config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\n providers.push({\n
provide: Directionality, In useValue: {\parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \parallel | \pa
[]).splice(index, 1);\n\n // If all the dialogs were closed, remove/restore the `aria-hidden'\n // to a the siblings and emit to the `afterAllClosed` stream.\n if (!this.openDialogs.length) {\n this._ariaHiddenElements.forEach((previousValue) = \n if (previousValue) {\n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousValue) \n if (previousVal
overlay from assistive technology. */\n private _hideNonDialogContentFromAssistiveTechnology() {\n const overlayContainer =
this._overlayContainer.getContainerElement();in\n // Ensure that the overlay container is attached to the DOM.\n if
(overlayContainer.parentElement) {\n const siblings = overlayContainer.parentElement.children;\n\n for (let i = siblings.length - 1; i > -1; i--) {\n
 const sibling = siblings[i];\n\n if (in sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE'
return parent ? parent__getAfterAllClosed() : this__afterAllClosedAtThisLevel;\n \\n\\n\/n+\n * Executes a callback against all elements in an array while iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n *\nfunction reverseForEach<T>(items: T[] |
readonly T[], callback: (current: T) => void) {\n let i = items.length;\n\n while (i--) {\n callback(items[i]);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\nyModule} from '@angular/core';\nimport {\OverlayModule} from '@angular/core';\nimport
CdkDialogContainer], In exports: [\n // Re-export the PortalModule so that people extending the `CdkDialogContainer`\n // don't have to remember to import it or be faced with an unhelpful error.\n PortalModule,\n CdkDialogContainer,\n ],\n providers: [Dialog],\n}\nexport class
DialogModule {\}\n","\r*\n * Generated bundle index. Do not edit.\n *\\n\nexport * from \.\index\;\\n"],\"\n\ambes":
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```

AAE,CAAC,CAAC;AAEvE,QAAA,IAAI,CAAC,0BAA0B,CAAC,QAAQ,EAAE,CAAC;AAC3C,QAAA,IAAI,CAAC,uBAAuB,CAAC,QAAQ,EAAE,CAAC; AACxC,QAAA,IAAI,CAAC,uBAAuB,GAAG,EAAE,CAAC;KACnC;AAED;;;;AAIG;AACK,IAAA,IBAAIB,CAAO,MAA0B,EAAA;AACxD,QAAA,MAAM, KAAK,GAAG,IAAI,aAAa,CAAC;YAC9B,gBAAgB,EACd,MAAM,CAAC,gBAAgB;AACvB,gBAAA,IAAI,CAAC,QAAQ,CAAC,QAAQ,EAAE,CAAC,MA AM,EAAE,CAAC,kBAAkB,EAAE,CAAC,gBAAgB,EAAE;YAC3E,cAAc,EAAE,MAAM,CAAC,cAAc,IAAI,IAAI,CAAC,eAAe,EAAE;YAC/D,UAAU,EAA E,MAAM,CAAC,UAAU;YAC7B,WAAW,EAAE,MAAM,CAAC,WAAW;YAC/B,SAAS,EAAE,MAAM,CAAC,SAAS;YAC3B,QAAQ,EAAE,MAAM,CAAC,Q AAQ;YACzB,SAAS,EAAE,MAAM,CAAC,SAAS;YAC3B,QAAQ,EAAE,MAAM,CAAC,QAAQ;YACzB,SAAS,EAAE,MAAM,CAAC,SAAS;YAC3B,KAAK, EAAE,MAAM,CAAC,KAAK;YACnB,MAAM,EAAE,MAAM,CAAC,MAAM;YACrB,mBAAmB,EAAE,MAAM,CAAC,BAAiB;AAC9C,SAAA,CAAC,CAAC AU, EAAE, QAAQ, EAAE, QAAQ, EAAC, SACZC, CAAC; AACF, QAAA, IAAI, aAAqC, CAAC; AAE1C, QAAA, IAAI, MAAM, CAAC, SAAS, EAAE; AACpB, YAA A,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU,EAAE;AAC1C,gBAAA,aAAa,GAAG,MAAM,CAAC,SAAS,CAAC;aACIC;iBAAM;AACL,gBAAA,aA Aa,GAAG,MAAM,CAAC,SAAS,CAAC,IAAI,CAAC;AACtc,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,CAAC,MAAM ,CÁAC,CÁAC,CÁAC;aACvD;SACF;aAAM;YACL,aAAa,GÁAG,kBÁAkB,CAAC;SACpC;AAED,QAÁA,MAAM,eAAe,GAAG,IAAI,eAAe,CACzC,aAAa, EACb,MAAM,CAAC,gBAAgB,EACvB,QAAQ,CAAC,MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,IAAI,CAAC,SAAS,EAAE,SAAS,EAAC,CAAC,EA CpE,MAAM,CAAC,wBAAwB,CAChC,CAAC;QACF,MAAM,YAAY,GAAG,OAAO,CAAC,MAAM,CAAC,eAAe,CAAC,CAAC;QAErD,OAAO,YAAY,CAAC ,QAAQ,CAAC;KAC9B;AAED;;;;;;;AAOG;AACK,IAAA,oBAAoB,CAC1B,sBAAyD,EAC2D,SAA0B,EAC1B,eAAiC,EACjC,MAAwC,EAAA;AAExC,QA ÂA,IAĂÍ,sBAAsB,YAAY,WAAW,ËAAE;AACjD,YAAA,MAAM,QAAQ,GAAG,IAAÍ,CAAC,eAAe,CAAC,MAAM,EAAE,SAAS,EAAE,eAAe,EAAE,SAAS,C AAC,CAAC;YACrF,IAAI,OAAO,GAAQ,EAAC,SAAS,EAAE,MAAM,CAAC,IAAI,EAAE,SAAS,EAAC,CAAC;AAEvD,YAAA,IAAI,MAAM,CAAC,eAAe,E AAE;AAC1B,gBAAA,OAAO,GAAG;AACR,oBAAA,GAAG,OAAO;AACV,oBAAA,IAAI,OAAO,MAAM,CAAC,eAAe,KAAK,UAAU;AAC9C,0BAAE,MA AM,CAAC,eAAe,EAAE;AAC1B,0BAAE,MAAM,CAAC,eAAe,CAAC;iBAC5B,CAAC;aACH;AAED,YAAA,eAAe,CAAC,oBAAoB,CACIC,IAAI,cAAc,C AMI, BAASB, EAAE, IAAK, EAAE, OAAO, EAAE, QAAQ, CAAC, CACKE, CAAC; BACH; AAAM, AACL, YAAA, MAAM, QAAQ, GAAG, IAAI, CAAC, CAAC, CAAC, SACH; AAAM, AACL, YAAA, MAAM, QAAQ, GAAG, IAAI, CAAC, EAAE, CAAC, CAAC, SACH; AAAM, AACL, YAAA, MAAM, QAAQ, GAAG, IAAI, CAAC, EAAE, CAAC, AGB,EAAE,QAAQ,CAAC;AAC1E,QAAA,MAAM,SAAS,GAAqB;YACIC,EAAC,OAAO,EAAE,WAAW,EAAE,QAAQ,EAAE,MAAM,CAAC,IAAI,EAAC;A AC7C, YAAA, EAAC, OAAO, EAAE, SAAS, EAAE, QAAQ, EAAE, SAAS, EAAC; SAC1C, CAAC; AAEF, QAAA, IAAI, MAAM, CAAC, SAAS, EAAE; AACPB, YA AA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU,EAAE;AAC1C,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,EAAE, MAAM,EAAE,eAAe,CAAC,CAAC,CAAC;aACZE;iBAAM;gBACL,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,CAAC;aACrC;SACF; QAED,ÍACE,MAAM,CAAC,SAAS;AAChB,aAAC,CAAC,YAAY;AACZ,gBAAA,CAAC,YAAY,CAAC,GAAG,CAAWB,cAAc,EAAE,IAAI,EAAE,EAAC,QA AQ,EAAE,IAAI,EAAC,CAAC,CAAC,EACnF;YACA,SAAS,CAAC,IAAI,CAAC;AACb,gBAAA,OAAO,EAAE,cAAc;AACvB,gBAAA,QAAQ,EAAE,EAAC ,KÄAK,EAAE,MAAM,CAAC,SAAS,EAAE,MAAM,EAAEC,EAAY,EAAÉ,EAAC;AAC5D,aAAA,CAAC,CAAC;SACJ;AAED,QAAA,OAAO,QAAQ,CAAC, MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,gBAAgB,EAAE,SAAS,EAAC,CAAC,CAAC;KAC/E;AAED;;;;AAIG;IACK,IBAAIB,CAAO,SAA0B,EAA E,SAAKB,EAAA;QAC5E,MAAM,KAAK,GAAG,ĨAAI,ČAAC,WAAW,CAAC,OAAO,CAAC,SAAS,CAAC,CAAC;AAEID,QAAA,IAAI,KAAK,GAAG,CAAC ,CAAC,EAAE;YACb,IAAI,CAAC,WAAiC,CAAC,MAAM,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;;;AAIzD,YAAA,IAAI,CAAC,IAAI,CAAC,WAAW,CAA C,MAAM,EAAE;gBAC5B,IAAI,CAAC,mBAAmB,CAAC,OAAO,CAAC,CAAC,aAAa,EAAE,OAAO,KAAI;oBAC1D,IAAI,aAAa,EAAE;AACjB,wBAAA,O AAO,CAAC,YAAY,CAAC,aAAa,EAAE,aAAa,CAAC,CAAC;qBACpD;yBAAM;AACL,wBAAA,OAAO,CAAC,eAAe,CAAC,aAAa,CAAC,CAAC;qBACx C;AACH,iBAAC,CAAC,CAAC;AAEH,gBAAA,IAAI,CAAC,mBAAmB,CAAC,KAAK,EAAE,CAAC;gBAEjC,IAAI,SAAS,EAAE;AACb,oBAAA,IAAI,CAA AAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,OAAO,EAAE,OAAO,CAAC,YAAY,CAAC,aAAa,CAAC,CAAC,CAAC;AAC3E,oBAAA,OAAO,CAAC,YAAY, CAAC, aAAa, EAAE, MAAM, CAAC, CAAC; IBAC7C; aACF; SACF; KACF; IAEO, kBAAkB, GAAA; AACxB, QAAA, MAAM, MAAM, GAAG, IAAI, CAAC, aAAa, CAAC;AACIC,QAAA,OAAO,MAAM,GAAG,MAAM,CAAC,kBAAkB,EAAE,GAAG,IAAI,CAAC,0BAA0B,CAAC;KAC/E;qHAtWU,MAAM,EAAA,IAAA,E AAQB,EAAA,QAAA,EAAA,IAAA,EAAA,EAAA,EAAA,KAAA,EAAA,MAAA,EAAA,QAAA,EAAA,QAAA,EAAA,QAAA,EAAA,IAAA,EAAA,IAAA,EAAA, KAAA,EAAAA,IAAA,CAAA,gBAAA,EAAA,EAAA,EAAA,KAAA,EAGjC,sBAAsB,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,eAAA,CAAA, Á,EAAÁ,CAAÁ,CAAÁ,EAAÁ,ÃAjCrB,IAAÁ,SAAÁ,IAAA,CAAA,KAAÁ,GAAA,EAÁA,CAÁA,QBAAA,CAAA,EÁAA,UÁAA,EÁAA,QÁAA,EÁAA,OÁAA ,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,MAAM,CADM,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,MAAM,EAAA,UAAA,EAAA, CAAA;kBADIB,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;0BA+B3B,QAAQ;;0BAAI,MAAM;2BAAC,qBAAqB,CAAA;;0BACxC,QAA Q;;0BAAI,QAAQ;;0BAEpB,MAAM;2BAAC,sBAASB,CAAA;;AAWUIC;;;AAGG;AACH,SAAS,cAAc,CAAI,KAAyB,EAAE,QAA8B,EAAA;AACIF,IAAA,I ĂĂI,CAAĆ,GAAĞ,KAAK,CAAC,MAAM,CAAC;IAErB,OAAÓ,CAAC,EÄAE,EAÁE;AAĆV,QAÁA,QAAQ,CAAC,KAAK,CAÂC,CAÁC,CAÁC,CAAC,CA AC;KACpB;AACH;;MCpYa,YAAY,CAAA;qHAAZ,YAAY,EAAA,IAAA,EAAA,EAAA,EAAA,ÃAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAA A,CAAA,EAAA;AAAZ,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,OAAA,EAAA,OAAA,EAAA,OAAA,EAAA,OAAA,EAAA,YAAY,YATb,aAAa,EAAE,YAAY,EAAE,UAAU,EAAE,kBAAkB,CAAA,EAAA,OAAA,EAAA;;;YAInE,YAAY ;YACZ,KBAAKB,CAAA,EAAA,CAAA,CAAA,EAAA;SHAIT,YAAY,EAAA,SAAA,EAFZ,CAAC,MAAM,CAAC,YAPT,aAAa,EAAE,YAAY,EAAE,UAAU;;;YA I/C,YAAY,CAAA,EAAA,CAAA,CAAA,EAAA;;KGAKH,YAAY,EAAA,UAAA,EAAA,CAAA;KBAVxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OA
AO,EAAE,CAAC,aAAa,EAAE,YAAY,EAAE,UAAU,EAAE,KBAAKB,CAAC;AACtE,oBAAA,OAAO,EAAE;;;;wBAGP,YAAY;wBACZ,kBAAKB;AACnB,qB AAA; oBACD, SAAS, EAAE, CAAC, MAAM, CAAC; AACpB, iBAAA, CAAA;;; ACxBD;; AAEG;;; "}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n TemplateRef,\n Injectable,\n Injector,\n OnDestroy,\n Type,\n StaticProvider,\n LICENSE file at https://angular.io/licensein '/ininimport (in Tempiateker,in Injectable,in Injectable,in OnDesitoy,in Type,in Static Frontier,in Injectable,in Optional, in SkipSelf,in ComponentRef,in) from '@angular/core'; inimport {BasePortalOutlet, ComponentPortal, TemplatePortal} from '@angular/cdk/portal'; inimport {Of as observableOf, Observable, Subject, defer} from 'rxjs'; inimport {DialogRef} from './dialog-config'; inimport {Directionality} from '@angular/cdk/bidi'; inimport {In ComponentType, in Overlay, in OverlayRef, in OverlayConfig, in ScrollStrategy, in OverlayContainer, in} from '@angular/cdk/overlay'; inimport {StartWith} from 'rxjs/operators'; inimport {DEFAULT_DIALOG_CONFIG, DIALOG_DATA, DIALOG_SCROLL_STRATEGY} from './dialog-injectors'; inimport {CdkDialogContainer} from ./dialog-container';\n\n/** Unique id for the created dialog. */\nlet uniqueld = 0;\n\n@Injectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {In private _openDialogsAtThisLevel = new Subject<void>();\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private _ariaHiddenElements = new Map<Element, string | null>();in private _scrollStrategy: () => ScrollStrategy;inin /** Keeps track of the currently-open dialogs. */in get openDialogs(): readonly DialogRef<any, any>[] {in return this._parentDialog? this._parentDialog.openDialogs: this._openDialogsAtThisLevel, In }In\n /** Stream that emits when a dialog has been opened. */In get afterOpened(): Subject<DialogRef<any, any>> {In return this._parentDialog? this._parentDialog.afterOpened: this._afterOpenedAtThisLevel;\n }\n\n\n'*\n * Stream that emits when all open dialog have finished closing.\n * Will emit on subscribe if there are no open dialogs to begin with.\n */\n readonly afterAllClosed: Observable<void> = defer(() =>\n this.openDialogs.length\n ? this._getAfterAllClosed()\n : this._getAfterAllClosed().pipe(startWith(undefined)),\n);\n\n constructor(\n private _overlay: Overlay,\n private _injector: Injector,\n @Optional() @Inject(DEFAULT_DIALOG_CONFIG) private _defaultOptions: DialogConfig,\n @Optional() @SkipSelf() private _parentDialog: Dialog,\n private _overlayContainer: OverlayContainer,\n @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any,\n) {\n} this._scrollStrategy = scrollStrategy;\n }\n\n /**\n * Opens a modal dialog containing the given component.\n * @param component Type of the component to load into the dialog.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\(\text{ln conting the given template.\(\text{ln * 0}\) param template TemplateRef to instantiate as the dialog Ref<R, C>\(\text{ln in }\) the conor B = unknown = \(\text{ln conting the given template.}\) content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D = unknown, C = unknown>(\in template: TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in): DialogRef<R, C>;\in\in open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n): DialogRef<R, C>;\n\n open<R = unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in): DialogRef<R, C> {\in const defaults =

```
(this._defaultOptions || new DialogConfig()) as DialogConfig<\n D,\n DialogRef<R, C>\n >;\n config = {...defaults, ...config};\n config.id
config.id || `cdk-dialog-${uniqueld++}`;\n\n`if (\n config.id &&\n this.getDialogByld(config.id) &&\n (typeof ngDevMode =
ngDevMode)\n ) {\n throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique.`);\n }\n\n const overlayConfig =
this._getOverlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
config);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (dialogRef as {containerInstance
BasePortalOutlet}).containerInstance = dialogContainer;in this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer,
config); In\n // If this is the first dialog that we re opening, hide all the non-overlay content. In if (!this.openDialogs.length) {In
C> | undefined {\n return this.openDialogs.find(dialog => dialog.id === id);\n }\n\n ngOnDestroy() {\n // Make one pass over all the dialogs that
need to be untracked, but should not be closed. We\n // want to stop tracking the open dialog even if it hasn't been closed, because the
tracking\n // determines when `aria-hidden` is removed from elements outside the dialog.\n reverseForEach(this._openDialogsAtThisLevel,
dialog => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false)
{In this_removeOpenDialog(dialog, false); In }\n }); In In // Make a second pass and close the remaining dialogs. We do this second pass in
order to\n // correctly dispatch the `afterAllClosed` event in case we have a mixed array of dialogs\n // that should be closed and dialogs that
should not.\n reverseForEach(this._openDialogsAtThisLevel, dialog => dialog.close());\n\n this._afterAllClosedAtThisLevel.complete();\n
this._afterOpenedAtThisLevel.complete();\n this._openDialogsAtThisLevel = [];\n }\n\n /**\n * Creates an overlay config from a dialog config.\n
  @param config The dialog configuration.\n * @returns The overlay configuration.\n */\n private _getOverlayConfig<D, R>(config:
DialogConfig<D, R>): OverlayConfig {\ln const state = new OverlayConfig({\ln positionStrategy:\ln config.positionStrategy ||\ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln verlayConfig \ln ve
this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy(),\n
panelClass: config.panelClass,\n hasBackdrop: config.hasBackdrop,\n direction: config.direction,\n minWidth: config.minWidth,\n minHeight:
config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
disposeOnNavigation: config.closeOnNavigation,\n });\n\n if (config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n return state;\n }\n\n /**\n * Attaches a dialog container to a dialog's already-created overlay.\n * @param overlay Reference to the dialog's
underlying overlay.In *@param config The dialog configuration.In * @returns A promise resolving to a ComponentRef for the attached container.In */In private_attachContainer<R, D, C>(In overlay: OverlayRef,In dialogRef<B, C>,In config: DialogConfig<D,
DialogRef<R, C>>,\n): BasePortalOutlet {\n const userInjector = config.injector || config.viewContainerRef?.injector;\n const providers:
StaticProvider = [\n {provide: DialogConfig, useValue: config},\n {provide: DialogRef, useValue: dialogRef},\n {provide: OverlayRef, useValue:
overlay},\n ];\n let containerType: Type<BasePortalOutlet>;\n\n if (config.container) {\n if (typeof config.container === 'function') {\n
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {\n containerType = CdkDialogContainer;\n }\n\n const containerPortal = new ComponentPortal(\n containerType,\n
config.viewContainerRef,In Injector.create({parent: userInjector || this._injector, providers}),In config.componentFactoryResolver,In );In const
containerRef = overlay.attach(containerPortal);\n\n return containerRef.instance;\n \\n\n /**\n * Attaches the user-provided component to the
already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
TemplateRef to instantiate as the content.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer
Component that is going to wrap the dialog content.\n * @param config Configuration used to open the dialog.\n */\n private
 attachDialogContent<R, D, C>(In componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,In dialogRef: DialogRef<R, C>,In
dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef)
{In const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);\n let context: any = {$implicit: config.data,
(componentOrTemplateRef, null!, context, injector),\in );\in } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\in const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n
config.viewContainerRef, In injector, In config.componentFactoryResolver, In ), In (dialogRef as {componentRef:
ComponentRef<C>}).componentRef = contentRef;in (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;in }\n\n/**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
optionally, to return a value.\n * @param config Config object that is used to construct the dialog.\n * @param dialogRef Reference to the
dialog being opened.\n * @param dialogContainer Component that is going to wrap the dialog content.\n * @param fallbackInjector Injector to
use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one.\n * @returns The custom
injector that can be used inside the dialog.\n */\n private _createlnjector<R, D, C>(\n config: DialogConfig<D, DialogRef<R, C>>,\n dialogRef:
DialogRef<R, C>,\n dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector {\n const userInjector
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\n if (typeof config.providers === 'function') {\n
providers.push(...config.providers(dialogRef, config, dialogContainer));\n } else {\n providers.push(...config.providers);\n }\n }\n\n if (\n config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\n providers.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n roviders.push({\n rovider
stream.\n if (!this.openDialogs.length) {\n this._ariaHiddenElements.forEach((previousValue, element) => {\n if (previousValue) {\n
element.setAttribute('aria-hidden', previousValue);\n } else {\n element.removeAttribute('aria-hidden');\n }\n });\n\n
this._overlayContainer.getContainerElement();\n\n // Ensure that the overlay container is attached to the DOM.\n if
(overlayContainer.parentElement) {\n const siblings = overlayContainer.parentElement.children;\n\n for (let i = siblings.length - 1; i > -1; i--) {\n
const sibling = siblings[i];\n\n if (in sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE'
&&\n !sibling.hasAttribute('aria-live')\n ) {\n this._ariaHiddenElements.set(sibling, sibling.getAttribute('aria-hidden'));\n
sibling.setAttribute('aria-hidden', 'true');\n \n \n \n \n \n \n private _getAfterAllClosed(): Subject<void> {\n const parent = this._parentDialog;\n return parent? parent__getAfterAllClosed(): this._afterAllClosedAtThisLevel;\n \n\n\n\n\n'*\n * Executes a callback against all elements in an
array while iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n */\nfunction reverseForEach<T>(items: T[] |
readonly T[], callback: (current: T) => void) {\n let i = items.length;\n\n while (i--) {\n callback(items[i]);\n }\n}\n\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file
at https://angular.io/licenseln */Inlnimport {NgModule} from '@angular/core';\nimport {OverlayModule} from '@angular/cdk/portal';\nimport {OverlayModule} from '@angular/cdk/portal';\nimport {A11yModule} from '@angular/cdk/a11y';\nimport {Dialog} from './dialog';\nimport {CdkDialogContainer} from './dialog-container';\n\n@NgModule{\nimports: [OverlayModule, PortalModule, A11yModule,
CdkDialogContainer], In exports: [In // Re-export the PortalModule so that people extending the `CdkDialogContainer`\n // don't have to
remember to import it or be faced with an unhelpful error.\n PortalModule,\n CdkDialogContainer,\n ],\n providers: [Dialog],\n}\\nexport class
DialogModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
["i2","observableOf","i1"],"mappings":";;;;;;;;;;;AyBA;MACa,YAAY,CAAA;AAAzB,IAAA,WAAA,GAAA;;QAmBE,IAAI,CAAA,IAAA,GAAQB,QAAQ,CAAC;;QAG7B,IAAU,CAAA,UAAA,GAAUB,EAAE,CAAC;;QAGpC,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAa,CAAA,aAAA,GAAUB,EAAE,CAAC;;QAGVC,IAAY,CAAA,YAAA,GAAA,KAAA,GAAY,EAAE,CAAC;;QAGpB,IAAM,CAAA,MAAA,GAAY,
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ΑΑΑ,ΕΑΑΑ,uBΑΑΑ,ΕΑΑΑ,iCΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,cΑΑΑ,ΕΑΑΑ,sΒΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,WAΑΑ,ΕΑΑΑ,CΑΑΑ,ΕΑΑΑ,YΑΑΑ,ΕΑΑΑ,εΑΑΑ,ΕΑΑΑ,ΚΑΑΑ,ΕΑ
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OAAO,CAAC;KAC9B;AAED;;;;;;AAOG;AACK,IAAA,OBAAOB,CAC1B,SBAAYD,EACZD,SAA0B,EAC1B,eAAiC,EACiC,MAAWC,EAAA;AAEXC,OA
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AAE;AAC1B,gBAAA,OAAO,GAAG;AACR,oBAAA,GAAG,OAAO;AACV,oBAAA,IAAI,OAAO,MAAM,CAAC,eAAe,KAAK,UAAU;AAC9C,0BAAE,MA
AM,CAAC,eAAe,EAAE;AAC1B,0BAAE,MAAM,CAAC,eAAe,CAAC;iBAC5B,CAAC;aACH;AAED,YAAA,eAAe,CAAC,oBAAoB,CACIC,IAAI,cAAc,C
AAI,sBAASB,EAAE,IAAK,EAAE,OAAO,EAAE,QAAQ,CAAC,CACXE,CAAC;SACH;aAAM;AACL,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,eAAe,CAA
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e,CACrB,MAAwC,EACxC,SAA0B,EAC1B,eAAiC,EACjC,gBAAsC,EAAA;QAEtC,MAAM,YAAY,GAAG,MAAM,CAAC,QAAQ,IAAI,MAAM,CAAC,gBA
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AQ,EAAE,IAAI,EAAC,CAAC,CAAC,EACnF;YACA,SAAS,CAAC,IAAI,CAAC;AACb,gBAAA,OAAO,EAAE,CAAC;AACVB,gBAAA,QAAQ,EAAE,EAAC
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,CAAC,EÁAE;YÁČb,IAAÍ,CAAC,WAAIĆ,CAAĆ,MAÁM,CAÁC,KAÁK,EAÁE,CAÁC,CAÁC,CAÁC;;;AÁIZD,YÁAA,IAÁI,CAAĆ,IAÁI,CAAĆ,WAAŴ,CAA
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C,kBAAkB,EAAE,CAAC,IAAI,EAAE,CAAC;iBACIC;aACF;SACF;KACF;;IAGO,4CAA4C,GAAA;QACID,MAAM,gBAAgB,GAAG,IAAI,CAAC,iBAAiB,
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QAAQ,CAAC;AAEzD,YAAA,KAAK,IAAI,CAAC,GAAG,QAAQ,CAAC,MAAM,GAAG,CAAC,EAAE,CAAC,GAAG,CAAC,CAAC,EAAE,CAAC,EAAE,E
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Á,EAAÁ,CAAÁ,CAAÁ,EAAÁ,ÃAjCrB,IAAÁ,SAAÁ,IAAA,CAAA,KAAÁ,GAAA,EAAA,CAAA,QBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA
,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,MAAM,CADM,MAAM,EAAA,CAAA,CAAA,;kGACIB,MAAM,EAAA,UAAA,EAAA,
CAAA;kBADIB,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;0BA+B3B,QAAQ;;0BAAI,MAAM;2BAAC,qBAAqB,CAAA;;0BACxC,QAA
Q;;0BAAI,QAAQ;;0BAEpB,MAAM;2BAAC,sBAAsB,CAAA;;AAWUIC;;;AAGG;AACH,SAAS,CAAC,CAAI,KAAyB,EAAE,QAA8B,EAAA;AACIF,IAAA,I
ĂĂĬ,CAAĆ,ĞAAĞ,KAAK,CAAC,MAAM,CAAC;IAErB,OAAÓ,CAAC,ĒÁAE,EAÁE;AAĆV,QAÁA,QAAQ,CAAC,KAAK,CAĂČ,CAÁC,CAÁC,CAAĆ,CA
A,CAAA,EAAA;AAAZ,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EA
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I/C,YAAY,CAAA,EAAA,CAAA,CAAA,EAAA;;kGAKH,YAAY,EAAA,UAAA,EAAA,CAAA;kBAVxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OA
AO,EAAE,CAAC,aAAa,EAAE,YAAY,EAAE,UAAU,EAAE,kBAAkB,CAAC;AACtE,oBAAA,OAAO,EAAE;;;;wBAGP,YAAY;wBACZ,kBAAkB;AACnB,qB
AAA; oBACD, SAAS, EAAE, CAAC, MAAM, CAAC; AACpB, iBAAA, CAAA;;; ACxBD;; AAEG;;;;"}
```

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
 LICENSE file at https://angular.io/license\n */\n\nimport {\n AfterContentInit,\n booleanAttribute,\n ChangeDetectorRef,\n ContentChildren,\n
Directive,\n ElementRef,\n forwardRef,\n inject,\n Input,\n NgZone,\n OnDestroy,\n Output,\n QueryList,\n} from '@angular/core';\nimport
{ActiveDescendantKeyManager, Highlightable, ListKeyManagerOption} from '@angular/cdk/a11y';\nimport {\n A,\n DOWN_ARROW,\n END,\n ENTER,\n hasModifierKey,\n HOME,\n LEFT_ARROW,\n RIGHT_ARROW,\n SPACE,\n UP_ARROW,\n} from '@angular/cdk/keycodes';\nimport {coerceArray} from '@angular/cdk/coercion';\nimport {SelectionModel} from '@angular/cdk/collections';\nimport {defer, fromEvent, merge,
 Observable, Subject} from 'rxjs';\nimport {filter, map, startWith, switchMap, takeUntil} from 'rxjs/operators';\nimport {ControlValueAccessor,
NG_VALUE_ACCESSOR} from '@angular/forms';\nimport {Directionality} from '@angular/cdk/bidi';\n\n/** The next id to use for creating unique DOM IDs. */\nlet nextId = 0;\n\n/**\n * An implementation of SelectionModel that internally always represents the selection as a\n'
multi-selection. This is necessary so that we can recover the full selection if the user\n * switches the listbox from single-selection to multi-selection after initialization.\n *\n * This selection model may report multiple selected values, even if it is in single-selection\n * mode. It is up
to the user (CdkListbox) to check for invalid selections.\n */inclass ListboxSelectionModel<T> extends SelectionModel<T> {\n constructor(\n constructor)}
public multiple = false,\in initiallySelectedValues?: T[],\in emitChanges = true,\in compareWith?: (o1: T, o2: T) => boolean,\in ) {\in super(true,
 initiallySelectedValues, emitChanges, compareWith); in }\n\n override isMultipleSelection(): boolean {\n return this.multiple;\n }\n\n override
select(...values: T[]) {in // The super class is always in multi-selection mode, so we need to override the behavior ifin // this selection model
actually belongs to a single-selection listbox.\n if (this.multiple) {\n return super.select(...values);\n } else {\n return
super.setSelection(...values);\n }\n }\n}\n\n\n'* A selectable option in a listbox. */\n@Directive({\n selector: '[cdkOption]',\n standalone: true,\n exportAs: 'cdkOption',\n host: {\n 'role': 'option',\n 'class': 'cdk-option',\n '[id]': 'id',\n '[attr.aria-selected]': 'isSelected()',\n '[attr.tabindex]': '_getTabIndex()',\n '[attr.aria-disabled]': 'disabled',\n '[class.cdk-option-active]': 'isActive()',\n '(click)': '_clicked.next($event)',\n '(focus)':
   _handleFocus()',\n },\n}\nexport class CdkOption<T = unknown> implements ListKeyManagerOption, Highlightable, OnDestroy {\n /** The id
of the option's host element. */\n @Input()\n get id() {\n return this._id || this._generatedId;\n }\n set id(value) {\n this._id = value;\n }\n private _id: string;\n private _generatedId = `cdk-option-${nextId++}`;\n\n /** The value of this option. */\n @Input('cdkOption') value: T;\n\n /**\n * The
text used to locate this item during listbox typeahead. If not specified, in * the `textContent` of the item will be used. in */in
@Input('cdkOptionTypeaheadLabel') typeaheadLabel: string;\n\n /** Whether this option is disabled. */\n @Input({alias: 'cdkOptionDisabled',
transform: booleanAttribute})\n get disabled(): boolean {\n return this.listbox.disabled || this._disabled;\n }\n set disabled(value: boolean) {\n this._disabled = value;\n }\n private _disabled: boolean = false;\n\n /** The tabindex of the option when it is enabled. */\n @Input('tabindex')\n
get enabledTablndex() {In return this._enabledTablndex === undefinedIn ? this.listbox.enabledTablndex(n : this._enabledTablndex;) {In set enabledTablndex() {In this._enabledTablndex = value; \n }\n private _enabledTablndex?: number | null; \n\n /** The option's host element
 */\n readonly element: HTMLElement = inject(ElementRef).nativeElement;\n\n /** The parent listbox this option belongs to. */\n protected
readonly listbox: CdkListbox<T> = inject(CdkListbox);\n\n /** Emits when the option is destroyed. */\n protected destroyed = new
Subject<void>();\n\n /** Emits when the option is clicked. */\n readonly_clicked = new Subject<MouseEvent>();\n\n ngOnDestroy() {\n this.destroyed.next();\n this.destroyed.complete();\n }\n\n /** Whether this option is selected. */\n isSelected() {\n return
this.listbox.isSelected(this);\n \\n\n/** Whether this option is active. */\n isActive() {\n return this.listbox.isActive(this);\n }\n\n/** Toggle the
selected state of this option. */In toggle() {In this.listbox.toggle(this);In }In\n /** Select this option if it is not selected. */In select() {In
 this.listbox.select(this);\n }\n\n /** Deselect this option if it is selected. */\n deselect() {\n this.listbox.deselect(this);\n }\n\n /** Focus this option.
*/In focus() {In this.element.focus(); In }In\n /** Get the label for this element which is required by the FocusableOption interface. */In getLabel() {In return (this.typeaheadLabel ?? this.element.textContent?.trim()) || ";\n }In\n /**\n * No-op implemented as a part of `Highlightable`.\n * @docs-private\n */In setActiveStyles() {}In\n /**\n * No-op implemented as a part of `Highlightable`.\n * @docs-private\n */In setInactiveStyles()
 {\n\n /** Handle focus events on the option. */\n protected _handleFocus() {\n // Options can wind up getting focused in active descendant
 mode if the user clicks on them.\n // In this case, we push focus back to the parent listbox to prevent an extra tab stop when\n // the user
performs a shift+tab.\n if (this.listbox.useActiveDescendant) {\n this.listbox_setActiveOption(this);\n this.listbox.focus();\n }\n \}\n\n /** Get the tabindex for this option. */\n protected _getTabIndex() {\n if (this.listbox.useActiveDescendant || this.disabled) {\n return -1;\n }\n return
tabindex for this option. */In protected _getTabIndex() {In if (this.listbox.useActiveDescendant || this.disabled) {In return +1; in }In return this.isActive() ? this.enabledTabIndex : -1; in }In\n\n@Directive({In selector: '[cdkListbox'], in standalone: true, in exportAs: 'cdkListbox', in host: {In 'role': 'listbox', in 'class': 'cdk-listbox', in '[id]': 'id', in '[attr.tabindex]': '_getTabIndex()', in '[attr.aria-disabled]': 'disabled', in '[attr.aria-multiselectable]': 'multiple', in '[attr.aria-activedescendant]': '_getAriaActiveDescendant()', in '[attr.aria-orientation]': 'orientation', in '(focus)': '_handleFocus()', in '(keydown)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusin)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': '_handleFocus()', in '(focusout)': 
@Input()\n get id() {\n return this._id || this._generatedId;\n }\n set id(value) {\n this._id = value;\n }\n private _id: string;\n private _generatedId
    `cdk-listbox-${nextId++}`;\n\n /** The tabindex to use when the listbox is enabled. */\n @Input('tabindex')\n get enabledTabIndex() {\n return
this._enabledTabIndex === undefined ? 0 : this._enabledTabIndex;\n }\n set enabledTabIndex(value) {\n this._enabledTabIndex = value;\n }\n
private _enabledTabIndex?: number | null;\n\n | ** The value selected in the listbox, represented as an array of option values. */\n
 @Input('cdkListboxValue')\n get value(): readonly T[] {In return this._invalid ? [] : this.selectionModel.selected;\n }\n set value(value: readonly
 T[]) {In this._setSelection(value);In }Inin /**In * Whether the listbox allows multiple options to be selected. If the value switches from `true`In
 to `false`, and more than one option is selected, all options are deselected.\n *\/n @Input({alias: 'cdkListboxMultiple', transform:
booleanAttribute})\n get multiple(): boolean {\n return this.selectionModel.multiple;\n }\n set multiple(value: boolean) {\n
this.selectionModel.multiple = value;\n\n if (this.options) {\n this._updateInternalValue();\n }\n }\n\n /** Whether the listbox is disabled. */\n
@Input({alias: 'cdkListboxDisabled', transform: booleanAttribute})\n disabled: boolean = false;\n\n /** Whether the listbox will use active
descendant or will move focus onto the options. */In @Input({alias: 'cdkListboxUseActiveDescendant', transform: booleanAttribute})\n useActiveDescendant: boolean = false;\n\n /** The orientation of the listbox. Only affects keyboard interaction, not visual layout. */\n
@Input('cdkListboxOrientation')\n get orientation() {\n return this._orientation;\n} \n set orientation(value: 'horizontal' | 'vertical') {\n this._orientation = value === 'horizontal' ? 'horizontal' : 'vertical';\n if (value === 'horizontal') {\n this.listKeyManager?.withHorizontalOrientation(this._dir?.value || 'ltr');\n } else {\n this.listKeyManager?.withVerticalOrientation();\n }\n }\n private _orientation: 'horizontal' | 'vertical' = 'vertical';\n\n /** The function used to compare option values. */\n
@input(cdkListboxCompareWith)\in get compareWith(): undefined | ((o1: T, o2: T) => boolean) {\in return this.selectionModel.compareWith;\in \return this.selectionModel.compareWith) | \in set compareWith(fn: undefined | ((o1: T, o2: T) => boolean)) {\in this.selectionModel.compareWith = fn;\in \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \right\rangle \r
 navigation should wrap when the user presses arrow down on the last item\n * or arrow up on the first item.\n */\n @Input({alias:
 'cdkListboxNavigationWrapDisabled', transform: booleanAttribute})\n get navigationWrapDisabled() {\n return
 this._navigationWrapDisabled;\n }\n set navigationWrapDisabled(ẃrapː boolean) {\n this._navigationWrapDisabled = wrap;\n
 this.listKeyManager?.withWrap(!this._navigationWrapDisabled);\n }\n private _navigationWrapDisabled = false;\n\n /** Whether keyboard
 navigation should skip over disabled items. */In @Input({alias: 'cdkListboxNavigatesDisabledOptions', transform: booleanAttribute})\n get
navigateDisabledOptions() {\n return this._navigateDisabledOptions;\n }\n set navigateDisabledOptions(skip: boolean) {\n
this._navigateDisabledOptions = skip;\n this.listKeyManager?.skipPredicate(\n this._navigateDisabledOptions ? this._skipNonePredicate: this._skipDisabledPredicate,\n);\n }\n private _navigateDisabledOptions = false;\n\n /** Emits when the selected value(s) in the listbox change. */\n @Output('cdkListboxValueChange') readonly valueChange = new Subject<ListboxValueChangeEvent<T>>();\n\n /** The child options in
this listbox. */\n @ContentChildren(CdkOption, {descendants: true}) protected options: QueryList<CdkOption<T>>;\n\n /** The selection model used by the listbox. */\n protected selectionModel = new ListboxSelectionModel<T>();\n\n /** The key manager that manages keyboard
navigation for this listbox. */In protected listKeyManager: ActiveDescendantKeyManager<CdkOption<T>>;InIn /** Emits when the listbox is
destroyed. */\n protected readonly destroyed = new Subject<void>();\n\n /** The host element of the listbox. */\n protected readonly element:
HTMLElement = inject(ElementRef).nativeElement;\n\n /** The Angular zone. */\n protected readonly ngZone = inject(NgZone);\n\n /*
change detector for this listbox. */in protected readonly changeDetectorRef = inject(ChangeDetectorRef);\n\n /** Whether the currently
celected value in the selection model is invalid. */\n private _invalid = false;\n\n /** The last user-triggered option. */\n private _lastTriggered:

CdkOption<T> | null = null;\n\n /** Callback called when the listbox has been touched */\n private _onTouched = () => {};\n\n /** Callback called
 */\n private _optionClicked = defer(() =>\n (this.options.changes as Obsérvable<CdkOption<T>[]>).pipe(\n startWith(this.options),\n
switchMap(options =>\n merge(...options.map(option => option._clicked.pipe(map(event => ({option, event}))))),\n ),\n ),\n ),\n );\n\n /** The
directionality of the page. */\n private readonly_dir = inject(Directionality, {optional: true});\n\n /** A predicate that skips disabled options. */\n
private readonly _skipDisabledPredicate = (option: CdkOption<T>) => option.disabled;\n\n /** A predicate that does not skip any options. */\n
private readonly _skipNonePredicate = () => false;\n\n /** Whether the listbox currently has focus. */\n private _hasFocus = false;\n\n /** A
reference to the option that was active before the listbox lost focus. */\n private _previousActiveOption: CdkOption<T> | null = null;\n\n constructor() {\n this._setPreviousActiveOptionAsActiveOptionOnWindowBlur();\n }\n\n ngAfterContentInit() {\n if (typeof ngDevMode =
 'undefined' || ngDevMode) {\n this._verifyNoOptionValueCollisions();\n this._verifyOptionValues();\n }\n\n this._initKeyManager();\n\n // Update
the internal value whenever the options or the model value changes.\n merge(this.selectionModel.changed, this.options.changes)\n .pipe(startWith(null), takeUntil(this.destroyed))\n .subscribe(() => this._updateInternalValue());\n\n this._optionClicked\n .pipe(\n filter(({option}) => !option.disabled),\n takeUntil(this.destroyed),\n )\n .subscribe(({option, event})) => this._handleOptionClicked(option, event));\n }\n\n
```

```
ngOnDestroy() {\n this.listKeyManager?.destroy();\n this.destroyed.next();\n this.destroyed.complete();\n }\n\n **\n * Toggle the selected state
of the given option. In * @param option The option to toggle\n */In toggle(option: CdkOption<T>) {In this.toggleValue(option.value);In }In\n /**In
* Toggle the selected state of the given value.\n * @param value The value to toggle\n *\n toggleValue(value: T) {\n if (this._invalid) {\n this.selectionModel.clear(false);\n }\n this.selectionModel.toggle(value);\n }\n\n /**\n * Select the given option.\n * @param option The option to select\n *\n select(option: CdkOption<T>) {\n this.selectValue(option.value);\n }\n\n /**\n * Select the given value.\n * @param value The value
this.deselectValue(option.value);\in }\n\n /**\n * Deselect the given value.\in * @param value The value to deselect\n */\n deselectValue(value: T) {\n if (this._invalid) {\n this.selectionModel.clear(false);\n }\n this.selectionModel.deselect(value);\n }\n\n /**\n * Set the selected state of all
options.\n * @param isSelected The new selected state to set\n */\n setAllSelected(isSelected: boolean) {\n if (!isSelected) {\n
this.selectionModel.clear(); In } else {In if (this._invalid) {In this.selectionModel.clear(false); In }In
this.selectionModel.select(...this.options.map(option => option.value));\n }\n }\n\n * Get whether the given option is selected.\n * @param
option The option to get the selected state of in */In isSelected(option: CdkOption<T>) {In return this.isValueSelected(option.value); In }In\n /**\n
  Get whether the given option is active.\n * @param option The option to get the active state of\n */\n isActive(option: CdkOption<T>): boolean
{In return !!(this.listKeyManager?.activeItem === option); In }In\n /**In * Get whether the given value is selected.\in * @param value The value to
get the selected state of\n */\n isValueSelected(value: T) {\n if (this._invalid) {\n return false;\n }\n return
this.selectionModel.isSelected(value);\n }\n\n /**\n * Registers a callback to be invoked when the listbox's value changes from user input.\n
@param fn The callback to register\n * @docs-private\n */\n registerOnChange(fn: (value: readonly T[]) => void): void {\n this._onChange = fn;\n }\n\n /n*\n * Registers a callback to be invoked when the listbox is blurred by the user.\n * @param fn The callback to register\n * @docs-
private\n */\n registerOnTouched(fn: () => {}): void {\n this._onTouched = fn;\n }\n\n * Sets the listbox's value.\n * @param value The new
value of the listbox\n * @docs-private\n */\n writeValue(value: readonly T[]): void {\n this._setSelection(value);\n this._verifyOptionValues();\n \}\n\n /**\n * Sets the disabled state of the listbox.\n * @param isDisabled The new disabled state\n * @docs-private\n */\n
setDisabledState(isDisabled: boolean): void {\n this.disabled = isDisabled;\n }\n\n /** Focus the listbox's host element. */\n focus() {\n this.element.focus();\n }\n\n /**\n * Triggers the given option in response to user interaction.\n * - In single selection mode: selects the option
and deselects any other selected option.\n * - In multi selection mode: toggles the selected state of the option.\n * @param option The option to trigger\n */\n protected triggerOption(option: CdkOption<T> | null) {\n if (option && !option.disabled) {\n this._lastTriggered = option;\n const
changed = this.multiple\n ? this.selectionModel.toggle(option.value)\n : this.selectionModel.select(option.value);\n if (changed) {\n
this._onChange(this.value);\n this.valueChange.next({\n value: this.value;\n listbox: this,\n option: option,\n });\n }\n }\n }\n }\n }\n }\n *Trigger the given range of options in response to user interaction.\n * Should only be called in multi-selection mode.\n * @param trigger The option that was triggered\n * @param from The start index of the options to toggle\n * @param to The end index of the options to toggle\n * @param on
Whether to toggle the option range on\n */\n protected triggerRange(trigger: CdkOption<T> | null, from: number, to: number, on: boolean) {\n if
(this.disabled || (trigger && trigger.disabled)) {\n return;\n }\n this._lastTriggered = trigger;\n const isEqual = this.compareWith ?? Object.is;\n
const updateValues = [...this.options]\n .slice(Math.max(0, Math.min(from, to)), Math.min(this.options.length, Math.max(from, to) + 1))\n
filter(option => !option.disabled)\n .map(option => option.value);\n const selected = [...this.value];\n for (const updateValue of updateValues)
{In const selectedIndex = selected.findIndex(selectedValue =>\n isEqual(selectedValue, updateValue),\n );\n if (on && selectedIndex =
selected.push(updateValue);\n } else if (!on && selectedIndex !== -1) {\n selected.splice(selectedIndex, 1);\n }\n }\n let changed =
this.selectionModel.setSelection(...selected);\n if (changed) {\n this._onChange(this.value);\n this.valueChange.next({\n value: this.value,\n
listbox: this,\n option: trigger,\n });\n }\n }\n f\n f\n * Sets the given option as active.\n * @param option The option to make active\n */\n _setActiveOption(option: CdkOption<T>) {\n this.listKeyManager.setActiveItem(option);\n }\n\n /** Called when the listbox receives focus. */\n
protected _handleFocus() {\n if (!this.useActiveDescendant) {\n if (this.selectionModel.selected.length > 0) {\n
this._setNextFocusToSelectedOption();\n } else {\n this.listKeyManager.setNextItemActive();\n }\n\n this._focusActiveOption();\n }\n }\n\n /** Called when the user presses keydown on the listbox. */\n protected _handleKeydown(event: KeyboardEvent) {\n if (this.disabled) {\n return;\n }\n\n const {keyCode} = event;\n const previousActiveIndex = this.listKeyManager.activeItemIndex;\n const ctrlKeys = ['ctrlKey', 'metaKey'] as
const; inln if (this.multiple && keyCode === A && hasModifierKey(event, ...ctrlKeys)) {In // Toggle all options off if they're all selected, otherwise toggle them all on.\n this.triggerRange(\n null,\n 0,\n this.options.length - 1,\n this.options.length !== this.value.length,\n );\n
this.listKeyManager.activeItem,In this._getLastTriggeredIndex() ?? this.listKeyManager.activeItemIndex,In
this.listKeyManager.activeItemIndex,\n !this.listKeyManager.activeItem.isSelected(),\n );\n }\n event.preventDefault();\n return;\n }\n\n if (\n
this.multiple &&\n keyCode === HOME &&\n hasModifierKey(event, ...ctr/Keys) &&\n hasModifierKey(event, 'shiftKey')\n ) {\n const trigger = this.listKeyManager.activeItem;\n if (trigger) {\n const from = this.listKeyManager.activeItemIndex!;\n
this.listKeyManager.setFirstItemActive();\n this.triggerRange(\n trigger,\n from,\n this.listKeyManager.activeItemIndex!,\n
!trigger.isSelected(),\n );\n }\n event.preventDefault();\n return;\n }\n\n if (\n this.multiple &&\n keyCode === END &&\n hasModifierKey(event,
...ctrlKeys) &&\n hasModifierKey(event, 'shiftKey')\n`) {\n const trigger = this.listKeyManager.activeItem;\n if (trigger) {\n const from = this.listKeyManager.activeItemIndex!;\n this.listKeyManager.setLastItemActive();\n this.triggerRange(\n trigger,\n from,\n
this.listKeyManager.activeItemIndex!,In !trigger.isSelected(),In );In }In event.preventDefault();In return;In }InIn if (keyCode === SPACE ||
event The focusout event\n */\n protected handleFocusOut(event: FocusEvent) {\n // Some browsers (e.g. Chrome and Firefox) trigger the
focusout event when the user returns back to the document.\n // To prevent losing the active option in this case, we store it in
  previous Active Option` and restore it on the window `blur` event\n // This ensures that the `activeItem` matches the actual focused element
when the user returns to the document.\n this._previousActiveOption = this.listKeyManager.activeItem;\n\n const otherElement =
event.relatedTarget as Element;\n if (this.element !== otherElement && !this.element.contains(otherElement)) {\n this._onTouched();\n
this._hasFocus = false;\n this._setNextFocusToSelectedOption();\n }\n }\n\n /** Get the id of the active option if active descendant is being
used. */In protected _getAriaActiveDescendant(): string | null | undefined {In return this.useActiveDescendant ?
this.listKeyManager?.activeItem?.id: null;\n}\n\n/** Get the tabindex for the listbox. */\n protected _getTabIndex() {\n if (this.disabled) {\n return -1;\n}\n return this.useActiveDescendant || !this.listKeyManager.activeItem? this.enabledTabIndex: -1;\n}\n\n /** Initialize the key
manager. */\n private _initKeyManager() {\n this.listKeyManager = new ActiveDescendantKeyManager(this.options)\n .withWrap(!this._navigationWrapDisabled)\n .withTypeAhead()\n .withHomeAndEnd()\n .withAllowedModifierKeys(['shiftKey'])\n .skipPredicate(\n this._navigateDisabledOptions ? this._skipNonePredicate : this._skipDisabledPredicate,\n );\n\n if (this.orientation ===
vertical') {In this.listKeyManager.withVerticalOrientation(;\n } else {\n this.listKeyManager.withIn if (this.orientation(this._dir?.value || 'ltr');\n }\n\n if (this.selectionModel.selected.length) {\n Promise.resolve().then(() => this._setNextFocusToSelectedOption());\n }\n\n this.listKeyManager.change.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n }\n\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption());\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption();\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption();\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption();\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption();\n h\n\n this.listKeyManager.orienge.subscribe(() => this._focusActiveOption();\n h\n\n thi
if (!this.useActiveDescendant) {\n this.listKeyManager.activeItem?.focus();\n }\n this.changeDetectorRef.markForCheck();\n }\n\n /**\n * Set the
selected values.\n * @param value The list of new selected values.\n */\n private _setSelection(value: readonly T[]) {\n if (this._invalid) {\n
this.selectionModel.clear(false);\n }\n this.selectionModel.setSelection(...this._coerceValue(value));\n\n if (!this._hasFocus) {\n
this. setNextFocusToSelectedOption();\n \\n\n/** Sets the first selected option as first in the keyboard focus order. */\n private
 setNextFocusToSelectedOption() {\n'// Null check the options since they only get defined after `ngAfterContentInit`.\n const selected =
this.options?.find(option => option.isSelected());\n\n if (selected) {\n this.listKeyManager.updateActiveItem(selected);\n }\n }\n\n }\n\n /** Update the
internal value of the listbox based on the selection model. */\n private _updateInternalValue() {\n const indexCache = new Map<T, number>();\n
this.selectionModel.sort((a: T, b: T) => {\n const alndex = this._getIndexForValue(indexCache, a);\n const bIndex =
this._getIndexForValue(indexCache, b);\n return alndex - bIndex;\n });\n const selected = this.selectionModel.selected;\n this._invalid =\n
(!this.multiple && selected.length > 1) || !!this._getInvalidOptionValues(selected).length;\n this.changeDetectorRef.markForCheck();\n }\n\n
/**\n * Gets the index of the given value in the given list of options.\n * @param cache The cache of indices found so far\n * @param value The value to find\n * @return The index of the value in the options list\n */\n private _getIndexForValue(cache: Map<T, number>, value: T) {\n const
is Equal = this. compare With || Object. is; \n if (!cache.has (value)) {\n let index = -1; \n for (let i = 0; i < this. options. length; i++) {\n if
(isEqual(value, this.options.get(i)!.value)) {In index = i;In break;In }In | In cache.set(value, index);In }In return cache.get(value)!;In }In\n /**In *
Handle the user clicking an option.\n * @param option The option that was clicked.\n */\n private _handleOptionClicked(option: CdkOption<T>, event: MouseEvent) {\n event.preventDefault();\n this.listKeyManager.setActiveItem(option);\n if (event.shiftKey && this.multiple) {\n
this.triggerRange(\n option,\n this._getLastTriggeredIndex() ?? this.listKeyManager.activeItemIndex!,\n
```

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!option.isSelected(),\n );\n } else {\n this.triggerOption(option);\n }\n }\n\n/** Verifies that no two options represent the same value under the
compareWith function. */In private _verifyNoOptionValueCollisions() {In this.options.changes.pipe(startWith(this.options),
takeUntil(this.destroyed)).subscribe(() => {\n const isEqual = this.compareWith ?? Object.is;\n for (let i = 0; i < this.options.length; i++) {\n takeUntil(this.destroyed)}.
const option = this.options.get(i)!;In let duplicate: CdkOption<T> | null = null;In for (let j = i + 1; j < this.options.length; j++) {In const other =
this.options.get(j)!;\n if (isEqual(option.value, other.value)) {\n duplicate = other;\n break;\n }\n }\n j\n if (duplicate) {\n // TODO(mmalerba): Link to
docs about this. In if (this.compareWith) {In console.warn(In `Found multiple CdkOption representing the same value under the given
compareWith function`,\n {\n option1: option.element,\n option2: duplicate.element,\n compareWith: this.compareWith,\n },\n );\n } else {\n option2: duplicate.element,\n compareWith: this.compareWith,\n },\n option1: option2: duplicate.element,\n option2: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n option3: duplicate.element,\n
selected value in multi-selection mode.'); In }InIn if (invalidValues.length) {In throw Error('Listbox has selected values that do not match any of
its options.');\n }\n }\n \n\n '*\n * Coerces a value into an array representing a listbox selection.\n * @param value The value to coerce\n * @return An array\n */\n private _coerceValue(value: readonly T[]) {\n return value == null ? [] : coerceArray(value);\n }\n\n /\n * Get the sublist
of values that do not represent valid option values in this listbox.\n * @param values The list of values\n * @return The sublist of values that
are not valid option values\n */\n private _getInvalidOptionValues(values: readonly T[]) {\n const isEqual = this.compareWith || Object.is;\n
const validValues = (this.options || []).map(option => option.value);\n return values.filter(value => !validValues.some(validValue =
isEqual(value, validValue)));\n }\n\n\n'* Get the index of the last triggered option. */\n private _getLastTriggeredIndex() {\n const index = this.options.toArray().indexOf(this._lastTriggered!);\n return index === -1? null: index;\n }\n\n /*\n * Set previous active option as active
option on window blur.\n * This ensures that the `activeOption` matches the actual focused element when the user returns to the document.\n
*/In private _setPreviousActiveOptionAsActiveOptionOnWindowBlur() {\n this.ngZone.runOutsideAngular(() => {\n fromEvent(window, 'blur')\n
.pipe(takeUntil(this.destroyed))\n .subscribe(() => {\n if (this.element.contains(document.activeElement) && this._previousActiveOption) {\n this._setActiveOption(this._previousActiveOption);\n this._previousActiveOption = null;\n }\n }\;\n }\n }\n }\n }\n }\n }\n h\n\n** Change event that is fired whenever the value of the listbox changes. */\nexport interface ListboxValueChangeEvent<T> {\n /** The new value of the listbox. */\n readonly
value: readonly T[];\n\n /** Reference to the listbox that emitted the event. */\n readonly listbox: CdkListbox<T>;\n\n /** Reference to the option that was triggered. */\n readonly option: CdkOption<T> | null;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use
of this source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/licensein */Ininimport
(NgModule) from '@angular/core';\nimport {CdkListbox, CdkOption} from './listbox';\n\nconst EXPORTED_DECLARATIONS = [CdkListbox, CdkOption];\n\n@NgModule({\n imports: [...EXPORTED_DECLARATIONS],\n exports: [...EXPORTED_DECLARATIONS],\n})\nexport class
CdkListboxModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
                       ;;;;AA2CA;AACA,IAAI,MAAM,GAAG,CAAC,CAAC;AAEf;;;;;;AAOG;AACH,MAAM,qBAAyB,SAAQ,cAAIB,CAAA;IACtD,WAC
Š,CAAA,QĂAA,GÃAW,KAAK,EACVB,uBAA6B,EAC7B,WÁAW,GAAG,IAAI,EACIB,WAAuC,EAAA;QAEVC,KAAK,CAAC,IAAI,EAAE,uBAAuB,EAAE
,WAAW,EAAE,WAAW,CAAC,CAAC;QALxD,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAQ;KAMxB;IAEQ,mBAAmB,GAAA;QAC1B,OAAO,IAAI,CAAC,Q
AAQ,CAAC;KACtB;IAEQ,MAAM,CAAC,GAAG,MAAW,EAAA;;;AAG5B,QAAA,IAAI,IAAI,CAAC,QAAQ,EAAE;AACjB,YAAA,OAAO,KAAK,CAAC,M
AAM,CAAC,GAAG,MAAM,CAAC,CAAC;SAChC;aAAM;AACL,YAAA,OAAO,KAAK,CAAC,YAAY,CAAC,GAAG,MAAM,CAAC,CAAC;SACtC;KACF;
AACF,CAAA;AAED;MAIBa,SAAS,CAAA;AAhBtB,IAAA,WAAA,GAAA;AA0BU,QAAA,IAAA,CAAA,YAAY,GAAG,CAAA,WAAA,EAAc,MAAM,EAAE,
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a,CAAC;;AAG9C,QAAA,IAAA,CAAA,OAAO,GAAkB,MAAM,CAAC,UAAU,CAAC,CAAC;;AAGrD,QAAA,IAAA,CAAA,SAAS,GAAG,IAAI,OAAO,EAA
Q,CAAC;;AAGjC,QAAA,IAAA,CAAA,QAAQ,GAAG,IAAI,OAAO,EAAc,CAAC;AAWE/C,KAAA;;AA3HC,IAAA,IACI,EAAE,GAAA;AACJ,QAAA,OAAO,IAAI,CAAC,GAAG,IAAI,IAAI,CAAC,YAAY,CAAC;KACtC;IACD,IAAI,EAAE,CAAC,KAAK,EAAA;AACV,QAAA,IAAI,CAAC,GAAG,GAAG,KAAK,CAA
C;KACIB;;AAcD,IAAA,IACI,QAAQ,GAAA;QACV,OAAO,IAAI,CAAC,OAAO,CAAC,QAAQ,IAAI,IAAI,CAAC,SAAS,CAAC;KAChD;IACD,IAAI,QAAQ,CAAC,KAAc,EAAA;AACzB,QAAA,IAAI,CAAC,SAAS,GAAG,KAAK,CAAC;KACxB;;AAID,IAAA,IACI,eAAe,GAAA;AACjB,QAAA,OAAO,IAAI,CAAC
,gBAAgB,KAAK,SAAS;AACxC,cAAE,IAAI,CAAC,OAAO,CAAC,eAAe;AAC9B,cAAE,IAAI,CAAC,gBAAgB,CAAC;KAC3B;IACD,IAAI,eAAe,CAAC,K
AAK,EAAA;AACvB,QAAA,IAAI,CAAC,gBAAgB,GAAG,KAAK,CAAC;KAC/B;IAeD,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,SAAS,CAAC,IAAI,EAA
AM,GAAA;AACJ,OAAA,IAAI,CAAC,OAAO,CAAC,MAAM,CAAC,IAAI,CAAC,CAAC;KAC3B;;IAGD,MAAM,GAAA;AACJ,OAAA,IAAI,CAAC,OAAO,C
AAC,MAAM,CAAC,IAAI,CAAC,CAAC;KAC3B;;IAGD,QAAQ,GAAA;AACN,QAAA,IAAI,CAAC,OAAO,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC;KAC7
B;;IAGD,KAAK,GAAA;AACH,QAAA,IAAI,CAAC,OAAO,CAAC,KAAK,EAAE,CAAC;KACtB;;IAGD,QAAQ,GAAA;AACN,QAAA,OAAO,CAAC,IAAI,C
AAC,CAAC,IAAI,IAAI,CAAC,OAAO,CAAC,WAAW,EAAE,IAAI,EAAE,KAAK,EAAE,CAAC;KACxE;AAED;;;AAGG;AACH,IAAA,eAAe,MAAK;AAEpB;
;;AAGG;AACH,IAAA,iBAAiB,MAAK;;IAGZ,YAAY,GAAA;;;;AAIpB,QAAA,IAAI,IAAI,CAAC,OAAO,CAAC,mBAAmB,EAAE;AACpC,YAAA,IAAI,CAA
 Ċ,OAAO,CAAC,gBAAgB,CAAC,IAAÍ,CAAĆ,CAAĆ;AACpĆ,YAAÁ,ĬAAI,CAAC,OAAO,CAAC,KAAK,EAAE,CAAC;SACtB;KACF;;IAGS,YAAY,GAAA;
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AI,CAAC,QAAQ,EAAE,GAAG,IAAI,CAAC,eAAe,GAAG,CAAC,CAAC,CAAC;KACpD;qHA5HU,SAAS,EAAA,IAAA,EAAA,EAAA,EAAA,MAAA,EAAA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licenseln */\nimport {inject, Injectable, NgZone, OnDestroy} from '@angular/core';\nimport {Observable, Subject} from 'rxjs';\nimport {filter, shareReplay, takeUntil} from 'rxjs/operators';\n\n/**\n * Handler that logs \"ResizeObserver loop limit exceeded\" errors.\n * These errors are not shown in the Chrome console, so we log them to ensure developers are aware.\n * @param e The errorin */inconst loopLimitExceededErrorHandler = (e: unknown) => {in if (e instanceof Error && e.message === 'ResizeObserver loop limit exceeded') {in console.error(\n `\${e.message}. This could indicate a performance issue with your app. See https://github.com/WICG/resize-observer/blob/master/explainer.md#error-handling`,\n);\in }\n};\in\n/**\n * A shared ResizeObserver to be used for a particular box type (content-box, border-box, or\n * device-pixel-content-box)\n */\nclass SingleBoxSharedResizeObserver {\n /** Stream that emits when the shared observer is destroyed. */\n private _destroyed = new Subject<void>();\n /** Stream of all events from the ResizeObserver. */\n private resizeSubject = new Subject<ResizeObserverEntry[]>();\n /** ResizeObserver used to observe element resize events. */\n private_ resizeObserver?: ResizeObserver;\n /** A map of elements to streams of their resize events. */\n private _elementObservables = new Map<Element, Observable<ResizeObserverEntry[]>>();\n\n constructor(\n /** The box type to observe for resizes. */\n private _box: ResizeObserverBoxOptions,In) {In if (typeof ResizeObserver!== 'undefined') {In this._resizeObserver = new ResizeObserver(entries => this._resizeSubject.next(entries));\n }\n }\n }\n\n /**\n * Gets a stream of resize events for the given element.\n * @param target The element to observe. $\n *$ @return The stream of resize events for the element. $\n *$ / \n observe(target: Element): Observable<ResizeObserverEntry[]> {\n if (!this._elementObservables.has(target)) {\n this._elementObservables.set(\n target,\n new Observable<ResizeObserverEntry[]>(observer => {\n const subscription = this._resizeSubject.subscribe(observer);\n this._resizeObserver?.observe(target, {box: this._box});\n return () => {\n this._resizeObserver?.unobserve(target);\n subscription.unsubscribe();\n this._elementObservables.delete(target);\n };\n }).pipe(\n filter(entries => entries.some(entry => entry.target === target)),\n // Share a replay of the last event so that subsequent calls to observe the Inter(entries => entries.some(entry => entry.target === target)),in // snare a replay of the last event so that subsequent cans to observe the same element // receive initial sizing info like the first one. Also enable ref counting so the\n // element will be automatically unobserved when there are no more subscriptions.in shareReplay({bufferSize: 1, refCount: true}),\n takeUntil(this._destroyed),\n),\n);\n }\n return this._elementObservables.get(target)!;\n }\n\n /** Destroys this instance. */\n destroy() {\n this._destroyed.next();\n this._resizeSubject.complete();\n this._elementObservables.clear();\n }\n\n/**\n * Allows observing resize events on multiple elements using a shared set of ResizeObserver.\n * Sharing a ResizeObserver instance is recommended for better performance (see\n * https://github.com/WICG/resize-observer/issues/59).\n *\n * Rather than share a single `ResizeObserver`, this class creates one `ResizeObserver` per type\n * of observed box ('content-box', 'border-box', and 'device-pixel-content-box'). This avoids\n * later calls to `observe` with a different box type from influencing the events dispatched to\n * earlier calls.\n */\n@Injectable({\n providedIn: 'root',ln})\nexport class SharedResizeObserver implements OnDestroy {\n /** Map of box type to shared resize observer. */\n private _observers = new Map<ResizeObserverBoxOptions, SingleBoxSharedResizeObserver>();\n\n /** The Angular zone. */\n private _ngZone = inject(NgZone);\n\n constructor() {\n if (typeof ResizeObserver !== 'undefined' && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n this._ngZone.runOutsideAngular(() => {\n window.addEventListener('error', loopLimitExceededErrorHandler);\n }\;\n }\n }\n }\n }\n rgOnDestroy() {In for (const [, observer] of this_observers) {In observer.destroy();In }In this_observers.clear();In if (typeof ResizeObserver!== 'undefined && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n window.removeEventListener('error', loopLimitExceededErrorHandler);\n }\n }\n\n /**In * Gets a stream of resize events for the given target element and box type.\n * @param target The element to observe for resizes.\n @param options Options to pass to the `ResizeObserver`\n * @return The stream of resize events for the element.\n */\n observe(target: CAAC;AAEF;;;AAGG;AACH,MAAM,6BAA6B,CAAA;AAUJC,IAAA,WAAA;;IAEU,IAA8B,EAAA;QAA9B,IAAI,CAAA,IAAA,GAAJ,IAAI,CAA0B;;AAVh C,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAO,EAAQ,CAAC;;AAEjC,QAAA,IAAA,CAAA,cAAc,GAAG,IAAI,OAAO,EAAyB,CAAC;;AAItD,QAAA,IA AA,CAAA,MBAAMB,GAAG,IAAI,GAAG,EAA8C,CAAC;AAMIF,QAAA,IAAI,OAAO,CAAC,KAAK,WAAW,EAAE;AACzC,YAAA,IAAI,CAAC,eAAe,GAA G,IÁAI,CAÁC,CAAC,ÓAAO,IÁAI,IÁAI,CAÁC,CAÁC,CAÁC,IAAI,CAAC,OAAÓ,CAAC,CAÁC,CAÁC;SACZF;KAĆF;AAEĎ;;;;AÁIG;AÁCH,IÁAA,ÓAAO, CAAC,MAAe,EAAA;QACrB,IAAI,CAAC,IAAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,MAAM,CAAC,EAAE;AACzC,YAAA,IAAI,CAAC,mBAAmB,CAA C,GAAG,CAC1B,MAÀM,EACN,IAAI,UAAU,CAAwB,QAAQ,IAAG;gBAC/C,MAAM,YAAY,GAAG,IAAI,CAAC,cAAc,CAAC,SAAS,CAAC,QAAQ,CAAC, CAAC;AAC7D,gBAAA,IAAI,CAAC,eAAe,EAAE,OAAO,CAAC,MAAM,EAAE,EAAC,GAAG,EAAE,IAAI,CAAC,IAAI,EAAC,CAAC,CAAC,AACxD,gBA AA,OAAO,MAAK;AACV,oBAAA,IAAI,CAAC,eAAe,EAAE,SAAS,CAAC,MAAM,CAAC,CAAC;oBACxC,YAAY,CAAC,WAAW,EAAE,CAAC;AAC3B,oB AAA,IAAI,CAAC,mBAAmB,CAAC,MAAM,CAAC,MAAM,CAAC,CAAC;AAC1C,iBAAC,CAAC;aACH,CAAC,CAAC,IAAI,CACL,MAAM,CAAC,OAAO,I AAA,MAAM,CAAC,qBAAqB,CAAC,OAAO,EAAE,6BAA6B,CAAC,CAAC;AACIE,aAAC,CAAC,CAAC;SACJ;KACF;IAED,WAAW,GAAA;OACT,KĀA K,MAAM,GAAG,QAAQ,CAAC,IAAI,IAAI,CAAC,UAAU,EAAE;YAC1C,QAAQ,CAAC,OAAO,EAAE,CAAC;SACpB;AACD,QAAA,IAAI,CAAC,UAAU,C AAC,KAAK,EAAÈ,CAAC;AACxB,QAAA,IAAI,OAAO,cAAc,KAAK,WAAW,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC5F,YAA A,MAAM,CAAC,mBAAmB,CAAC,OAAO,EAAE,6BAA6B,CAAC,CAAC;SACpE;KACF;AAED;;;;;AAKG;IACH,OAAO,CAAC,MAAe,EAAE,OAA+B,E AAA;AACtD,QAAA,MAAM,GAAG,GAAG,OAAÓ,EAAE,GAAG,IAAI,aAAa,CAAC;QAC1C,IAAÍ,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,GAAG ,CAAC,EAAÉ,AAC7B,YAAA,IAAI,CAAC,ÚAAU,CAAC,GAAG,CAAC,GAAG,EAAÉ,IAAI,6BAA6B,CAAC,GAAG,CAAC,CAAC,CAAC,SACIE;AACD, QAAA,OAAO,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,GAAG,CAAE,CAAC,OAAO,CAAC,MAAM,CAAC,CAAC;KACID;qHArCU,oBAAoB,EAAA,IAA ΑΑΑ, CAAΑ, qBAAA, CAAA, EAAA, UAAA, EAAA, QAAA, EAAA, OAAA, EAAA, EAAA, QAAA, EAAA, EAAA, IAAA, EAAA, OBAAOB, cAFnB, MAAM,EAAA,CAAA,CAAA,EAAA;;kGAEP,oBAAoB,EAAA,UAAA,EAAA,CAAA;kBAHhC,UAAU;AAAC,YAAA,IAAA,EAAA,CAAA;AACV,oBAAA,U AAU,EAAE,MAAM;AACnB,iBAAA,CAAA;;;ACIGD;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Inject, Injectable, PLATFORM_ID} from '@angular/core';\nimport {isPlatformBrowser} from '@angular/common';\n\n// Whether the current platform supports the V8 Break Iterator. The V8 check\n// is necessary to detect all Blink based browsers.\n\n\text{lnlet hasV8BreakIterator: boolean;\n\n// We need a try/catch around the reference to '\n\text{lnl'}, because accessing it in some cases can\n// cause IE to throw. These cases are tied to particular versions of Windows and can happen if\n// the consumer is providing a polyfilled '\map'. See:\n\n// https://github.com/\microsoft/ChakraCore/issues/3189\n// https://github.com/angular/components/issues/15687\ntry

```
{In hasV8BreakIterator = typeof Intl !== 'undefined' && (Intl as any).v8BreakIterator;In} catch {In hasV8BreakIterator = false;In}In\n/**In *
Service to detect the current platform by comparing the userAgent strings and\n * checking browser-specific global properties.\n
*/In@Injectable({providedIn: 'root'})\nexport class Platform {in // We want to use the Angular platform check because if the Document is
shimmed\n // without the navigator, the following checks will fail. This is preferred because\n // sometimes the Document may be shimmed
without the user's knowledge or intentionin /** Whether the Angular application is being rendered in the browser. */in isBrowser: boolean = this._platformId\n? isPlatformBrowser(this._platformId\n: typeof document === 'object' && !!document;\n\n /** Whether the current browser is Microsoft Edge. */in EDGE: boolean = this.isBrowser && /(edge)/i.test(navigator.userAgent);\n\n /** Whether the current rendering engine is
Microsoft Trident. */n TRIDENT: boolean = this.isBrowser && ((msie|trident)/i.test(navigator.userAgent);\nn // EdgeHTML and Trident mock Blink specific things and need to be excluded from this check.\n /** Whether the current rendering engine is Blink. */\n BLINK: boolean =\n
this.isBrowser &&in !!((window as any).chrome || hasV8Breaklterator) &&in typeof CSS !== 'undefined' &&in !this.EDGE &&in !this.TRIDENT;\n\n // Webkit is part of the userAgent in EdgeHTML, Blink and Trident. Therefore we need to\n // ensure that Webkit runs
standalone and is not used as another engine's base.\n /** Whether the current rendering engine is WebKit. */\n WEBKIT: boolean =\n
this.isBrowser &&\n /AppleWebKit/i.test(navigator.userAgent) &&\n !this.BLINK &&\n !this.EDGE &&\n !this.TRIDENT;\n\n /** Whether the
current platform is Apple iOS. *\n IOS: boolean =\n this.isBrowser && /iPad|iPhone|iPod/.test(navigator.userAgent) && !('MSStream' in
window); \n\n // It's difficult to detect the plain Gecko engine, because most of the browsers identify\n // them self as Gecko-like browsers and
modify the userAgent's according to that.\n // Since we only cover one explicit Firefox case, we can simply check for Firefox\n // instead of
having an unstable check for Gecko.\n /** Whether the current browser is Firefox. */\n FIREFOX: boolean = this.isBrowser &&
/(firefox|minefield)/i.test(navigator.userAgent);\n\n /** Whether the current platform is Android. */\n // Trident on mobile adds the android
platform to the userAgent to trick detections.in ANDROID: boolean = this.isBrowser && /android/i.test(navigator.userAgent) &&
this.TRIDENT; \n\n // Safari browsers will include the Safari keyword in their user Agent. Some browsers may fake\n // this and just place the
Safari keyword in the userAgent. To be more safe about Safari every\n // Safari browser should also use Webkit as its layout engine.\n /**
Whether the current browser is Safari. */\n SAFARI: boolean = this.isBrowser && /safari/i.test(navigator.userAgent) && this.WEBKIT;\n\n
constructor(@Inject(PLATFORM_ID) private _platformId: Object) {}\n}\n","/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n
*/In/nimport {NgModule} from '@angular/core';\n/n@NgModule({})\nexport class PlatformModule {}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\n/** Cached result Set of input types support by the current browser. */\nlet supportedInputTypes:

Set<string>;\n\n/** Types of `<input>` that *might* be supported. */\nconst candidateInputTypes:
shows a warning if we change the type to 'color' after\n // first changing it to something else:\n // The specified value \text{"\" format is \"\" rrggbb\" where rr, gg, bb are two-digit hexadecimal numbers.\n 'color',\n 'button',\n 'checkbox',\n
'date',\n 'datetime-local',\n 'email',\n 'file',\n 'hidden',\n 'image',\n 'month',\n 'number',\n 'password',\n 'radio',\n 'range',\n 'reset',\n 'search',\n
'submit',\n 'tel',\n 'text',\n 'time',\n 'url',\n 'week',\n];\n\n/** @returns The input types supported by this browser. */\nexport function
getSupportedInputTypes(): Set<string> {\n // Result is cached.\n if (supportedInputTypes) {\n return supportedInputTypes;\n }\n\n // We can't
check if an input type is not supported until we're on the browser, so say that\n // everything is supported when not on the browser. We don't
use `Platform` here since it's\n // just a helper function and can't inject it.\n if (typeof document !== 'object' || !document) {\n
supportedInputTypes = new Set(candidateInputTypes); In return supportedInputTypes; In } In In Iet featureTestInput =
document.createElement('input');\n supportedInputTypes = new Set(\n candidateInputTypes.filter(value => {\n
featureTestInput.setAttribute('type', value);in return featureTestInput.type === value;\n }),\n );\n\n return supportedInputTypes;\n\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Cached result of whether the user's browser supports passive event listeners. */\n\n\frac{*}{n} * Checks whether the user's browser supports passive event listeners.\n * See:
https://github.com/WICG/EventListenerOptions/blob/gh-pages/explainer.md/n */nexport function supportsPassiveEventListener(): boolean {\n if (supportsPassiveEvents == null && typeof window !== 'undefined') {\n try {\n window.addEventListener(\n 'test',\n null!,\n
that can be passed\n * to `addEventListener` on any browser, no matter whether it supports the\n * `options` parameter.\n * @param options
Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n):
AddEventListenerOptions | boolean {In return supportsPassiveEventListeners() ? options : !!options.capture;in}\n","/**n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.
*/\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all
the way right.\n *\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
 */\n INVERTED,\n}\n\n/** Cached result of the way the browser handles the horizontal scroll axis in RTL mode. */\nlet rtlScrollAxisType
RtlScrollAxisType | undefined;\n\n/** Cached result of the check that indicates whether the browser supports scroll behaviors. */\nlet
scrollBehaviorSupported: boolean | undefined;\n\n/1** Check whether the browser supports scroll behaviors. *\nexport function supportsScrollBehavior(): boolean {\n if (scrollBehaviorSupported == null) {\n // If we're not in the browser, it can't be supported. Also check
for `Element`, because\n // some projects stub out the global `document` during SSR which can throw us off.\n if (typeof document !== 'object'
|| !document || typeof Element !== 'function' || !Element) {\n scrollBehaviorSupported = false;\n return scrollBehaviorSupported;\n }\n\n // |f the element can have a `scrollBehavior` style, we can be sure that it's supported.\n if ('scrollBehavior' in document.documentElement!.style) {\n carrollBehaviorSupported = typeof = false;\n return scrollBehavior` \n in document.documentElement!.style) {\n carrollBehaviorSupported = typeof = false;\n return scrollBehavior` \n in document.documentElement!.style) {\n carrollBehaviorSupported = false;\n return scrollBehavior` \n return scrollBehavior` \n in document.documentElement!.style) {\n carrollBehaviorSupported = false;\n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehavior` \n return scrollBehav
scrollBehaviorSupported = true;\\n\} else \{\n | \mathre{I} \text{ At this point we have 3 possibilities: `scrollTo` isn't supported at all, it's\\n\ \mathre{I} \text{ supported but it doesn't handle scroll behavior, or it has been polyfilled.\\n const scrollToFunction: Function \mathre{I} \text{ undefined = Element.prototype.scrollTo;\\\n\\\n\\\n\\\n\} if
(scrollToFunction) {\n // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using
 [native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function.
Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native
code\\]\\s*\\\\.test(scrollToFunction.toString());\n \} else \\n scrollBehaviorSupported = false;\n \\n \\n \\n\n return
scrollBehaviorSupported;\n}\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n *
Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't
check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return
RtlScrollAxisType.NORMAL;\n }\n\n if (rtlScrollAxisType == null) {\n // Create a 1px wide scrolling container and a 2px wide content element.\n
const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents =
'none';\n containerStyle.position = 'absolute';\n\n const content = document.createElement('div');\n const contentStyle = content.style;\n
contentStyle.width = '2px';\in contentStyle.height = '1px';\in\n scrollContainer.appendChild(content);\in\n // The viewport starts scrolled all the way to the right in RTL mode. If we are in a NORMAL\in // browser this would mean that the scrollLeft should be 1. If it's zero instead we know
we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) {\n // In a NEGATED browser the scrollLeft
is always somewhere in [-maxScrollAmount, 0]. For anin // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can determine which by \( \text{h} \) // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\( \text{h} \) // return 0 when we read it
again.\n scrollContainer.scrollLeft = 1;\n rtlScrollAxisType =\n scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED
RtlScrollAxisType.INVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtlScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be n * found in the LICENSE file at
https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM.
*/Inexport function _supportsShadowDom(): boolean {in if (shadowDomlsSupported == null) {in const head = typeof document !== 'undefined' ? document.head : null;\in shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\in }\n\n return
shadowDomIsSupported;\n}\n\n/** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport
function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode =
element.getShadowDotNode? element.getRootNode(): null;\n\n / Note that this should be caught by \supportsShadowDom\, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n \n\n\n return null;\n\n\n\n*\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n *\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && activeElement =\n typeof document | null;\n\n\n while |
(active Element \&\&\ active Element.shadow Root)\ \{ln\ const\ new Active Element = active Element.shadow Root.active Element\ as\ HTML Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |\ active Element\ |
null;\n if (newActiveElement === activeElement) {\n break;\n } else {\n activeElement = newActiveElement;\n }\n }\n }\n\n return
activeElement;\n }\n\n\n'** Gets the target of an event while accounting for Shadow DOM. *\nexport function _getEventTarget<T extends
```

EventTarget>(event: Event): T | null {\n // If an event is bound outside the Shadow DOM, the `event.target` will\n // point to the shadow root so we have to use `composedPath` instead.\n return (event.composedPath? event.composedPath()[0] : event.target) as T | null;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function_isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof _karma_!== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof Mocha !== 'undefined' && !!Mocha)\n);\n}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index':\n".\n"\nexport * from './index':\n".\n"\n"\n" * Generated bundle index.

*/In/nexport * from './index';\n"],"names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n\mport {\gamma\gam

```
https://github.com/WICG/EventListenerOptions/blob/gh-pages/explainer.md\n */\nexport function supportsPassiveEventListeners(): boolean
{In if (supportsPassiveEvents == null && typeof window!== 'undefined') {In try {In window.addEventListener(In 'test',In null!,In
Object.defineProperty({}, 'passive', {\n get: () => (supportsPassiveEvents = true),\n }),\n },\n } finally {\n supportsPassiveEvents =
supportsPassiveEvents || false;\n ;\n }\n\n return supportsPassiveEvents;\n}\n\n'*\n * Normalizes an `AddEventListener` object to something that can be passed\n * to `addEventListener` on any browser, no matter whether it supports the\n * `options` parameter.\n * @param options Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n):
AddEventListenerOptions | boolean {\n return supportsPassiveEventListeners() ? options : !!options.capture;\n\n\n',\"**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.
*/Inexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all
the way right.\n */\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way
right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
*/In INVERTED,\n}\n\n/** Cached result of the way the browser handles the horizontal scroll axis in RTL mode. */\nlet rtlScrollAxisType:
RtIScrollAxisType | undefined;\n\n/** Cached result of the check that indicates whether the browser supports scroll behaviors. */\nlet
scrollBehaviorSupported: boolean | undefined;\n\n/** Check whether the browser supports scroll behaviors. */\nexport function
supportsScrollBehavior(): boolean {\n if (scrollBehaviorSupported == null) {\n // If we're not in the browser, it can't be supported. Also check
for `Element`, becauseln // some projects stub out the global `document` during SSR which can throw us off.\n if (typeof document !== 'object' || !document || typeof Element !== 'function' || !Element) {\n scrollBehaviorSupported = false;\n return scrollBehaviorSupported;\n }\n\n /\n /\ |f the
element can have a `scrollBehavior` style, we can be sure that it's supported.\n if ('scrollBehavior' in document.documentElement!.style) {\n
scrollBehaviorSupported = true; In } else {In // At this point we have 3 possibilities: `scrollTo` isn't supported at all, it'sIn // supported but it
doesn't handle scroll behavior, or it has been polyfilled.\n const scrollToFunction: Function | undefined = Element.prototype.scrollTo;\n\n if
(scrollToFunction) {\n // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using
[native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function.
Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native code\\]\\s*\\[\].\test(scrollToFunction.toString());\n } else {\n scrollBehaviorSupported = false;\n }\n }\n \n\n return scrollBehaviorSupported;\n\n\n*\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n *
Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n | / We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return RtlScrollAxisType.NORMAL;\n }\n\n if (rtlScrollAxisType == null) {\n | / Create a 1px wide scrolling container and a 2px wide content element.\n const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n
containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents =
'none';\n containerStyle.position = 'absolute';\n\n const content = document.createElement('div');\n const contentStyle = content.style;\n
contentStyle.width = '2px';\n contentStyle.height = '1px';\n\n scrollContainer.appendChild(content);\n
document.body.appendChild(scrollContainer);\n\n rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n\n // The viewport starts scrolled all the
way to the right in RTL mode. If we are in a NORMAL\n // browser this would mean that the scrollLeft should be 1. If it's zero instead we know
we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) {\n // In a NEGATED browser the scrollLeft
is always somewhere in [-maxScrollAmount, 0]. For an\n // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can
determine which by\n // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\n // return 0 when we read it
again.\n scrollContainer.scrollLeft = 1;\n rtlScrollAxisType =\n scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED :
shadowDomlsSupported;\n}\n\n/** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport
function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode = element.getRootNode ? element.getRootNode() : null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams
have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode
instanceof ShadowRoot) {\n return rootNode;\n }\n \n\n return null;\n\n\n/**\n * Gets the currently-focused element on the page while\n * also
piercing through Shadow DOM boundaries.in */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let
activeElement =\n typeof document !== 'undefined' && document\in ? (document.activeElement as HTMLEIement | null)\n : null;\n\n while
(activeElement && activeElement.shadowRoot) {In const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement |
null;\n if (newActiveElement === activeElement) {\n break;\n } else {\n activeElement = newActiveElement;\n }\n }\n\n return
activeElement;\n}\n\n/** Gets the target of an event while accounting for Shadow DOM. */\nexport function _getEventTarget<T extends
EventTarget>(event: Event): T | null {\ln // If an event is bound outside the Shadow DOM, the `event.target` will\\n // point to the shadow root so
we have to use `composedPath` instead.\n return (event.composedPath ? event.composedPath()[0] : event.target) as T | null;\n}\n","/**\n *
@license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport
function_isTestEnvironment(): boolean {\n | / We can't use `declare const` because it causes conflicts inside Google with the real typings\n |/ for these symbols and we can't read them off the global object, because they don't appear to\n |/ be attached there for some runners like
Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof __karma!== 'undefined' && !!_karma__) |\n // @ts-ignore\n (typeof jasmine!== 'undefined' && !!jasmine) |\n // @ts-ignore\n (typeof jest!== 'undefined' && !!jest) |\n // @ts-ignore\n (typeof Mocha!== 'undefined' && !!Mocha)\n );\n}\n","/**\n * Generated bundle index. Do not edit.\n
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AAK,CAAC;SACxD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAgC,EAAA;AAE
```

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AE;;;AAGBC,QAAA,IAAI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,IAAI,OAAO,OAAO,KAAK,UAAU,IAAI,CAAC,OAAO,EAAE;YAC1F,UBAA
B,GAAG,KAAK,CAAC;AAChC,YAAA,OAAO,UBAAUB,CAAC;SAChC;;QAGD,IAAI,gBAAgB,IAAI,QAAQ,CAAC,eAAgB,CAAC,KAAK,EAAE;YACVD
,UBAAUB,GAAG,IAAI,CAAC;SAChC;aAAM;;;AAGL,YAAA,MAAM,gBAAgB,GAAYB,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC;YAE1E,IAAI,gBAAg
B,EAAE;;;;;gBAKpB,UBAAUB,GAAG,CAAC,2BAA2B,CAAC,IAAI,CAAC,gBAAgB,CAAC,QAAQ,EAAE,CAAC,CAAC;aAC1F;IBAAM;gBACL,UBAA
UB,GAAG,KAAK,CAAC;aACjC;SACF;KACF;AAED,IAAA,OAAO,UBAAUB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,OBAAOB,GAAA;;IAEIC,IAAI,
OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;QAC7C,OAAO,IBAAIB,CAAC,MAAM,CAAC;KACjC;AAED,IAAA,IAAI,IBAAIB,IAAI,IAAI,EAA E;;QAE7B,MAM,eAAe,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAC,CAAC,CAAC;AACtD,QAAA,MAAM,cAAc;GAAG,eAAe,CAAC,KAAK,CAAC;AAC 7C,QAAA,eAAe,CAAC,GAAG,GAAG,KAAK,CAAC;AAC5B,QAAA,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;AAC7B,QAAA,cAAc,CAAC,QAAQ,GA AG,MAAM,CAAC;AACIC,QAAA,CAAC,CAAC,UAAU,GAAG,QAAC,CAAC;AACT,QAAA,CAAC,AAAA,GAAG,MAAM,CAAC;AACTC,QAAA,CAAC AC,CAAC,QAAQ,GAAĞ,ÜÀAU,CAAC;QAErC,MAAM,OAAO,ĞAAĞ,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC9Ć,QAAA,MAAM,YAAY,G AAG,OAAO,CAAC,KAAK,CAAC;AACnC,QAAA,YAAY,CAAC,KAAK,GAAG,KAAK,CAAC;AAC3B,QAAA,YAAY,CAAC,MAAM,GAAG,KAAK,CAAC; AAE5B,QAAA,eAAe,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AACrC,QAAA,QAAQ,CAAC,IAAI,CAAC,WAAW,CAAC,eAAe,CAAC,CAAC;AAE3C, QAAA,IBAAIB,GAAG,IBAAIB,CAAC,MAAM,CAAC;;;;AAK7C,QAAA,IAAI,eAAe,CAAC,UAAU,KAAK,CAAC,EAAE;;;;;AAKpC,YAAA,eAAe,CAAC,U ĂAU,GAAG,CAAC,CAAC;YAC/B,iBAAiB;AACf,gBAAA,eAAe,ČAAC,UAAU,KAAK,CAAC,GAAG,iBAAiB,CAAC,OAAO,GAAG,iBAAiB,CAAC,QAA Q,CAAC;SAC7F;QAED,eAAe,CAAC,MAAM,EAĀE,CAAC;KAC1B;AACD,IAAA,OAAO,IBAAIB,CAAC;AAC3B;;ACzGA,IAAI,oBAA6B,CAAC;AĀEIC SACgB,kBAAkB,GAAA;AAChC,IAAA,IAAI,oBAAoB,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,OAAO,QAAQ,KAAK,WAAW,GAAG,QAA C,CAAC;AACt;AAAX,IAAA,OAAO,aAAA,IAAI,aAAA,CAAC,UAAU,EAAE;AAChD,QAAA,MAAM,gBAAgB,GAAG,AAA,CAAC,UAAU,CAAC,aAAm C,CAAC;AACtf,QAAA,IAAI,gBAAgB,KAAK,aAAa,EAAE;YACtC,MAAM;SACP;aAAM;YACL,aAAa,GAAG,gBAAgB,CAAC;SACIC;KACF;AAED,IAA A,OAAO,aAAa,ÒAAC;AACvB,CAAC;AAED;AACM,SAAU,eAAe,CAAWB,KAAY,EAAA;;;IAGjE,QAAQ,KAAK,CAAC,YAAY,GAAG,KAAK,ĆAAC,ÝAA Y,EAAE,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAkB,GAAA;;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAA K,WAAW,IAAI,CAAC,CAAC,SAAS;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,C AAC,CAAC,IAAI,CAAC;;SAEtC,OAAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACZC;AACJ;;ACxBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licenseln */\n\n/** Cached result Set of input types support by the current browser. */\n\n/** Types of `<input '> that *might* be supported. */\nconst candidateInputTypes = [\n // `color` must come first. Chrome 56 shows a warning if we change the type to `color` after\n // first changing it to something else:\n // The specified value \"\" does not conform to the required format.\n // The format is \"#rrggbb\" where rr, gg, bb are two-digit hexadecimal numbers.\n 'color',\n 'button',\n 'checkbox',\n 'date',\n 'datetime-local',\n 'email',\n 'file',\n 'hidden',\n 'image',\n 'month',\n 'number',\n 'password',\n 'radio',\n 'range',\n 'reset',\n 'search',\n 'submit',\n 'tel',\n 'text',\n 'time',\n 'url',\n 'week',\n];\n\n/** @returns The input types supported by this browser. */Inexport function getSupportedInputTypes(): Set<string> {\n // Result is cached.\n if (supportedInputTypes) {\n return supportedInputTypes;\n \\n\n // We can't check if an input type is not supported until we're on the browser, so say that\n // everything is supported when not on the browser. We don't use `Platform` here since it's\n // just a helper function and can't inject it \n if (typeof document !== object' || !document) {\n supportedInputTypes = new Set(candidateInputTypes);\n return supportedInputTypes;\n }\n\n let featureTestInput document.createElement('input');\n supportedInputTypes = new Set(\n candidateInputTypes.filter(value => {\n} featureTestInput.setAttribute('type', value);\n return featureTestInput.type === value;\n }),\n);\n\n return supportedInputTypes;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Cached result of whether the user's browser supports passive event listeners. */Inlet supportsPassiveEvents: boolean;InIn/**In * Checks whether the user's browser supports passive event listeners.In * See: https://github.com/WICG/EventListenerOptions/blob/gh-pages/explainer.md\n *\nexport function supportsPassiveEventListeners(): boolean {In if (supportsPassiveEvents == null && typeof window !== 'undefined') {In try {In window.addEventListener(In 'test',In null!,In that can be passed\n * to `addEventListener` on any browser, no matter whether it supports the\n * `options` parameter.\n * @param options Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n): AddEventListenerOptions | boolean {In return supportsPassiveEventListeners() ? options : !!options.capture;in}\n","/**n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages. */\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all the way right.\n *\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */\n INVERTED,\n}\n\n/** Cached result of the way the browser handles the horizontal scroll axis in RTL mode. */\nlet rtlScrollAxisType: RtlScrollAxisType | undefined;\n\n/** Cached result of the check that indicates whether the browser supports scroll behaviors. */Inlet scrollBehaviorSupported: boolean | undefined;\\n\n/1** Check whether the browser supports scroll behaviors. *\\nexport function supportsScrollBehavior(): boolean {\\n\ if (scrollBehaviorSupported == null) {\\n\ // if we're not in the browser, it can't be supported. Also check for `Element`, because\n // some projects stub out the global `document` during SSR which can throw us off.\n if (typeof document !== 'object' || !document || typeof Element !== 'function' || !Element) {In scrollBehaviorSupported = false;\n return scrollBehaviorSupported;\n }\n\n /\n\n /\ If the element can have a `scrollBehavior` style, we can be sure that it's supported.\n if ('scrollBehavior' in document.documentElement!.style) {\n scrollBehaviorSupported = true;\(\text{ln}\) } else \{\text{ln}\) / At this point we have 3 possibilities: \(\text{`scrollTo}\) isn't supported at all, it's\(\text{ln}\) / supported but it doesn't handle scroll behavior, or it has been polyfilled.\(\text{ln}\) const scrollToFunction: Function | undefined = Element.prototype.scrollTo;\(\text{ln}\) in if (scrollToFunction) {\n // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using [native code], whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function. Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native code\\]\\s*\\\\.test(scrollToFunction.toString());\n \} else \\n scrollBehaviorSupported = false;\n \\n \\n \\n\n return scrollBehaviorSupported;\n\\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n * Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return RtIScrollAxisType.NORMAL;\n \\n\n if (rtIScrollAxisType == null) \\n // Create a 1px wide scrolling container and a 2px wide content element.\n const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents = 'none'; In containerStyle.position = 'absolute'; In\n const content = document.createElement('div'); In const contentStyle = content.style; In 'none';\n containerStyle.position = 'absolute';\n\n const content = document.createElement('div');\n const contentStyle = content.style;\n contentStyle.width = '2px';\n\n scrollContainer.appendChild(content);\n\n / The viewport starts scrolled all the document.body.appendChild(scrollContainer);\n\n rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n\n // The viewport starts scrolled all the way to the right in RTL mode. If we are in a NORMAL\n // browser this would mean that the scrollLeft should be 1. If it's zero instead we know we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) {\n // In a NEGATED browser the scrollLeft is always somewhere in [-maxScrollAmount, 0]. For an\n // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can determine which by\n // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\n // return 0 when we read it again.\n scrollContainer.scrollLeft = 1;\n rtlScrollAxisType =\n scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED : RtlScrollAxisType.lNVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtlScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM. */nexport function _supportsShadowDom(): boolean {\n if (shadowDomlsSupported == null) {\n const head = typeof document !== 'undefined'

? document.head : null;\n shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\n }\n\n return shadowDomIsSupported;\n}\n\n** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode = element.getRootNode? element.getRootNode(): null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n \n\n return null;\n\n\n'*\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement = In typeof document !== 'undefined' && documentin ? (document.activeElement as HTMLElement | null)\n : null;\n\n while (activeElement && activeElement.shadowRoot) {\n const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement | @licenseln * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof !== 'undefined' && !!__karma__) ||\n // @ts-ignore\n (typeof jasmine !== 'undefined' && !!jasminé) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jest) ||\n // @ts-ignore\n (typeof Mocha !== 'undefined' && !!Mocha)\n);\n}\n","/**\n * Generated bundle index. Do not edit.\n ACV,CAAC,IAAI,CAAC,OAAO,CAAC;;;;QAKhB,IAAM,CAAA,MAAA,GACJ,IAAI,CAAC,SAAS;AACd,YAAA,cAAc,CAAC,IAAI,CAAC,SAAS,CAAC,S AAS,CAAC;YACxC,CAAC,IAAI,CAAC,KAAK;YACX,CAAC,IAAI,CAAC,IAAI;YACV,CAAC,IAAI,CAAC,OAAO,CAAC;;QAGhB,IAAG,CAAA,GAAA,G ACD,IAAI,CAAC,SAAS,IAAI,KBAAKB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,EAAE,UAAU,IAAI,MAAM,CAAC,CAAC;;;;;;AAO5F,QAAA, GAAY,IAAI,CAAC,SAAS,IAAI,UAAU,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC;;;;;;AAM3F,QAAA,IAAA,CA AA,MAAM,GAAY,ÍAAI,CAAC,SAAS,ÍAAI,SAAS,CAAC,ÍAAI,CÁAC,SÁAS,CÁAC,SÁAS,CAAC,ÍAAI,ÍAAI,CÁAC,MÁAM,CÁÁC;KAEvB;AAvÓrD,IAÁA ААА,ЅААА,ІААА,СААА,КААА,GAAA,EAAA,CAAA,qBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,QAAA,EAA A,EAAA,IAAA,EAAA,QAAQ,cADI,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,QAAQ,EAAA,UAAA,EAAA,CAAA;kBADpB,UAAU;mBAAC,EAAC,U AAU,EAAE,MAAM,EAAC,CAAA;;0BAwDjB,MAAM;2BAAC,WAAW,CAAA;;;MC3EpB,cAAc,CAAA;qHAAd,cAAc,EAAA,IAAA,EAAA,EAAA,EAAA, MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,CAAA,EAAA,CAAA,CAAA,CAAA,EAAA,SHAAd,cAAc,EAAA,CAAA,CAAA C7C,QAAA,OAAO,gBAAgB,CAAC,IAAI,KAAK,KAAK,CAAC;KACxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAmB,CAAC;AAC7B;;ACzDA;A ACA,IAAI,qBAA8B,CAAC;AAEnC;;;AAGG;SACa,6BAA6B,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;AACIE, QAAA,IAAI;AACF,YAAA,MAAM,CAAC,gBAAgB,CACrB,MAAM,EACN,IAAK,EACL,MAAM,CAAC,CAAC,CAAC,EAAE,EAAE,SAAS,EAAE;gBACnC, ĞAAG,EAAE,OAAO,qBAAqB,GAAG,IAAI,CAAC;AAC1C,aAAA,CAAC,CACH,CAAC;SACH;gBAAS;AACR,YAAA,qBAAqB,GAAG,qBAAqB,IAAI,K AAK,CAAC;SACxD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAgC,EAAA;AAE hC,IAAA,OAAO,6BAA6B,EAAE,GAAG,OAAO,GAAG,CAAC,CAAC,OAAO,CAAC,OAAO,CAAC;AACvE;;ACnCA;IACY,kBAgBX;AAhBD,CAAA,UA G;AACH,IAAA,iBAAA,CAAA,iBAAA,CAAA,SAAA,CAAA,GAAA,CAAA,CAAA,GAAA,SAAO,CAAA;AACP;;;AAGG;AACH,IAAA,iBAAA,CAAA,iBA AA,CAAA,UAAA,CAAA,GAAA,CAAA,CAAA,GAAA,UAAQ,CAAA;AACV,CAAC,EAhBW,iBAAiB,KAAjB,iBAAiB,GAgB5B,EAAA,CAAA,CAAA,CAA E;;QAE7B,MAAM,eAAe,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AACtD,QAAA,MAAM,cAAc,GAAG,eAAe,CAAC,KAAK,CAAC;AAC 7Ć,QAAA,eAAe,CAAC,GAAG,GAAG,KAAK,CAAC;AAC5B,QAAÁ,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;AAC7B,QAAÁ,CAAC,CAAĆ,QAAQ,GA AG,MAAM,CAAC;AACjC,QAAA,cAAc,CAAC,UAAÚ,GAAG,QAAG,CAAC;AACrC,QAAA,cAAc,CAAC,aAAa,GAAG,MAAM,CAAC;AACtC,QAAA,cA Ac,CAAC,QAAQ,GAAG,UAAU,CAAC;QAErC,MAAM,OAAO,GAAG,QAAQ,CAAC,AAAA,CAAC,KAAK,CAAC,CAAC;AAC9C,QAAA,MAAM,YAAY,G AAG,OAAO,CAAC,KAAK,CAAC;AACnC,QAAA,YAAY,CAAC,KAAK,GAAG,KAAK,CAAC;AAC3B,QAAA,YAAY,CAAC,MAAM,GAAG,KAAK,CAAC; AAE5B,QAAA,eAAe,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AACrC,QAAA,QAAQ,CAAC,IAAI,CAAC,WAAW,CAAC,eAAe,CAAC,CAAC;AAE3C QAAA,ÍBAAIB,GAAG,IBAAÍB,CAAC,MAAM,CAAC;;;;;AÁK7C,QAAA,IAÁI,eAAe,CAAC,UAAÚ,KAAK,CAAC,EAÁE;;;;;ÁAKpC,YAAA,eAAe,CAAC,Ú AAU,GAAG,CAAC,CAAC;YAC/B,iBAAiB;AACf,gBAAA,eAAe,CAAC,UAAU,KAAK,CAAC,GAAG,iBAAiB,CAAC,OAAO,GAAG,iBAAiB,CAAC,QAA Q,CÁAC;SÁC7F;QÁED,eÁAe,CÁAC,MAÁM,EÁĂE,CAÁC;KÁC1B;AÁCD,IAÁA,OÁAO,IBÁAIB,CÁAC;AÁC3B;;ÁCZGA,ÍAAI,oBAA6B,CÁAC;ÁÀEIC

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Cached result of whether the user's browser supports passive event listeners. */\nlet supportsPassiveEvents: boolean;\n\n/**\n * Checks whether the user's browser supports passive event listeners.\n * See: https://github.com/WICG/EventListenerOptions/blob/gh-pages/explainer.md\n */\nexport function supportsPassiveEventListeners(): boolean {\n if (supportsPassiveEvents == null && typeof window!== 'undefined') {\n try {\n window.addEventListener(\n 'test',\n null!,\n Object.defineProperty({\nabla}, 'passive', {\n get: () => (supportsPassiveEvents = true),\n }\),\n \),\n \);\n } finally {\n supportsPassiveEvents = supportsPassiveEvents || false;\n }\n \n\n return supportsPassiveEvents;\n\n\n\n/**\n * Normalizes an `AddEventListener` object to something

A,OAAO,AAAa,CÀAC;AACVB,CAĂC;AAED;AACM,SAAU,eAAe,CAAWB,KAAY,EAAA;;;IAGJE,QAAQ,KAAK,CAĂC,YAAY,GAAG,KAAK,CAAC,YAA Y,EAAE,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAkB,GAAA;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAA K,WAAW,IAAI,CAAC,CAAC,SAAS;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,C

AAC,CAAC,IAAI,CAAC;;SAEtC,OAAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACzC;AACJ;;ACxBA;;AAEG;;;;"}

```
that can be passed\ln * to `addEventListener` on any browser, no matter whether it supports the\ln * `options` parameter.\ln * @param options
Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n):
AddEventListenerOptions | boolean {\n return supportsPassiveEventListeners()? options: !!options.capture;\n}\n","/**\n * @license\n *
Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.
*/\nexport enum RtlScrollAxisType {\n |**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all the way right.\n */\n NORMAL,\n |**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way
right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
*/In INVERTED, In}\n\n/i** Cached result of the way the browser handles the horizontal scroll axis in RTL mode. */\nlet rtlScrollAxisType:
RtlScrollAxisType | undefined;\n\n/** Cached result of the check that indicates whether the browser supports scroll behaviors. */\nlet
scrollBehaviorSupported: boolean | undefined;\n\n/* Check whether the browser supports scroll behaviors. */\nexport function
supportsScrollBehavior(): boolean {\n if (scrollBehaviorSupported == null) {\n // If we're not in the browser, it can't be supported. Also check
for `Element`, because\n // some projects stub out the global `document` during SSR which can throw us off.\n if (typeof document !== 'object'
|| !document || typeof Element !== 'function' || !Element) {\n scrollBehaviorSupported = false;\n return scrollBehaviorSupported;\n }\n\n || If the
element can have a `scrollBehavior` style, we can be sure that it's supported.in if ('scrollBehavior' in document.documentElementi.style) {In
scrollBehaviorSupported = true;\n } else {\n // At this point we have 3 possibilities: `scrollTo` isn't supported at all, it's\n // supported but it
doesn't handle scroll behavior, or it has been polyfilled. In const scrollToFunction: Function | undefined = Element.prototype.scrollTo; In In if
(scrollToFunction) {\n // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using
 [native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function.
Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native
code\\]\\s*\\\\.test(scrollToFunction.toString());in \} else {\n scrollBehaviorSupported = false;\n \}\n \}\n \}\n\n return scrollBehaviorSupported;\n\n\n*\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n *
Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return
RtlScrollAxisType.NORMAL;\n }\n\n if (rtlScrollAxisType == null) {\n // Create a 1px wide scrolling container and a 2px wide content element.\n const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n
containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents
'none'; In containerStyle.position = 'absolute'; In\n const content = document.createElement('div'); In const contentStyle = content.style; In
contentStyle.width = '2px';\n contentStyle.height = '1px';\n\n scrollContainer.appendChild(content);\n
document.body.appendChild(scrollContainer);\n\n rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n\n // The viewport starts scrolled all the
way to the right in RTL mode. If we are in a NORMAL\n // browser this would mean that the scrollLeft should be 1. If it's zero instead we know
we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) {\n // In a NEGATED browser the scrollLeft
is always somewhere in [-maxScrollAmount, 0]. For an\n // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can
determine which by\n // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\n // return 0 when we read it
again.\n scrollContainer.scrollLeft = 1;\n rtlScrollAxisType =\n scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED :
RtlScrollAxisType.lNVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtlScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM.
*/nexport function _supportsShadowDom(): boolean {\n if (shadowDomlsSupported == null) {\n const head = typeof document !== 'undefined'
? document.head : null;\n shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\n \}\n\n return shadowDomlsSupported;\n\n\n/** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport
function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode =
element.getRootNode? element.getRootNode(): null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot!== 'undefined' && ShadowRoot && rootNode
instanceof ShadowRoot) {\n return rootNode;\n }\n }\n\n return null;\n}\n\n/*\n * Gets the currently-focused element on the page while\n * also
piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && document\n? (document.activeElement as HTMLElement | null)\n : null;\n\n while
(activeElement && activeElement.shadowRoot) {In const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement |
null;\n if (newActiveElement === activeElement) {\n break;\n } else {\n activeElement = newActiveElement;\n }\n }\n\n return
activeElement;\n}\n\n/** Gets the target of an event while accounting for Shadow DOM. */\nexport function _getEventTarget<T extends
EventTarget>(event: Event): T | null {\ln // If an event is bound outside the Shadow DOM, the `event.target` will\n // point to the shadow root so
we have to use `composedPath` instead.\n return (event.composedPath ? event.composedPath()[0] : event.target) as T | null;\n}\n","/**\n 3
@license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport
function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n //
for these symbols and we can't read them off the global object, because they don't appear toln // be attached there for some runners like
Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof
!== 'undefined' && !!_karma_) |\n || @ts-ignore\n (typeof jasmine !== 'undefined' && !!_karma_) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeof jasmine) |\n || @ts-ignore\n (typeo
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages. */\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all the way right.\n *\n NORMAL,\n |**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n *\n NEGATED,\n |**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n *\n INVERTED,\n\}\n\]\n\r** Cached result of the way the browser handles the horizontal scroll axis in RTL mode. *\n\n\r\ RtlScrollAxisType | undefined;\n\n/** Cached result of the check that indicates whether the browser supports scroll behaviors. */\nlet scrollBehaviorSupported: boolean | undefined;\n\n\n** Check whether the browser supports scroll behaviors. *\nexport function supportsScrollBehavior(): boolean {\n if (scrollBehaviorSupported == null) {\n // If we're not in the browser, it can't be supported. Also check for `Element`, because\n" // some projects stub out the global `document` during SSR which can throw us off \n if (typeof document !== 'object' || !document || typeof Element !== 'function' || !Element) {\n scrollBehaviorSupported = false;\n return scrollBehaviorSupported;\n }\n\n /\n /\n /\n fthe element can have a `scrollBehavior` style, we can be sure that it's supported.\n if ('scrollBehavior' in document.documentElement!.style) {\n scrollBehaviorSupported = true;\n } else {\n // At this point we have 3 possibilities: `scrollTo` isn't supported at all, it's\n // supported but it doesn't handle scroll behavior, or it has been polyfilled.\n const scrollToFunction: Function | undefined = Element.prototype.scrollTo;\n\n if (scrollToFunction) {In // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using [native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function. Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\ls*\\[native codel\]\\s*\\\\.test(scrolIToFunction.toString());\n \ else \n scrolIBehaviorSupported = false;\n \\n \\n\n return scrollBehaviorSupported;\n}\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n * Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return RtlScrollAxisType.NORMAL;\n }\n\n if (rtlScrollAxisType == null) {\n // Create a 1px wide scrolling container and a 2px wide content element.\n const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents 'none';\n containerStyle.position = 'absolute';\n\n const content = document.createElement('div');\n const contentStyle = content.style;\n contentStyle.width = '2px';\n contentStyle.height = '1px';\n\n scrollContainer.appendChild(content);\n document.body.appendChild(scrollContainer);\n\n rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n\n // The viewport starts scrolled all the way to the right in RTL mode. If we are in a NORMAL\n // browser this would mean that the scrollLeft should be 1. If it's zero instead we know we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) {\n // In a NEGATED browser the scrollLeft is always somewhere in [-maxScrollAmount, 0]. For an\n // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can determine which by\n // setting to the scrollLeft to 1. This is past the max for a NEGATED browser, so it will\n // return 0 when we read it again.\n scrollContainer.scrollLeft = 1;\n rtlScrollAxisType =\n scrollContainer.scrollLeft === 0 ? RtlScrollAxisType.NEGATED : RtIScrollAxisType.INVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtIScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM. */nexport function _supportsShadowDom(): boolean {In if (shadowDomlsSupported == null) {In const head = typeof document !== 'undefined' ? document.head : null;in shadowDomIsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));in }in\n return shadowDomIsSupported;\n\\\n\r* Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode = piercing through Shadow DOM boundaries.in */inexport function getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null)\n : null;\n\n while (activeElement && activeElement.shadowRoot) {In const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement | null;\n if (newActiveElement === activeElement) {\n break;\n } else {\n activeElement = newActiveElement;\n }\n }\n\n return activeElement;\n}\n\n/** Gets the target of an event while accounting for Shadow DOM. */\nexport function _getEventTarget<T extends EventTarget>(event: Event): T | null {\ln // If an event is bound outside the Shadow DOM, the `event.target` will\n // point to the shadow root so we have to use `composedPath` instead.\n return (event.composedPath ? event.composedPath()[0] : event.target) as T | null;\n}\n","/**\n 3 @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof Jest.in // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)in return (in // @ts-ignorein (typeof __karma__ !== 'undefined' && !!_asmine ||\n // @ts-ignorein (typeof __karma__ !== 'undefined' && !!jasmine ||\n // @ts-ignorein (typeof jasmine !== 'undefined' && !!jasmine ||\n // @ts-ignorein (typeof jasmine !== 'undefined' && !!jasmine ||\n // @ts-ignorein (typeof jasmine !== 'undefined' && !!jasmine ||\n // \n

,SAAS;AACd,YAAA,CAAC,EAAG,MAAc,CAAC,MAAM,IAAI,kBAAkB,CAAC;YAChD,OAAO,GAAG,KAAK,WAAW;YAC1B,CAAC,IAAI,CAAC,IAAI;Y ACV,CAAC,IAAI,CAAC,OAAO,CAAC;;;;QAKhB,IAAM,CAAA,MAAA,GACJ,IAAI,CAAC,SAAS;AACd,YAAA,cAAc,CAAC,IAAI,CAAC,SAAS,CAAC,S AAS,CAAC;YACXC,CAAC,IAAI,CAAC,KAAK;YACX,CAAC,IAAI,CAAC,IAAI;YACV,CAAC,IAAI,CAAC,OAAO,CAAC;;QAGHB,IAAG,CAAA,GAAA,G ACD,IAAI,CAAC,SAAS,IAAI,kBAAkB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,EAAE,UAAU,IAAI,MAAM,CAAC,CAAC;;;;;;AAO5F,QAAA, GAAY,IAAI,CAAC,SAAS,IAAI,UAAU,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC;;;;;;AAM3F,QAAA,IAAA,CA AAU,EAAE,MAAM,EAAC,CAAA;;0BAwDjB,MAAM;2BAAC,WAAW,CAAA;;;MC3EpB,cAAc,CAAA;qHAAd,cAAc,EAAA,IAAA,EAAA,EAAA, MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA, AAA,EAAA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAD1B,QAAQ;mBAAC,EAAE,CAAA;;;ACFZ;AACA,IAAI,mBAAgC,CAAC;AAErC;AACA,M AAM,mBAAmB,GAAG;;;;;İAK1B,OAAO;IACP,QAAQ;IACR,UAAÜ;IAČV,MAAM;IACN,gBAAgB;IAChB,OAAO;IACP,MAAM;IACN,QAAQ;IACR,OAA O;IACP,OAAO;IACP,QAAQ;IACR,UAAU;IACV,OAAO;IACP,OAAO;IACP,OAAO;IACP,QAAQ;IACR,QAAQ;IACR,KAAK;IACL,MAAM;IACN,MAAM;IA CN,KAAK;IACL,MAAM;CACP,CAAC;AAEF;SACgB,sBAAsB,GAAA;;IAEpC,IAAI,mBAAmB,EAAE;AACvB,QAAA,OAAO,mBAAmB,CAAC;KAC5B; 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AAE5B,QAAA,eAAe,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AACrC,QAAA,QAQQ,CAAC,IAAI,CAAC,WAAW,CAAC,eAAe,CAAC,CAAC;AAE3C, Q,CAAC;SAC7F;QAED,eAAe,CAAC,MAAM,EAĂE,CAAC;KAC1B;AACD,IAAA,OAAO,IBAAIB,CAAC;AAC3B;;ACzGA,IAAI,oBAA6B,CAAC;AÀEIC SACqB,kBAAkB,GAAA;AAChC,IAAA,IAAI,oBAAoB,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,QAAQ,QAAQ,KAAK,WAAW,GAAG,QAA O,CAAC,IAAI,GAAG,IAAI,CAAC;AACpE,QAAA,QBAAQB,GAAG,CAAC,EAAE,IAAI,KAAM,IAAY,CAAC,gBAAqB,IAAI,IAAI,CAAC,YAAY,CAAC,CAA C,CAAC;KAC1F;AAED,IAAA,OAAO,oBAAOB,CAAC;AAC9B,CAAC;AAED;AACM,SAAU,cAAC,CAAC,ÕAAOB,EAAA;IACjD,IAAI,kBAAkB,EAAE,E AAE;AACXB,QAAA,MAAM,QAAQ,GAAG,OAAO,CAAC,WAAW,GAAG,OAAO,CAAC,WAAW,EAAE,GAAG,IAAI,CAAC;;;QAIpE,IAAI,OAAO,UAAU,K AAK,WAAW,IAAI,UAAU,IAAI,QAAQ,YAAY,UAAU,EAAE;AACrF,YAAA,OAAO,QAAQ,CAAC;SACjB;KACF;AAED,IAAA,OAAO,IAAI,CAAC;AACd,C AAC;AAED;;;AAGG;SACa,iCAAiC,GAAA;AAC/C,IAAA,IAAI,aAAa,GACf,OAAO,QAAQ,KAAK,WAAW,IAAI,QAAQ;UACtC,QAAQ,CAAC,aAAoC;UA C9C,ÍAAI,CÁAC;AAÉX,IAAA,OAAÓ,aAAa,ÍAAI,aÁAa,CÁAC,ÚAAÚ,EAAÉ;AAChĎ,QAĂA,MAÁM,gBAÁgB,ĜAAG,aAAa,CÁAC,ŨÁAU,CÁAC,aAÁm C,CAAC;AACtF,QAAA,IAAI,gBAAgB,KAAK,aAAa,EAAE;YACtC,MAAM;SACP;aAAM;YACL,aAAa,GAAG,gBAAgB,CAAC;SACIC;KACF;AAED,IAA ,OAAO,aAAa,CAAC;AACvB,CAAC;AAED;AACM,SAAU,eAAe,CAAWB,KAAY,EAAA;;;IAGjE,QAAQ,KAAK,CAAC,YAAY,GAAG,KAAK,CAAC,YAA EAAE,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAkB,GAAA;;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAA K,WAAW,IAAI,CAAC,CAAC,SAAS;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,C AAC,CAAC,IAAI,CAAC;;SAEtC,OAAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACzC;AACJ;;ACxBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nlet shadowDomIsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM. */nexport function _supportsShadowDom(): boolean {\n if (shadowDomIsSupported == null) {\n const head = typeof document !== 'undefined' ? document.head : null;\n shadowDomIsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\n In return shadowDomIsSupported; In In In # Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. 'Anexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode = element.getRootNode ? element.getRootNode() : null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {In return rootNode;In }In }In\n return null;In}In\n/1*\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let null;\n if (newActiveElement === activeElement) {\n break;\n } else {\n activeElement = newActiveElement;\n }\n }\n\n return activeElement;\n\\\n\n/** Gets the target of an event while accounting for Shadow DOM. */\nexport function getEventTarget<T extends EventTarget>(event: Event): T | null {\ln // If an event is bound outside the Shadow DOM, the `event.target` will\\n // point to the shadow root so we have to use `composedPath` instead.\n return (event.composedPath ? event.composedPath()[0] : event.target) as T | null;\n}\n","/**\n 3 @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof !== 'undefined' && !!__karma__) ||\n // @ts-ignore\n (typeof jasmine !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest != 'undefined' && !!jest) ||\n // @ts-ignore\n (typeof Mocha !== 'undefined' && !!Mocha)\n);\n}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": [],"mappings":";;;;AAWA;AACA;AACA,IAAI,kBAA2B,CAAC;AAEhC;AACA;AACA;AACA;AACA,IAAI,IACF,kBAAkB,GAAG,OAAO,IAAI,KA AK,WAAW,IAAK,IAAY,CAAC,eAAe,CAAC;AACpF,CAAC;AAAC,MAAM;IACN,kBAAkB,GAAG,KAAK,CAAC;AAC7B,CAAC;AAED;;;AAGG;MAEU,

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof _karma__ !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'undefined' && !!jasmine) ||\n // @ts-ignore\n (typeof jest !== 'unde

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UB,GAAG,KAAK,CAAC;aACjC;SACF;KACF;AAED,IAAA,OAAO,UBAAUB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,OBAAOB,GAAA;;IAEIC,IAAI, OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;QAC7C,OAAO,IBAAIB,CAAC,MAAM,CAAC;KACjC;AAED,IAAA,IAAI,IBAAIB,IAAI,IAAI,EAA E;;QAÉ7B,MAAM,eAAe,GAAG,QAAQ,CAAC,AAAA,CAAC,KAAK,CAAC,CAAC;AACtD,QAAA,MAAM,cAAC,GAAG,eAAe,CAAC,KAAK,CAAC;AAC 7Ć,QAAA,eAAe,CAAC,GAAG,GAAG,KAAK,CAAC;AAC5B,QAAA,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;AAC7B,QAAA,cAAc,CAAC,QAAQ,GA AĞ,MAAM,CAAĆ;AACjC,QAÁA,cAAĆ,CAAĆ,UAAÚ,GAAĞ,QAAQ,CAAĆ;AACrC,QAAA,cAAĆ,CAAĆ,aAAa,GAAG,MAAM,CAAĆ;AACtĆ,QAAA,cA Ac,CAAC,QAAQ,GAAG,UAAU,CAAC;QAErC,MAAM,OAAO,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC9C,QAAA,MAAM,YAAY,G AAG,OAAO,CAAC,KAAK,CAAC;AACnC,QAAA,YAAY,CAAC,KAAK,ĞAAĞ,KAAK,CAAC;AAC3B,QAAA,YAAY,CAAC,MAAM,ĞAAĞ,KAAK,CAAC; AAE5B,QAAA,eAAe,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AACrC,QAAA,QAAQ,CAAC,IAAI,CAAC,WAAW,CAAC,eAAe,CAAC,CAAC;AAE3C QAAA,ÍBAAIB,GAAG,IBAAÍB,CAAC,MAAM,CAAC;;;;AÁK7C,QAAA,IAÁI,eAAe,CAAC,UAAÚ,KAAK,CAAC,EAÁE;;;;;AAKpĆ,YAAA,eAAe,CAAC,Ú ĂAU,GAAG,CAAC,CAAC;YAC/B,iBAAiB;AACf,gBAAA,eAAe,CAAC,UAAU,KAAK,CAAC,GAAG,iBAAiB,CAAC,OAAO,GAAG,iBAAiB,CAAC,QAA Q,CAAC;SAC7F;QAED,eAAe,CAAC,MAAM,EAAE,CAAC;KAC1B;AACD,IAAA,OAAO,IBAAIB,CAAC;AAC3B;;ACzGA,IAAI,oBAA6B,CAAC;AAEIC ;ŠACgB,kBAAkB,GAAA;AAChC,IAAA,IAAI,oBAAoB,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,OAAO,QAAQ,KAAK,WAAW,GAAG,QAA Q,CAAC,IAAI,GAAG,IAAI,CAAC;AACpE,QAAA,oBAAoB,GAAG,CAAC,EAAE,IAAI,KAAM,IAAY,CAAC,gBAAgB,IAAI,IAAI,CAAC,YAAY,CAAC,CAA Č.CAAC:KAC1F:AAED,IAAA,OAAO,oBAÃoB,CAAC;AAC9B,CAAC;AAED;AACM,SAAU,cAAc,CAAC,ŌAAoB,EAAA;IACjD,IAAI,kBAAkB,EAAE,E AAE;AACXB,QAAA,MAAM,QAAQ,GAAG,OAAO,CAAC,WAAW,GAAG,OAAO,CAAC,WAAW,EAAE,GAAG,IAAI,CAAC;;;;QAIpE,IAAI,OAAO,UAAU,K AAK,WAAW,IAAI,UAAU,IAAI,QAAQ,YAAY,UAAU,EAAE;AACrF,YAAA,OAAO,QAAQ,CAAC;SACjB;KACF;AAED,IAAA,OAAO,IAAI,CAAC;AACd,C AAC;AAED;;;AAGG;SACa,iCAAiC,GAAA;AAC/C,IAAA,IAAI,aAAa,GACf,OAAO,QAAQ,KAAK,WAAW,IAAI,QAAQ;UACtC,QAAQ,CAAC,aAAoC;UA C9C,IAAI,CAAC;AAEX,IAAA,OAAO,aAAa,IAAI,aAAa,CAAC,UAAU,EAAE;AAChD,QAAA,MAAM,gBAAgB,GAAG,aAAa,CAAC,UAAU,CAAC,aAAm C,CAAC;AACtF,QAAA,IAAI,gBAAgB,KAAK,aAAa,EAAE;YACtC,MAAM;SACP;aAAM;YACL,aAAa,GAAG,gBAAgB,CAAC;SACIC;KACF;AAED,IAA A,OAAO,aAAa,CAAC;AACvB,CAAC;AAED;AACM,SAAU,eAAe,CAAwB,KAAY,EAAA;;;IAGjE,QAAQ,KAAK,CAAC,YAAY,GAAG,KAAK,CAAC,YAA Y,EAAE,CAAC,CAAC,GAAG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAkB,GAAA;;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAA K,WAAW,IAAI,CAAC,CAAC,SAAS;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,C AAC,CAAC,IAAI,CAAC;;SAEtC,OAAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACzC;AACJ;;ACxBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ModifierKeys, TestKey} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\n\n/**\n * Maps the `TestKey` constants to WebDriver's `webdriver.Key` constants.\n * See [TestKey.BACKSPACE]: webdriver.Key.BACK_SPACE,\n [TestKey.TAB]: webdriver.Key.TAB,\n [TestKey.ENTER]: webdriver.Key.ENTER,\n [TestKey.SHIFT]: webdriver.Key.SHIFT,\n [TestKey.CONTROL]: webdriver.Key.CONTROL,\n [TestKey.ALT]: webdriver.Key.ALT,\n [TestKey.ESCAPE]: webdriver.Key.ESCAPE,\n [TestKey.PAGE_UP]: webdriver.Key.PAGE_UP,\n [TestKey.PAGE_DOWN]: webdriver.Key.PAGE_DOWN,\n [TestKey.END]: webdriver.Key.END,\n [TestKey.HOME]: webdriver.Key.HOME,\n [TestKey.LEFT_ARROW]: webdriver.Key.ARROW_LEFT,\in [TestKey.UP_ARROW]: webdriver.Key.ARROW_UP,\in [TestKey.RIGHT_ARROW]: webdriver.Key.ARROW_DOWN,\in [TestKey.INSERT]: webdriver.Key.INSERT] [TestKey.DELETE]: webdriver.Key.DELETE,\n [TestKey.F1]: webdriver.Key.F1,\n [TestKey.F2]: webdriver.Key.F2,\n [TestKey.F3]: webdriver.Key.F3,\n [TestKey.F4]: webdriver.Key.F4,\n [TestKey.F5]: webdriver.Key.F5,\n [TestKey.F6]: webdriver.Key.F6,\n [TestKey.F7] webdriver.Key.F7,\n [TestKey.F8]: webdriver.Key.F8,\n [TestKey.F9]: webdriver.Key.F9,\n [TestKey.F10]: webdriver.Key.F10]: webdriver.Key.F11]: _getTextWithExcludedElements,\n ElementDimensions,\n EventData,\n getNoKeysSpecifiedError,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\nimport {getSeleniumWebDriverModifierKeys, seleniumWebDriverKeyMap} from './selenium-webdriver-keys';\n\n/** A `TestElement` implementation for WebDriver. */\nexport class SeleniumWebDriverElement implements TestElement {\n constructor(\n readonly element: () => webdriver.WebElement,\n private _stabilize: () => Promise<void>,\n) {}\n\n /** Blur the element. */\n async blur(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.blur(), this.element());\n await this_stabilize();\n \\n\n\n'** Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> \\n await this.element().clear();\n await this_stabilize();\n \\n\n'**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.in */in click(modifiers?: ModifierKeys): Promise<void>;in /** Click the element at the element's center. */in click(location: 'center', modifiers?: ModifierKeys): Promise<void>,in /**\n * Click the element at the specified coordinates relative to the top-left of the element.in * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchClickEventSequence(args, webdriver.Button.LEFT);\n await this._stabilize();\n }\n\n *Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchClickEventSequence(args, webdriver.Button.RIGHT);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.focus(), this.element());\n await this._stabilize();\n }\n\n f Get the computed value of the given CSS property for the element. */In async getCssValue(property: string): Promise<string> {\name{n} await this._stabilize();\n return this.element().getCssValue(property);\n }\n\n /** Hovers the mouse over the element. */\n async hover(): Promise<void> {In await this._actions().mouseMove(this.element()).perform();In await this._stabilize();In }InIn /** Moves the mouse away from the element. */\n async mouseAway(): Promise<void> {In await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._actions().mouseMove().mouseMove().perform();\n await this._actions().mouseMove().perform().perform().perform().perform().perform().perform().pe this._stabilize();\n }\n\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(...keys: (string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]): Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | TestKey)[];\n if (first !== undefined && typeof first !== 'string' && typeof first !== 'number') {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers = {};\n rest = modifiersAndKeys;\n }\n\n const modifierKeys = getSeleniumWebDriverModifierKeys(modifiers);\n const keys = rest\n .map($k => (typeof k === 'string' ? k.split('') : [seleniumWebDriverKeyMap[k]]))\n .reduce((arr, k) => arr.concat(k), [])\n // webdriver.Key.chord doesn't work well with geckodriver.$ [Seinumwebbriverkeywapk,]])In .reduce([arr, k) => arr.concat(k), [])In // webdriver.key.chord doesn't work well with geckodriver (mozilla/geckodriver#1502),\n // so avoid it if no modifier keys are required.\n .map(k => (modifierKeys.length > 0? webdriver.Key.chord(...modifierKeys, k) : k));\n\n // Throw an error if no keys have been specified. Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw getNoKeysSpecifiedError();\n }\n\n await this.element().sendKeys(...keys);\n await this._stabilize();\n }\n\n /**\n * Gets the text from the element.\n * @param options Options that affect what text is included.in */in async text(options?: TextOptions): Promise<string> {\n await this._stabilize();\n if (options?:exclude) {\n return this._executeScript(_getTextWithExcludedElements, this.element(), options.exclude);\n }\n // We don't go through the WebDriver `getText`, because it excludes text from hidden elements.\n return this. executeScript(\n (element: Element) => (element.textContent || ").trim(),\n

```
this.element(),\n );\n }\n\n /**\n * Sets the value of a `contenteditable` element.\n * @param value Value to be set on the element.\n */\n async
setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await this.getAttribute('contenteditable');\n\n if
(contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new Error('setContenteditableValue can only be called on a
contenteditable` element.');\n }\n\n await this._stabilize();\n return this._executeScript(\n (element: Element, valueToSet: string) => (element.textContent = valueToSet),\n this.element(),\n value,\n );\n }\n\n !\n* Gets the value for the given attribute from the element. */\n async
getAttribute(name: string): Promise<string | null> {\n await this._stabilize();\n return this._executeScript(\n (element: Element, attribute: string) => element.getAttribute(attribute),\n this.element(),\n name,\n );\n }\n\/** Checks whether the element has the given class. */\n async
hasClass(name: string): Promise<br/>boolean> {\n await this._etabilize();\n const classes = (await this.getAttribute('class')) || ";\n return new<br/>Set(classes.split(/\ls+i).filter(c => c)).has(name);\n }\n\n /** Gets the dimensions of the element. */\n async getDimensions():
Promise<ElementDimensions> {In await this._stabilize();\n const {width, height} = await this.element().getSize();\n const {v: left, y: top} = await this.element().getLocation();\n return {width, height, left, top};\n }\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n\n \right\n
any>(name: string): Promise<T> {In await this._stabilize();\n return this._executeScript(\n (element: Element, property: keyof Element) => element[property],\n this.element(),\n name,\n );\n }\n\n /** Sets the value of a property of an input. */\n async setInputValue(newValue: string):
Promise<void> {In await this_executeScript(In (element: HTMLInputElement, value: string) => (element.value = value), In this.element(), In newValue, In ); In await this_stabilize(); In }In In It is element. *In async*
selectOptions(...optionIndexes: number[]): Promise<void> {\n await this._stabilize();\n const options = await
this.element().findElements(webdriver.By.css('option'));\n const indexes = new Set(optionIndexes); // Convert to a set to remove
duplicates.Inin if (options.length && indexes.size) {\n // Reset the value so all the selected states are cleared. We can\n // reuse the input-
specific method since the logic is the same.\n await this.setInputValue(");\n\n for (let i = 0; i < options.length; i++) {\n if (indexes.has(i)) {\n I/
We have to hold the control key while clicking on options so that multiple can bein // selected in multi-selection mode. The key doesn't do
anything for single selection.\n await this._actions().keyDown(webdriver.Key.CONTROL).perform();\n await options[i].click();\n await this._actions().keyUp(webdriver.Key.CONTROL).perform();\n }\n }\n\n await this._stabilize();\n }\n }\n\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fin\n fi
matches the given selector. */\n async matchesSelector(selector: string): Promise<boolean> {\n await this._stabilize();\n return
this._executeScript(In (element: Element, s: string) =>In (Element.prototype.matches || (Element.prototype as any).msMatchesSelector).call(In element,In s,In ),In this.element(),In selector,In );In }InIn /** Checks whether the element is focused. */In async isFocused(): Promise<br/>boolean> {In await this._stabilize();In return webdriver.WebElement.equals(In this.element(),In this.element().getDriver().switchTo().activeElement(),In
);\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n await this_executeScript(dispatchEvent, name,
this.element(), data);\n await this._stabilize();\n }\n\n /** Gets the webdriver action sequence. */\n private_actions() {\n return this.element().getDriver().actions();\n }\n\n /** Executes a function in the browser. */\n private async_executeScript<T>(script: Function,
 ...var_args: any[]): Promise<T> {In return this.element()\n .getDriver()\n .executeScript(script, ...var_args);\n }\n\n /** Dispatches all the events
that are part of a click event sequence. */\n private async _dispatchClickEventSequence(\n args: [ModifierKeys?] | ['center', ModifierKeys?] |
[number, number, ModifierKeys?],\n button: string,\n) {\n left modifiers: ModifierKeys = {\};\n if (args.length && typeof args[args.length - 1] === 'object') {\n modifiers = args.pop() as ModifierKeys;\n }\n const modifierKeys = getSeleniumWebDriverModifierKeys(modifiers);\n\n // Omitting
the offset argument to mouseMove results in clicking the center.\n // This is the default behavior we want, so we use an empty array of
offsetArgs ifin // no args remain after popping the modifiers from the args passed to this function.\n const offsetArgs = (args.length === 2?
[{x: args[0], y: args[1]}] : []) as [\n {x: number; y: number},\n ];\n\n let actions = this._actions().mouseMove(this.element(), ...offsetArgs);\n\n for
(const modifierKey of modifierKeys) {\n actions = actions.keyDown(modifierKey);\n }\n actions = actions.click(button);\n for (const
modifierKey of modifierKeys) {\n actions = actions.keyUp(modifierKey);\n }\n\n await actions.perform();\n }\n}\n\n/**\n * Dispatches an event
with a particular name and data to an element. Note that this needs to be a\n * pure function, because it gets stringified by WebDriver and is
executed inside the browser.\n */\nfunction dispatchEvent(name: string, element: Element, data?: Record<string, EventData>) {\n const event
edocument.createEvent('Event');\n event.initEvent(name);\n\ tslint;\disable-next-line:ban Have to use 'Object.assign' to preserve the original object.\n Object.assign(event, data || {});\n element.dispatchEvent(event);\n}\n","\r*\n * @license\n * Copyright Google LLC All Rights

Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {HarnessEnvironment, HarnessLoader, TestElement} from '@angular/cdk/testing';\nimport * as
webdriver from 'selenium-webdriver';\nimport {SeleniumWebDriverElement} from './selenium-web-driver-element';\n\n/**\n * An Angular
framework stabilizer function that takes a callback and calls it when the application in * is stable, passing a boolean indicating if any work was
done.\n */Indeclare interface FrameworkStabilizer {\n (callback: (didWork: boolean) => void): void;\n}\n\ndeclare global {\n interface Window
{\n /**\n * These hooks are exposed by Angular to register a callback for when the application is stable\n * (no more pending tasks).\n *\n * For
the implementation, see: https://github.com/\n * angular/langular/lblob/main/packages/platform-browser/src/browser/testability.ts#L30-L49\n */\n frameworkStabilizers: FrameworkStabilizer[];\n }\n\n\n/** Options to configure the environment. */\nexport interface
WebDriverHarnessEnvironmentOptions {\n /** The query function used to find DOM elements. */\n queryFn: (selector: string, root: () =>
webdriver.WebElement) => Promise<webdriver.WebElement[]>;\n}\n\n/** The default environment options. */\nconst
defaultEnvironmentOptions: WebDriverHarnessEnvironmentOptions = {In queryFn: async (selector: string, root: () => webdriver.WebElement)
=>\n root().findElements(webdriver.By.css(selector)),\n};\n\n/**\n * This function is meant to be executed in the browser. It taps into the hooks
exposed by Angular\n * and invokes the specified `callback` when the application is stable (no more pending tasks).\n */\nfunction
framework hasin * bootstrapped yet.\n *\infunction isBootstrapped() {\n return !!window.frameworkStabilizers;\n}\n\n\** Waits for angular to be ready after the page load. */\nexport async function waitForAngularReady(wd: webdriver.WebDriver) {\n await wd.wait(() =>
wd.executeScript(isBootstrapped));in await wd.executeAsyncScript(whenStable);in}\nin/** A `HarnessEnvironment` implementation for WebDriver. */\nexport class SeleniumWebDriverHarnessEnvironment extends HarnessEnvironment<\n () => webdriver.WebElement\n> {\n /** The options for this environment. */\n private _options: WebDriverHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: () =>
webdriver.WebElement,\n options?: WebDriverHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n this._options = {...defaultEnvironmentOptions, ...options};\n this._stabilizeCallback = () => this.forceStabilize();\n }\n\n /** Gets the ElementFinder
corresponding to the given TestElement. */In static getNativeElement(el: TestElement): webdriver.WebElement {In if (el instanceof
SeleniumWebDriverElement) {\n return el.element();\n }\n throw Error('This TestElement was not created by the
WebDriverHarnessEnvironment');\n }\n\n /** Creates a 'HarnessLoader' rooted at the document root. */\n static loader(\n driver:
webdriver.WebDriver,\n options?: WebDriverHarnessEnvironmentOptions,\n ): HarnessLoader {\n return new
SeleniumWebDriverHarnessEnvironment(\n () => driver.findElement(webdriver.By.css('body')),\n options,\n );\n }\n\n /**\n * Flushes change
detection and async tasks captured in the Angular zone. In * In most cases it should not be necessary to call this manually. However, there
may be some edge\n * cases where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n await
this.rawRootElement().getDriver().executeAsyncScript(whenStable);\n }\n\n /** @docs-private */\n async waitForTasksOutsideAngular():
Promise<void> {\n // TODO: figure out how we can do this for the webdriver environment.\n //
https://github.com/angular/components/issues/17412\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): () => webdriver.WebElement {\n return () => this.rawRootElement().getDriver().findElement(webdriver.By.css('body'));\n }\n\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: () => webdriver.WebElement): TestElement {\n return new
SeleniumWebDriverElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(\n element: () => webdriver.WebElement,\n ): HarnessEnvironment<() => webdriver.WebElement> {\n return new
SeleniumWebDriverHarnessEnvironment(element, this._options);\n }\n\n /! Note: This seems to be working, though we may need to re-evaluate if we encounter issues with\n /! stale element references. `() => Promise<webdriver.WebElement[]> seems like a more correct\n // return type, though supporting it would require changes to the public harness API.\n /**\n * Gets a list of all elements matching the given
selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() =>
webdriver.WebElement)[]> {\n const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x:
webdriver.WebElement) => () => x);\n \n\n"],"names'
[],"mappings":";;;AAWÁ;;;AAGG;ÁACÍ,MAAM,uBAAuB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C
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C,SAAS,CAAC,IAAI,CAAC,OAAO,EAAE,GAAE,GAAG,UAAU,CAAC,CAAC;AAEVE,QAAA,KAAK,MAAM,WAAW,IAAI,YAAY,EAAE;AACtC,YAAA,O
AAO,GAAG,OAAO,CAAC,OAAO,CAAC,WAAW,CAAC,CAAC;SACXC;AACD,QAAA,OAAO,GAAG,OAAO,CAAC,KAAK,CAAC,MAAM,CAAC,CAAC;AAChC,QAAA,KAAK,MAAM,WAAW,IAAI,YAAY,EAAE;AACtC,YAAA,OAAO,GAAG,OAAO,CAAC,WAAW,CAAC,CAAC;SACtC;AAED
,QAAA,MAAM,OAAO,CAAC,OAAO,EAAE,CAAC;KACZB;AACF,CAAA;AAED;;;;AAGG;AACH,SAAS,aAAa,CAAC,IAAY,EAAE,OAAgB,EAAE,IAAgC
,EAAA;IACrF,MAAM,KAAK,GAAG,QAAQ,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AAC5C,IAAA,KAAK,CAAC,SAAS,CAAC,IAAI,CAAC,CAAC;;I
AEtB,MAAM,CAAC,MAAM,CAAC,KAAK,EAAE,IAAI,IAAI,EAAE,CAAC,CAAC;AACJC,IAAA,OAAO,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC/B
;;ACpSa;AACA,MAAM,yBAAyB,GAAuC;IACpE,OAAO,EAAE,OAAO,QAAgB,EAAE,IAAgC,KAChE,IAAI,EAAE,CAAC,YAAY,CAAC,SAAS,CAAC,E
AAE,CAAC,GAAG,CAAC,QAAQ,CAAC,CAAC;CACID,CAAC;AAEF;;;AAGG;AACH,SAAS,UAAU,CAAC,QAAsC,EAAA;IACxD,OAAO,CAAC,GAAG,
CAAC,MAAM,CAAC,0BAA0B,CAAC,GAAG,CAAC,UAAU,IAAI,IAAI,OAAO,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC,IAAI,CACtf,QAAQ,CACT,CA
AC;AACJ,CAAC;AAED;;;AAGG;AACH,SAAS,CAAC,GAAA;AACrB,IAAA,OAAO,CAAC,CAAC,MAAM,CAAC,0BAA0B,CAAC;AACVC,CAAC;AAED;
AACO,eAAe,mBAAmB,CAAC,EAAuB,ÉAAA;AAC/O,IAAA,MAAM,ÉAAE,CAAC,IAAI,CAAC,MAAM,EAAE,CAAC,AAAA,CAAC,cAAC,CAAC,CAAC,
CAAC;AACtD,IAAA,MAAM,EAAE,CAAC,kBAAkB,CAAC,UAAU,CAAC,CAAC;AAC1C,CAAC;AAED;AACM,MAAO,mCAAoC,SAAQ,kBAExD,CAA
A;IAOC,WACE,CAAA,cAA0C,EAC1C,OAA4C,EAAA;QAE5C,KAAK,CAAC,cAAC,CAAC,CAAC;QACtB,IAAI,CAAC,QAAQ,GAAG,EAAC,GAAG,yBA
AyB,EAAE,GAAG,OAAO,EAAC,CAAC;QAC3D,IAAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC;KACvD;;IAGD,OAAO,gBAAgB,
CAAC,EAAe,EAAA;AACrC,QAAA,IAAI,EAAE,YAAY,wBAAWB,EAAE;AAC1C,YAAA,OAAO,EAAE,CAAC,OAAO,EAAE,CAAC;SACrB;AACD,QAAA
,MAAM,KAAK,CAAC,qEAAqE,CAAC,CAAC;KACpF;;AAGD,IAAA,OAAO,MAAM,CACX,MAA2B,EAC3B,OAA4C,EAAA;QAE5C,OAAO,IAAI,mCAA
mC,CAC5C,MAAM,MAAM,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE,CAAC,GAAG,CAAC,MAAM,CAAC,CAAC,EACID,OAAO,CACR,CAAC;KACH;
AAED;;;;AAIG;AACH,IAAA,MAAM,cAAc,GAAA;AACIB,QAAA,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC,SAAS,EAAE,CAAC,kBAAkB,CAAC,UAAU,C
AAC,CAAC;KACxE;;AAGD,IAAA,MAAM,0BAA0B,GAAA;;;KAG/B;;IAGS,eAAe,GAAA;QACvB,OAAO,MAAM,IAAI,CAAC,CAAc,EAAE,CAAC,SAA
S,EAAE,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE,CAAC,GAAG,CAAC,MAAM,CAAC,CAAC,CAAC;KACtF;;AAGS,IAAA,iBAAiB,CAAC,OAAMC,EAAA;QAC7D,OAAO,IAAI,wBAAwB,CAAC,OAAO,EAAE,IAAI,CAAC,kBAAkB,CAAC,CAAC;KACvE;;AAGS,IAAA,iBAAiB,CACZB,OAAMC,EAAA;QA
```

```
Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n _getTextWithExcludedElements,\n ElementDimensions,\n EventData,\n
getNoKeysSpecifiedError,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n} from '@angular/cdk/testing';\nimport * as webdriver
from 'selenium-webdriver'; 'nimport {getSeleniumWebDriverModifierKeys, seleniumWebDriverKeyMap} from './selenium-webdriver-keys'; \n\n/**
A `TestElement` implementation for WebDriver. */\nexport class SeleniumWebDriverElement implements TestElement {\n constructor(\n
readonly element: () => webdriver.WebElement,\n private _stabilize: () => Promise<void>,\n ) {}\n\n /** Blur the element. */\n async blur(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.blur(), this.element());\n await this._stabilize();\n }\n\n /**
Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n await this.element().clear();\n await
this._stabilize();\n }\n\n /**\n * Click the element at the default location for the current environment. If you need to guarantee\n * the element is
clicked at a specific location, consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys):

Promise<void>;\n /** Click the element at the element's center. */\n click(location: 'center', modifiers?: ModifierKeys): Promise<void>;\n /**\n *
Click the element at the specified coordinates relative to the top-left of the element.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers
Modifier keys held while clicking\n */\n click(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, modifierKeys?]\n): Promise<void> \n await
this._dispatchClickEventSequence(args, webdriver.Button.LEFT);\n await this._stabilize();\n }\n\n /**\n * Right clicks on the element at the
specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n
@param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n
*/In rightClick(relativeX: number, relativeY: number, modifierS?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?]In ): Promise<void> {n await this._dispatchClickEventSequence(args, webdriver.Button.RIGHT);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n await
this._executeScript((element: HTMLElement) => element.focus(), this.element());\n await this._stabilize();\n }\n\n /** Get the computed value of
the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this._stabilize();\n return
this.element().getCssValue(property);\n \\n\n /** Hovers the mouse over the element. */\n async hover(): Promise<void> {\n await
this._actions().mouseMove(this.element()).perform();\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async
mouseAway(): Promise<void> {\n await this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._stabilize();\n }\n\n /**\n *
Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(...keys: (string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key
presses. Also fires input events\n * and attempts to add the string to the Element's value.\n *\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]): Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | TestKey)[];\n if (first !== undefined && typeof first !== 'trumber') {\n modifiersAndKeys:\n prest = modifiersAndKeys:\n }\n\n rest = modifiersAndKeys;\n }\n\n\n const
modifierKeys = getSeleniumWebDriverModifierKeys(modifierS);in const keys = rest\n .map(k => (typeof k === 'string' ? k.split(") :
[seleniumWebDriverKeyMap[k]]))\n .reduce((arr, k) => arr.concat(k), [])\n // webdriver.Key.chord doesn't work well with geckodriver
(mozilla/geckodriver#1502)\n // so avoid it if no modifier keys are required.\n .map(k => (modifierKeys.length > 0 ?
webdriver.Key.chord(...modifierKeys, k): k));\n\n // Throw an error if no keys have been specified. Calling this function with no\n // keys should
not result in a focus event being dispatched unexpectedly. In if (keys.length === 0) {In throw getNoKeysSpecifiedError(); In }In\n await
this.element().sendKeys(...keys);\n await this._stabilize();\n \\n\n /**\n * Gets the text from the element.\n * @param options Options that affect
what text is included.\n */\n async text(options?: TextOptions): Promise<string> {\n await this_stabilize();\n if (options?.exclude) {\n return
this._executeScript(_getTextWithExcludedElements, this.element(), options.exclude);\n }\n // We don't go through the WebDriver `getText`,
setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await this.getAttribute('contenteditable');\n\n if
(contenteditableAttr !== " && contenteditableAttr !== 'true') {In throw new Error('setContenteditableValue can only be called on a
 contenteditable`element.');\n }\n\n await this._stabilize();\n return this._executeScript(\n (element: Element, valueToSet: string) =>
(element.textContent = valueToSet),in this.element(),in value,in );in }Inin /** Gets the value for the given attribute from the element. */In async getAttribute(name: string): Promise<string | null> {\n await this._stabilize();\n return this._executeScript(\n (element: Element, attribute: string) => element.getAttribute(attribute),in this.element(),\n name,\n );\n }In\ /** Checks whether the element has the given class. */In async hasClass(name: string): Promise<br/>boolean> {\n await this._stabilize();\n const classes = (await this.getAttribute('class')) || ";\n return new
Set(classes.split(/\\s+)\).filter(c => c)).has(name);\n \\n\n /** Gets the dimensions of the element. */\n async getDimensions():
Promise<ElementDimensions> {\n await this._stabilize();\n const {width, height} = await this.element().getSize();\n const {x: left, y: top} = await
this.element().getLocation();in return {width, height, left, top};in }ln\n /* Gets the value of a property of an element. '\n async getProperty<T = any>(name: string): Promise<T> {\n await this._stabilize();\n return this._executeScript(\n (element: Element, property: keyof Element) =>
element[property], in this element(), in name, in ); in } in | hin | his element(property), in this element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in } in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in name, in ); in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his element(), in | his e
Promise<void>{\n await this_executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n newValue,\n );\n await this_executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n newValue,\n );\n await this_executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n avait this_executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value: value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value: value),\n executeScript(\n (element: HTMLInputElement, value: string) => (element.value: value),\n executeScript(\n (element: HTMLInputElement, value: value)) => (element.value: value),\n executeScript(\n (element: HT
selectOptions(...optionIndexes: number[]): Promise<void> {\n await this._stabilize();\n const options = await
this.element().findElements(webdriver.By.css('option'));\n const indexes = new Set(optionIndexes); // Convert to a set to remove
duplicates.\n\n if (options.length && indexes.size) {\n // Reset the value so all the selected states are cleared. We can\n // reuse the input-
specific method since the logic is the same.\n await this.setInputValue(");\n\n for (let i = 0; i < options.length; i++) {\n if (indexes.has(i)) {\n |/
We have to hold the control key while clicking on options so that multiple can bein // selected in multi-selection mode. The key doesn't do
this._executeScript(\n (element: Element, s: string) =>\n (Element.prototype.matches || (Element.prototype as any).msMatchesSelector).call(\n element,\n s,\n ),\n this.element(),\n selector,\n );\n }\n\n /** Checks whether the element is focused. */\n async isFocused(): Promise<br/>boolean>
{In await this._stabilize();In return webdriver.WebElement.equals(In this.element(),In this.element().getDriver().switchTo().activeElement(),In
):\n }\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n await this_executeScript(dispatchEvent, name,
this element(), data); In await this _stabilize(); In }Inin /** Gets the webdriver action sequence. *In private _actions() {In return
this.element().getDriver().actions();\n }\n\n /** Executes a function in the browser. */\n private async _executeScript<T>(script: Function,
...var_args: any[]): Promise<T> {In return this.element()\n .getDriver()\n .executeScript(script, ...var_args);\n }\n\n /** Dispatches all the events
that are part of a click event sequence. */\n private async _dispatchClickEventSequence(\n args: [ModifierKeys?] | ['center', ModifierKeys?] |
[number, number, ModifierKeys?],In button: string,In ) {In let modifiers: ModifierKeys = {};In if (args.length && typeof args[args.length - 1]
 object') {\n modifiers = args.pop() as ModifierKeys;\n }\n const modifierKeys = getSeleniumWebDriverModifierKeys(modifiers);\n\n // Omitting
the offset argument to mouseMove results in clicking the center.\n // This is the default behavior we want, so we use an empty array of
offsetArgs ifin // no args remain after popping the modifiers from the args passed to this function.\n const offsetArgs = (args.length === 2?
[{x: args[0], y: args[1]}] : []) as [\n {x: number; y: number},\n ];\n\n let actions = this._actions().mouseMove(this.element(), ...offsetArgs);\n\n for (const modifierKey of modifierKeys) {\n actions = actions.keyDown(modifierKey);\n }\n actions = actions.click(button);\n for (const
(const modifierKeys) {In actions = actions.keyDown[modifierKey];In }In actions = actions.cick[button];In for (const modifierKeys) {In actions = actions.keyDown[modifierKey];In }In actions.perform();In }In }In |In *Dispatches an event with a particular name and data to an element. Note that this needs to be aln * pure function, because it gets stringified by WebDriver and is executed inside the browser.In */Infunction dispatchEvent(name: string, element: Element, data?: Record<string, EventData>) {In const event = document.createEvent('Event');In event.initEvent(name);In // tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original
object.\n Object.assign(event, data || -{}});\n element.dispatchEvent(event);\n}\n"."/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {HarnessEnvironment, HarnessLoader, TestElement} from '@angular/cdk/testing';\nimport * as
webdriver from 'selenium-webdriver';\nimport {SeleniumWebDriverElement} from './selenium-web-driver-element';\n\n/**\n * An Angular
framework stabilizer function that takes a callback and calls it when the application\n * is stable, passing a boolean indicating if any work was
```

```
done.\n */\ndeclare interface FrameworkStabilizer {\n (callback: (didWork: boolean) => void): void;\n}\n\ndeclare global {\n interface Window
{\n /**\n * These hooks are exposed by Angular to register a callback for when the application is stable\n * (no more pending tasks).\n *\n * For
the implementation, see: https://github.com/\n * angular/angular/blob/main/packages/platform-browser/src/browser/testability.ts#L30-L49\n */\n frameworkStabilizers: FrameworkStabilizer[];\n }\n\\n\/** Options to configure the environment. */\nexport interface WebDriverHarnessEnvironmentOptions {\n /** The query function used to find DOM elements. */\n queryFn: (selector: string, root: () =>
whenStable(callback: (didWork: boolean[]) => void): void {In Promise.all(window.frameworkStabilizers.map(stabilizer => new Promise(stabilizer))).then(\n callback,\n );\n\n\n\**\n * This function is meant to be executed in the browser. It checks whether the Angular framework has\n * bootstrapped yet.\n */\nfunction isBootstrapped() {\n return !!window.frameworkStabilizers;\n\n\n\** Waits for angular to be
ready after the page load. */nexport async function waitForAngularReady(wd: webdriver.WebDriver) {\n await wd.wait(() =>
wd.executeScript(isBootstrapped));\n await wd.executeAsyncScript(whenStable);\n}\n\n/** A `HarnessEnvironment` implementation for
WebDriver. */\nexport class SeleniumWebDriverHarnessEnvironment extends HarnessEnvironment<\n () => webdriver.WebElement\n> {\n /**
The options for this environment. */\n private _options: WebDriverHarnessEnvironmentOptions;\n\n /** Environment stabilization callback
passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: () =>
webdriver.WebElement,\n options?: WebDriverHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n this_options
{...defaultEnvironmentOptions, ...options};\n this._stabilizeCallback = () => this.forceStabilize();\n }\n\n /** Gets the ElementFinder
corresponding to the given TestElement. */In static getNativeElement(el: TestElement): webdriver.WebElement {In if (el instanceof
SeleniumWebDriverElement) {\n return el.element();\n }\n throw Error(\text{This TestElement was not created by the WebDriverHarnessEnvironment');\n }\n\n /** Creates a `HarnessLoader` rooted at the document root. */\n static loader(\n driver:
webDriverHarnessEnvironment() => driver.findElement(webdriver.By.css('body')), n options, n); n }\n\n /**\n * Flushes change
detection and async tasks captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n await
this.rawRootElement().getDriver().executeAsyncScript(whenStable);\n }\nn \right\node\node\n /\n async waitForTasksOutsideAngular(): Promise<void> \n // TODO: figure out how we can do this for the webdriver environment.\n //
https://github.com/angular/components/issues/17412\n \\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): ()
=> webdriver.WebElement {\n return () => this.rawRootElement().getDriver().findElement((webdriver.By.css('body'));\n }\n\n /** Creates a
`TestElement` from a raw element. */\n protected createTestElement(element: () => webdriver.WebElement): TestElement {\n return new
SeleniumWebDriverElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(\(\)\ element: () => webdriver.WebElement,\(\)\ ): HarnessEnvironment<() => webdriver.WebElement> \(\)\ \(\)\ n return new
SeleniumWebDriverHarnessEnvironment(element, this._options);\ldots \rightarrow \ldots \rightarrow \ldots \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarr
return type, though supporting it would require changes to the public harness API.\n /**\n * Gets a list of all elements matching the given
selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() =>
webdriver.WebElement)[]> {\n const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x:
webdriver.WebElement) => () => x);\n }\n"],"names";
webdriver.WebElement) => () => x);\n }\n}\n",\names":
[],"mappings":";;;AAWA;;;AAGG;AACI,MAAM,uBAAUB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C
,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK
;IACpC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;IACpC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC
,OAAO;IACxC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC,GAA
G,CAAC,MAAM;IACtC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,OAAO;IACxC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAA
C,GAAG,CAAC,SAAS;IAC5C,CAAC,OAAO,CAAC,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n *\n\nimport {HarnessEnvironment, HarnessLoader, TestElement} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\nimport {SeleniumWebDriverElement} from './selenium-web-driverelement';\n\n/**\n * An Angular framework stabilizer function that takes a callback and calls it when the application\n * is stable, passing a boolean indicating if any work was done.\n */\ndeclare interface FrameworkStabilizer {\n (callback: (didWork: boolean) => void): void;\n}\n\ndeclare global {\n interface Window {\n /**\n * These hooks are exposed by Angular to register a callback for when the application is stable\n * (no more pending tasks).\n *\n * For the implementation, see: https://github.com/\n * angular/angular/blob/main/packages/platform-browser/src/browser/testability.ts#L30-L49\n */\n frameworkStabilizers: FrameworkStabilizer[];\n find DOM elements. */\n queryFn: (selector: string, root: () => webdriver.WebElement) => Promise<webdriver.WebElement[]>;\n}\n\n/** The default environment options. */\nconst defaultEnvironmentOptions: WebDriverHarnessEnvironmentOptions = {\n queryFn: async (selector: string, root: () => webdriver.WebElement) => \n root().findElements(webdriver.By.css(selector)), \n\};\n\n**\n * This function is meant to be executed in the browser. It taps into the hooks exposed by Angular'n * and invokes the specified callback when the application is stable (no more pending tasks).\n */\nfunction whenStable(callback: (didWork: boolean[]) => void): void {\n more pending tasks).In */Infunction whenStable(callback: (didWork: boolean[]) => void): void {In Promise.all(window.frameworkStabilizers.map(stabilizer => new Promise(stabilizer))).then(\n callback,\n);\n\fin\n/**\n * This function is meant to be executed in the browser. It checks whether the Angular framework has\n * bootstrapped yet.\n */Infunction isBootstrapped() {\n return !!window.frameworkStabilizers;\n\fin\n/** Waits for angular to be ready after the page load. */Inexport async function waitForAngularReady(wd: webdriver.WebDriver) {\n await wd.wait(() => wd.executeScript(isBootstrapped));\n await wd.executeAsyncScript(whenStable);\n\fin\n/** A `HarnessEnvironment` implementation for WebDriver. */Inexport class SeleniumWebDriverHarnessEnvironment extends HarnessEnvironment<\n () => webdriver.WebElement\n> {\n /** The options for this environment. */\n private _options: WebDriverHarnessEnvironmentOptions;\n\n /** Environment stabilization callback passed to the created test elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: () => webdriver.WebElement,\n options?: WebDriverHarnessEnvironmentOptions,\n) {\n super(rawRootElement);\n this._options = {...defaultEnvironmentOptions, ...options};\n this._stabilizeCallback = () => this.forceStabilize();\n }\n\n /** Gets the ElementFinder corresponding to the given TestElement. */\n static getNativeElement(el: TestElement): webdriver.WebElement {In if (el instanceof SeleniumWebDriverElement) {In return el.element();In }In throw Error('This TestElement was not created by the WebDriverHarnessEnvironment');\n \\n\n /** Creates a `HarnessLoader` rooted at the document root. */\n static loader(\n driver: webdriver.WebDriver,\n options?: WebDriverHarnessEnvironmentOptions,\n): HarnessLoader {\n return new SeleniumWebDriverHarnessEnvironment(\n () => driver.findElement(webdriver.By.css('body')),\n options,\n);\n }\n\n /**\n * Flushes change detection and async tasks captured in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases where it is needed to fully flush animation events \n */\n async forceStabilize(): Promise<void> {\n await SeleniumWebDriverHarnessEnvironment(element, this._options);\text{in} \name= \text{In} \name \text{Notations} \text{in} \text{In} \text{ln} \text{In} \text{ln} \text{In} \text{ln} \text{ return type, though supporting it would require changes to the public harness API.\n /**\n * Gets a list of all elements matching the given

selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() => webdriver.WebElement)[]> {\n const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x: webdriver.WebElement) => () => x);\n }\n}\n",\names":

[],"mappings":";;;AAWA;;;AAGG;AACI,MAAM,uBAAuB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C ,CAAC,OAÃO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK ;IACpC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;IACpC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC ,OAAO;IACXC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC,GAA G,CAAC,MAAM;IACtC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,OAAO;IACXC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAA C,GAAG,CAAC,SAAS;IAC5C,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS, CAAC.GAAG.CAAC.IAAI:IACIC.CAAC,OAAO,CAAC,UAAU,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC9C,CAAC,OAAO,CAAC,QAAQ,GAAG,S AAS,CAAC,GAAG,CAAC,QAAQ;IAC1Ć,CAAĆ,OAAÓ,CAAĆ,WAAW,GAAG,SAAS,CAAĆ,GAAG,CAAĆ,WAAW;IAChD,CAAĆ,OAAÓ,CAAC,UAAU, GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC9C,CAAC,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,CAAC,MAAM;IACtC,CAAC,OAAO,CAAC, MAAM,GAAG,SAAS,CAAC,GAAG,CAAC,MAAM;IACtC,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO, CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,O AAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IÁC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IÁC9B,CA AC,OAAO,CAAC,ÉAAE,GAAG,SAAS,CAAC,GAAG,CAAC,ÉAAE;IAC9B,CAAC,OAAO,CAAC,ÉAAE,GAAG,SAAS,CAAC,GAAG,CAAC,ÉAAE;IAC9 B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE ;IAC9B,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC ,GAAG;IAChC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,CAAC,GAAG, CAAC,IAAI;AACIC,IAAA,CAAC,OAAO,CAAC,KAAK,GAAG,GAAG;CACrB,CAAC;AAEF;AACM,SAAU,gCAAgC,CAAC,SAAuB,EAAA;IACtE,MAA M,MAAM,GAAa,EAAE,CAAC;AAC5B,IAAA,IAAI,SAAS,CAAC,OAAO,EAAE;QACrB,MAAM,CAAC,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,OAAO,C AAC,CAAC;KACpC;AACD,IAAA,IAAI,SAAS,CAAC,GAAG,EAAE;QACjB,MAAM,CAAC,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,GAAG,CAAC,CAA C;KAChC;AACD,IAAA,IAAI,SAAS,CAAC,KAAK,EAAE;QACnB,MAAM,CAAC,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,KAAK,CAAC,CAAC;KACIC; AACD,IAAA,IAAI,SAAS,CAAC,IAAI,EAAE;QACÍB,MAAM,CAAC,IAAI,ĆAAC,SAAS,CAAC,GAAG,CAAC,IAAI,ĆAAC,ĆAAC;KACJC;AACD,IAAA,OA
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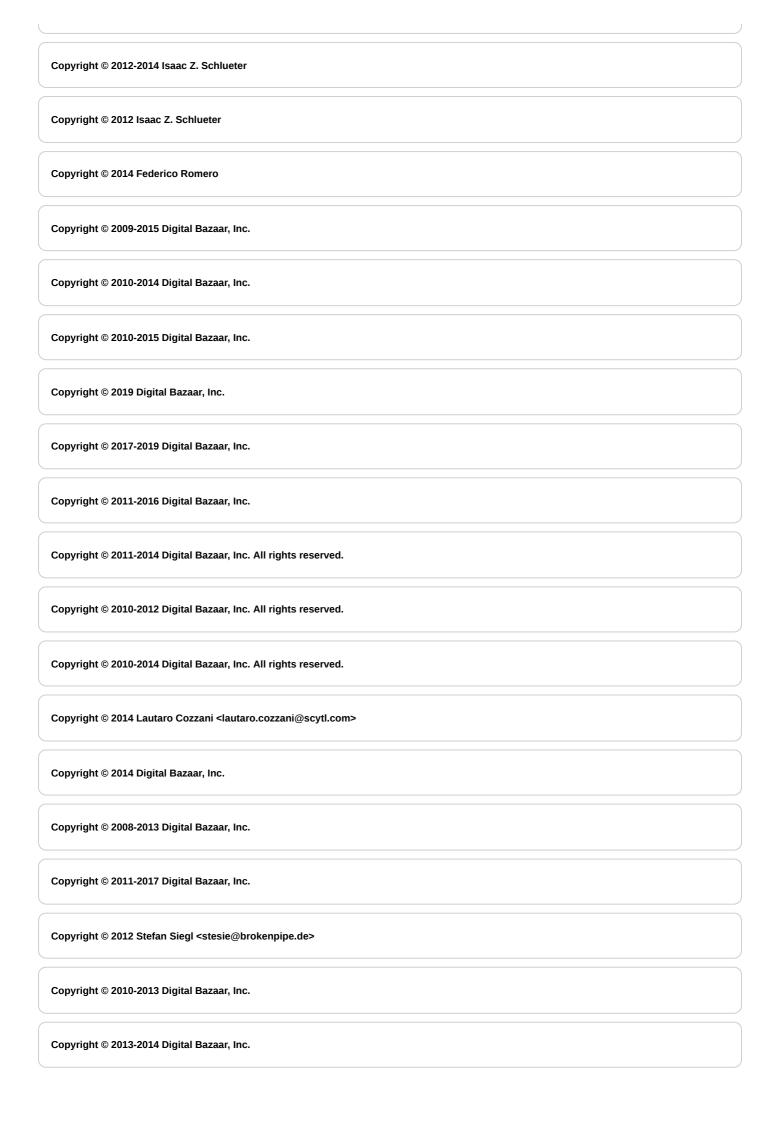
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