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# Dependencies

## @aashutoshrathi/word-wrap (1.2.6)

npm+@aashutoshrathi/word-wrap

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Package Info

- Authors: aashutoshrathi@gmail.com
- Package Download URL: https://registry.npmjs.org/@aashutoshrathi/word-wrap/-/word-wrap-1.2.6.tgz

## @angular/animations (17.1.3)

npm+@angular/animations

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Package Info

- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/animations/-/animations-17.1.3.tgz

## @angular/cdk (17.1.2)

npm+@angular/cdk

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/cdk/-/cdk-17.1.2.tgz

## @angular/common (17.1.3)

npm+@angular/common

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
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## @angular/compiler (17.1.3)

npm+@angular/compiler

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/compiler/-/compiler-17.1.3.tgz

## @angular/core (17.1.3)

npm+@angular/core

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/core/-/core-17.1.3.tgz

## @angular/forms (17.1.3)

npm+@angular/forms

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/forms/-/forms-17.1.3.tgz

## @angular/google-maps (16.2.12)

npm+@angular/google-maps

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## @angular/platform-browser (17.1.3)

npm+@angular/platform-browser

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
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## @angular/platform-browser-dynamic (17.1.3)

npm+@angular/platform-browser-dynamic

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/platform-browser-dynamic/-/platform-browser-dynamic-17.1.3.tgz

## @angular/router (17.1.3)

npm+@angular/router

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- Authors: devops+npm@angular.io, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/@angular/router/-/router-17.1.3.tgz

## @ant-design/colors (7.0.2)

npm+@ant-design/colors

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- Package Download URL: https://registry.npmjs.org/@ant-design/colors/-/colors-7.0.2.tgz

## @ant-design/icons-angular (17.0.0)

npm+@ant-design/icons-angular

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- Package Download URL: https://registry.npmjs.org/@ant-design/icons-angular/-/icons-angular-17.0.0.tgz

## @apidevtools/json-schema-ref-parser (9.0.6)

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

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Package Info

- Authors: james.messinger@gmail.com, me@philsturgeon.uk
- Package Download URL: https://registry.npmjs.org/@apidevtools/json-schema-ref-parser/-/json-schema-ref-parser-9.0.6.tgz

## @apidevtools/openapi-schemas (2.1.0)

npm+@apidevtools/openapi-schemas

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- Package Download URL: https://registry.npmjs.org/@apidevtools/openapi-schemas/-/openapi-schemas-2.1.0.tgz

## @apidevtools/swagger-methods (3.0.2)

npm+@apidevtools/swagger-methods

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- Authors: j.ames.messinger@gmail.com, james.messinger@gmail.com
- Package Download URL: https://registry.npmjs.org/@apidevtools/swagger-methods/-/swagger-methods-3.0.2.tgz

## @apidevtools/swagger-parser (10.1.0)

npm+@apidevtools/swagger-parser

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## @aspnet/signalr (3.0.0-preview6.19307.2)

npm+@aspnet/signalr

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## @azure/abort-controller (1.1.0)

npm+@azure/abort-controller

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
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## @azure/abort-controller (2.0.0)

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## @azure/arm-apimanagement (8.1.2)

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## @azure/arm-appservice (13.0.3)

npm+@azure/arm-appservice

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## @azure/arm-botservice (2.1.0)

npm+@azure/arm-botservice

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- Package Download URL: https://registry.npmjs.org/@azure/arm-botservice/-/arm-botservice-2.1.0.tgz

## @azure/arm-resources (5.0.1)

npm+@azure/arm-resources

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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-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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- Package Download URL: https://registry.npmjs.org/@azure/arm-subscriptions/-/arm-subscriptions-5.1.0.tgz

## @azure/core-asynciterator-polyfill (1.0.2)

npm+@azure/core-asynciterator-polyfill

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- Package Download URL: https://registry.npmjs.org/@azure/core-asynciterator-polyfill/-/core-asynciterator-polyfill-1.0.2.tgz

## @azure/core-auth (1.6.0)

npm+@azure/core-auth

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-auth/-/core-auth-1.6.0.tgz

## @azure/core-client (1.8.0)

npm+@azure/core-client

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- 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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- Authors: azure-sdk-npmjs@microsoft.com, npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-http/-/core-http-1.2.6.tgz

## @azure/core-http (3.0.4)

npm+@azure/core-http

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- Authors: azure-sdk-npmjs@microsoft.com, npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-http/-/core-http-3.0.4.tgz

## @azure/core-http-compat (1.3.0)

npm+@azure/core-http-compat

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-http-compat/-/core-http-compat-1.3.0.tgz

## @azure/core-lro (2.6.0)

npm+@azure/core-lro

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-lro/-/core-lro-2.6.0.tgz

## @azure/core-paging (1.5.0)

npm+@azure/core-paging

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- Package Download URL: https://registry.npmjs.org/@azure/core-paging/-/core-paging-1.5.0.tgz

## @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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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/core-tracing/-/core-tracing-1.0.0-preview.11.tgz

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

npm+@azure/core-tracing

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

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## @azure/core-tracing (1.0.1)

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## @azure/core-util (1.7.0)

npm+@azure/core-util

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## @azure/identity (1.5.2)

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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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Package Info

- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/keyvault-keys/-/keyvault-keys-4.7.2.tgz

## @azure/logger (1.0.4)

npm+@azure/logger

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/logger/-/logger-1.0.4.tgz

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

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

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- Package Download URL: https://registry.npmjs.org/@azure/ms-rest-azure-js/-/ms-rest-azure-js-2.1.0.tgz

## @azure/ms-rest-js (2.7.0)

npm+@azure/ms-rest-js

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- Package Download URL: https://registry.npmjs.org/@azure/ms-rest-js/-/ms-rest-js-2.7.0.tgz

## @azure/msal-browser (2.38.3)

npm+@azure/msal-browser

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Package Info

- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/msal-browser/-/msal-browser-2.38.3.tgz

## @azure/msal-browser (3.9.0)

npm+@azure/msal-browser

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## @azure/msal-common (13.3.1)

npm+@azure/msal-common

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- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
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## @azure/msal-common (14.7.0)

npm+@azure/msal-common

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## @azure/msal-common (4.5.1)

npm+@azure/msal-common

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- Package Download URL: https://registry.npmjs.org/@azure/msal-common/-/msal-common-4.5.1.tgz

## @azure/msal-common (7.6.0)

npm+@azure/msal-common

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- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/msal-common/-/msal-common-7.6.0.tgz

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

npm+@azure/msal-node

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- Authors: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/msal-node/-/msal-node-1.0.0-beta.6.tgz

## @azure/msal-node (1.18.4)

npm+@azure/msal-node

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## @azure/msal-node (2.6.3)

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## @azure/storage-blob (12.17.0)

npm+@azure/storage-blob

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## @babel/code-frame (7.23.5)

npm+@babel/code-frame

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## @babel/helper-validator-identifier (7.22.20)

npm+@babel/helper-validator-identifier

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## @babel/highlight (7.23.4)

npm+@babel/highlight

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## @babel/runtime (7.23.7)

npm+@babel/runtime

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## @babel/runtime-corejs3 (7.23.9)

npm+@babel/runtime-corejs3

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## @ctrl/tinycolor (3.6.1)

npm+@ctrl/tinycolor

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Package Info

- Authors: scttcper@gmail.com
- Package Download URL: https://registry.npmjs.org/@ctrl/tinycolor/-/tinycolor-3.6.1.tgz

## @dbpiper/timer (1.0.0-beta.2)

npm+@dbpiper/timer

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Package Info

- Authors: david.piper@mailfence.com
- Package Download URL: https://registry.npmjs.org/@dbpiper/timer/-/timer-1.0.0-beta.2.tgz

## @eslint-community/eslint-utils (4.4.0)

npm+@eslint-community/eslint-utils

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Package Info

- Authors: contact+eslintcbot@eslint.org, info@michaeldeboey.be
- Package Download URL: https://registry.npmjs.org/@eslint-community/eslint-utils/-/eslint-utils-4.4.0.tgz

## @eslint-community/regexpp (4.10.0)

npm+@eslint-community/regexpp

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- Authors: contact+eslintcbot@eslint.org, info@michaeldeboey.be
- Package Download URL: https://registry.npmjs.org/@eslint-community/regexpp/-/regexpp-4.10.0.tgz

## @eslint/eslintrc (2.1.4)

npm+@eslint/eslintrc

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- Authors: npm@openjsf.org, nicholas@eslint.org
- Package Download URL: https://registry.npmjs.org/@eslint/eslintrc/-/eslintrc-2.1.4.tgz

## @eslint/js (8.56.0)

npm+@eslint/js

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## @feathersjs/hooks (0.6.5)

npm+@feathersjs/hooks

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- 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+@fortawesome/angular-fontawesome

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## @fortawesome/fontawesome-svg-core (6.2.0)

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Package Info

- Authors: devoto13@gmail.com, jon.johnson@ucsf.edu, robmadole@gmail.com, travis@travischase.me, admin@fortawesome.com, mwilkerson@gmail.com, jason@fontawesome.com
- Package Download URL: https://registry.npmjs.org/@fortawesome/fontawesome-svg-core/-/fontawesome-svg-core-6.2.0.tgz

## @gar/promisify (1.1.3)

npm+@gar/promisify

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Package Info

- Authors: gar+npm@danger.computer
- Package Download URL: https://registry.npmjs.org/@gar/promisify/-/promisify-1.1.3.tgz

## @humanwhocodes/config-array (0.11.14)

npm+@humanwhocodes/config-array

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- Authors: nicholas@nczconsulting.com
- Package Download URL: https://registry.npmjs.org/@humanwhocodes/config-array/-/config-array-0.11.14.tgz

@humanwhocodes/module-importer (1.0.1) npm+@humanwhocodes/module-importer

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Package Info

- Authors: nicholas@nczconsulting.com
- Package Download URL: https://registry.npmjs.org/@humanwhocodes/module-importer/-/module-importer-1.0.1.tgz

## @humanwhocodes/object-schema (2.0.2)

npm+@humanwhocodes/object-schema

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- Package Download URL: https://registry.npmjs.org/@humanwhocodes/object-schema/-/object-schema-2.0.2.tgz

## @isaacs/string-locale-compare (1.1.0)

npm+@isaacs/string-locale-compare

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/@isaacs/string-locale-compare/-/string-locale-compare-1.1.0.tgz

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npm+@js-joda/core

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## @jsdevtools/ono (7.1.3)

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## @microsoft/applicationinsights-analytics-js (2.5.10)

npm+@microsoft/applicationinsights-analytics-js

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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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Package Info

- Authors: npmjs@microsoft.com, appinsightssdk@microsoft.com
- Package Download URL: https://registry.npmjs.org/@microsoft/applicationinsights-core-js/-/applicationinsights-core-js-2.5.10.tgz

## @microsoft/applicationinsights-dependencies-js (2.5.10)

npm+@microsoft/applicationinsights-dependencies-js

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## @microsoft/applicationinsights-properties-js (2.5.10)

npm+@microsoft/applicationinsights-properties-js

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## @microsoft/applicationinsights-shims (1.0.3)

npm+@microsoft/applicationinsights-shims

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- Authors: npmjs@microsoft.com, appinsightssdk@microsoft.com, nev.wylie@microsoft.com
- Package Download URL: https://registry.npmjs.org/@microsoft/applicationinsights-shims/-/applicationinsights-shims-1.0.3.tgz

## @microsoft/applicationinsights-web (2.5.10)

npm+@microsoft/applicationinsights-web

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## @microsoft/dynamicproto-js (1.1.11)

npm+@microsoft/dynamicproto-js

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- Package Download URL: https://registry.npmjs.org/@microsoft/dynamicproto-js/-/dynamicproto-js-1.1.11.tgz

## @microsoft/office-js-helpers (1.0.2)

npm+@microsoft/office-js-helpers

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- Package Download URL: https://registry.npmjs.org/@microsoft/office-js-helpers/-/office-js-helpers-1.0.2.tgz

## @microsoft/teams-manifest (0.0.8)

npm+@microsoft/teams-manifest

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- Authors: zhany@microsoft.com, nintan@microsoft.com, teamsfxnpm@microsoft.com, npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@microsoft/teams-manifest/-/teams-manifest-0.0.8.tgz

## @microsoft/teams-manifest (0.1.2)

npm+@microsoft/teams-manifest

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- Package Download URL: https://registry.npmjs.org/@microsoft/teams-manifest/-/teams-manifest-0.1.2.tgz

## @microsoft/teams-manifest (0.1.3)

npm+@microsoft/teams-manifest

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## @microsoft/teamsfx-api (0.21.1)

npm+@microsoft/teamsfx-api

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## @microsoft/teamsfx-api (0.22.6)

npm+@microsoft/teamsfx-api

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## @microsoft/teamsfx-cli (1.1.5)

npm+@microsoft/teamsfx-cli

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## @microsoft/teamsfx-core (1.23.4)

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## @nodelib/fs.scandir (2.1.5)

npm+@nodelib/fs.scandir

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Package Info

- Authors: dmalinochkin@rambler.ru
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## @nodelib/fs.stat (2.0.5)

npm+@nodelib/fs.stat

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- Authors: dmalinochkin@rambler.ru
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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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## @npmcli/git (2.1.0)

npm+@npmcli/git

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- Package Download URL: https://registry.npmjs.org/@npmcli/git/-/git-2.1.0.tgz

## @npmcli/installed-package-contents (1.0.7)

npm+@npmcli/installed-package-contents

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## @npmcli/map-workspaces (2.0.4)

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## @npmcli/metavuln-calculator (2.0.0)

npm+@npmcli/metavuln-calculator

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## @npmcli/move-file (1.1.2)

npm+@npmcli/move-file

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## @npmcli/move-file (2.0.1)

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## @npmcli/name-from-folder (1.0.1)

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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)

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## @npmcli/run-script (2.0.0)

npm+@npmcli/run-script

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## @opencensus/web-types (0.0.7)

npm+@opencensus/web-types

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Package Info

- Authors: marc.pichler@dynatrace.com, bogdandrutu@gmail.com, dyladan@gmail.com
- Package Download URL: https://registry.npmjs.org/@opentelemetry/api/-/api-1.0.0-rc.0.tgz

## @opentelemetry/api (1.7.0)

npm+@opentelemetry/api

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- Authors: marc.pichler@dynatrace.com, bogdandrutu@gmail.com, dyladan@gmail.com
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## @pdf-lib/standard-fonts (1.0.0)

npm+@pdf-lib/standard-fonts

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## @pdf-lib/upng (1.0.1)

npm+@pdf-lib/upng

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## @sindresorhus/is (4.6.0)

npm+@sindresorhus/is

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## @szmarczak/http-timer (4.0.6)

npm+@szmarczak/http-timer

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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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- Authors: nathan@tootallnate.net
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## @tootallnate/once (2.0.0)

npm+@tootallnate/once

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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.maps

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## @types/http-cache-semantics (4.0.4)

npm+@types/http-cache-semantics

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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)

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Package Info

- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/jwt-decode/-/jwt-decode-3.1.0.tgz

## @types/keyv (3.1.4)

npm+@types/keyv

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Package Info

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## @types/lodash (4.14.150)

npm+@types/lodash

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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/lodash/-/lodash-4.14.150.tgz

## @types/microsoftteams (1.9.6)

npm+@types/microsoftteams

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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/microsoftteams/-/microsoftteams-1.9.6.tgz

## @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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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/node-fetch/-/node-fetch-2.6.11.tgz

## @types/office-js (1.0.372)

npm+@types/office-js

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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/office-js/-/office-js-1.0.372.tgz

## @types/office-js (0.0.51)

npm+@types/office-js

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## @types/proper-lockfile (4.1.4)

npm+@types/proper-lockfile

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## @types/responselike (1.0.3)

npm+@types/responselike

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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/responselike/-/responselike-1.0.3.tgz

## @types/retry (0.12.5)

npm+@types/retry

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## @types/stoppable (1.1.3)

npm+@types/stoppable

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- Authors: ts-npm-types@microsoft.com
- Package Download URL: https://registry.npmjs.org/@types/stoppable/-/stoppable-1.1.3.tgz

## @types/tunnel (0.0.1)

npm+@types/tunnel

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## @types/tunnel (0.0.3)

npm+@types/tunnel

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- Authors: ts-npm-types@microsoft.com
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## @typescript-eslint/eslint-plugin (2.34.0)

npm+@typescript-eslint/eslint-plugin

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Package Info

- Authors: james@henry.sc, brad.zacher@gmail.com
- Package Download URL: https://registry.npmjs.org/@typescript-eslint/eslint-plugin/-/eslint-plugin-2.34.0.tgz

## @typescript-eslint/experimental-utils (2.34.0)

npm+@typescript-eslint/experimental-utils

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Package Info

- 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)

npm+@typescript-eslint/parser

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## @typescript-eslint/typescript-estree (2.34.0)

npm+@typescript-eslint/typescript-estree

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- Package Download URL: https://registry.npmjs.org/@typescript-eslint/typescript-estree/-/typescript-estree-2.34.0.tgz

## @ungap/structured-clone (1.2.0)

npm+@ungap/structured-clone

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## abbrev (1.1.1)

npm+abbrev

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- Package Download URL: https://registry.npmjs.org/abbrev/-/abbrev-1.1.1.tgz

## abort-controller (3.0.0)

npm+abort-controller

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accepts (1.3.8) npm+accepts

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acorn (7.4.1) npm+acorn

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Package Info

- Authors: marijn@haverbeke.berlin, mail@adrianheine.de, me@rreverser.com
- Package Download URL: https://registry.npmjs.org/acorn/-/acorn-7.4.1.tgz

## acorn (8.11.3)

npm+acorn

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- Package Download URL: https://registry.npmjs.org/acorn/-/acorn-8.11.3.tgz

## acorn-jsx (5.3.2)

npm+acorn-jsx

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## address (1.2.2)

npm+address

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- Authors: fengmk2@gmail.com
- Package Download URL: https://registry.npmjs.org/address/-/address-1.2.2.tgz

## adm-zip (0.5.10)

npm+adm-zip

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- Package Download URL: https://registry.npmjs.org/adm-zip/-/adm-zip-0.5.10.tgz

## ag-grid-angular (30.0.0)

npm+ag-grid-angular

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- Package Download URL: https://registry.npmjs.org/ag-grid-angular/-/ag-grid-angular-30.0.0.tgz

## ag-grid-community (30.0.0)

npm+ag-grid-community

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- Package Download URL: https://registry.npmjs.org/ag-grid-community/-/ag-grid-community-30.0.0.tgz

## ag-grid-enterprise (30.0.0)

npm+ag-grid-enterprise

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## agent-base (6.0.2)

npm+agent-base

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- Authors: nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/agent-base/-/agent-base-6.0.2.tgz

## agentkeepalive (4.5.0)

npm+agentkeepalive

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- Package Download URL: https://registry.npmjs.org/agentkeepalive/-/agentkeepalive-4.5.0.tgz

aggregate-error (3.1.0) npm+aggregate-error

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/aggregate-error/-/aggregate-error-3.1.0.tgz

ajv (6.12.6) npm+ajv

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- Package Download URL: https://registry.npmjs.org/ajv/-/ajv-6.12.6.tgz

ajv (8.12.0) npm+ajv

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## ajv-draft-04 (1.0.0)

npm+ajv-draft-04

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- Authors: e.poberezkin@me.com
- Package Download URL: https://registry.npmjs.org/ajv-draft-04/-/ajv-draft-04-1.0.0.tgz

## angular-animations (0.11.0)

npm+angular-animations

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- Package Download URL: https://registry.npmjs.org/angular-animations/-/angular-animations-0.11.0.tgz

## angular-oauth2-oidc (17.0.0)

npm+angular-oauth2-oidc

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- Package Download URL: https://registry.npmjs.org/angular-oauth2-oidc/-/angular-oauth2-oidc-17.0.0.tgz

## ansi-escapes (3.2.0)

npm+ansi-escapes

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- Package Download URL: https://registry.npmjs.org/ansi-escapes/-/ansi-escapes-3.2.0.tgz

ansi-escapes (4.3.2) npm+ansi-escapes

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- Authors: sindresorhus@gmail.com
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ansi-regex (2.1.1) npm+ansi-regex

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ansi-regex (3.0.1) npm+ansi-regex

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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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ansi-styles (2.2.1) npm+ansi-styles

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ansi-styles (3.2.1) npm+ansi-styles

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
- Package Download URL: https://registry.npmjs.org/ansi-styles/-/ansi-styles-3.2.1.tgz

ansi-styles (4.3.0) npm+ansi-styles

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Package Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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## applicationinsights (1.8.10)

npm+applicationinsights

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## aproba (2.0.0)

npm+aproba

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- Authors: me@re-becca.org
- Package Download URL: https://registry.npmjs.org/aproba/-/aproba-2.0.0.tgz

## archiver (3.1.1)

npm+archiver

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- Authors: chris@talkingtontech.com
- Package Download URL: https://registry.npmjs.org/archiver/-/archiver-3.1.1.tgz

## archiver-utils (2.1.0)

npm+archiver-utils

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- Authors: chris@talkingtontech.com
- Package Download URL: https://registry.npmjs.org/archiver-utils/-/archiver-utils-2.1.0.tgz

## are-we-there-yet (3.0.1)

npm+are-we-there-yet

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- 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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Package Info

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## argparse (2.0.1)

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 GPL-
from 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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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1
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Package Info

- Authors: vitaly@rcdesign.ru
- Package Download URL: https://registry.npmjs.org/argparse/-/argparse-2.0.1.tgz

## array-buffer-byte-length (1.0.1)

npm+array-buffer-byte-length

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/array-buffer-byte-length/-/array-buffer-byte-length-1.0.1.tgz

## array-flatten (1.1.1)

npm+array-flatten

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## array-timsort (1.0.3)

npm+array-timsort

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- Package Download URL: https://registry.npmjs.org/array-timsort/-/array-timsort-1.0.3.tgz

## arraybuffer.prototype.slice (1.0.3)

npm+arraybuffer.prototype.slice

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Package Info

- Authors: ljharb@gmail.com
- 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 Download URL: https://registry.npmjs.org/asap/-/asap-2.0.6.tgz

## asn1 (0.2.6)

npm+asn1

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## assert (1.5.1)

npm+assert

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## assert-plus (1.0.0)

npm+assert-plus

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Package Info

- 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-error

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- Package Download URL: https://registry.npmjs.org/assertion-error/-/assertion-error-1.1.0.tgz

## astral-regex (1.0.0)

npm+astral-regex

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- 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 Download URL: https://registry.npmjs.org/async/-/async-2.6.4.tgz

## async (3.2.5)

npm+async

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- Package Download URL: https://registry.npmjs.org/async/-/async-3.2.5.tgz

## async-hook-jl (1.7.6)

npm+async-hook-jl

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- Authors: jlewis@streetconnect.com
- Package Download URL: https://registry.npmjs.org/async-hook-jl/-/async-hook-jl-1.7.6.tgz

## async-limiter (1.0.1)

npm+async-limiter

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Package Info

- Authors: samuel.trace.reed@gmail.com
- Package Download URL: https://registry.npmjs.org/async-limiter/-/async-limiter-1.0.1.tgz

## async-listener (0.6.10)

npm+async-listener

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- Package Download URL: https://registry.npmjs.org/async-listener/-/async-listener-0.6.10.tgz

## async-mutex (0.3.2)

npm+async-mutex

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- Package Download URL: https://registry.npmjs.org/async-mutex/-/async-mutex-0.3.2.tgz

## asynckit (0.4.0)

npm+asynckit

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- Package Download URL: https://registry.npmjs.org/asynckit/-/asynckit-0.4.0.tgz

## at-least-node (1.0.0)

npm+at-least-node

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- Authors: opensrc@ryanzim.com
- Package Download URL: https://registry.npmjs.org/at-least-node/-/at-least-node-1.0.0.tgz

## available-typed-arrays (1.0.6)

npm+available-typed-arrays

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/available-typed-arrays/-/available-typed-arrays-1.0.6.tgz

## aws-sign2 (0.7.0)

npm+aws-sign2

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- Package Download URL: https://registry.npmjs.org/aws-sign2/-/aws-sign2-0.7.0.tgz

## aws4 (1.12.0)

npm+aws4

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## axios (0.21.4)

npm+axios

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- Package Download URL: https://registry.npmjs.org/axios/-/axios-0.21.4.tgz

## axios (1.6.7)

npm+axios

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- Package Download URL: https://registry.npmjs.org/axios/-/axios-1.6.7.tgz

## axios-retry (3.9.1)

npm+axios-retry

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Package Info

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- Package Download URL: https://registry.npmjs.org/axios-retry/-/axios-retry-3.9.1.tgz

## 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

base64-js (1.5.1) npm+base64-js

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bcrypt-pbkdf (1.0.2) npm+bcrypt-pbkdf

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big-integer (1.6.52) npm+big-integer

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## bin-links (3.0.3)

npm+bin-links

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## binary (0.3.0)

npm+binary

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bl (4.1.0) npm+bl

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bl (5.1.0) npm+bl

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bluebird (3.4.7) npm+bluebird

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## bluebird (3.7.2)

npm+bluebird

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## body-parser (1.20.1)

npm+body-parser

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## brace-expansion (1.1.11)

npm+brace-expansion

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## brace-expansion (2.0.1)

npm+brace-expansion

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buffer (5.7.1) npm+buffer

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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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## 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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## buffers (0.1.1)

npm+buffers

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## builtins (1.0.3)

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cacache (15.3.0) npm+cacache

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cacache (16.1.3) npm+cacache

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cacheable-lookup (5.0.4) npm+cacheable-lookup

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cacheable-request (7.0.4) npm+cacheable-request

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- Package Download URL: https://registry.npmjs.org/cacheable-request/-/cacheable-request-7.0.4.tgz

call-bind (1.0.6) npm+call-bind

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/call-bind/-/call-bind-1.0.6.tgz

## call-me-maybe (1.0.2)

npm+call-me-maybe

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- Authors: eric@limulus.net
- Package Download URL: https://registry.npmjs.org/call-me-maybe/-/call-me-maybe-1.0.2.tgz

## callsites (3.1.0)

npm+callsites

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/callsites/-/callsites-3.1.0.tgz

caseless (0.12.0) npm+caseless

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Package Info

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- Package Download URL: https://registry.npmjs.org/caseless/-/caseless-0.12.0.tgz

## chai (4.4.1)

npm+chai

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- Authors: chaijs@keithcirkel.co.uk
- Package Download URL: https://registry.npmjs.org/chai/-/chai-4.4.1.tgz

## chainsaw (0.1.0)

npm+chainsaw

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## chalk (1.1.3)

npm+chalk

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Package Info

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## chalk (2.4.2) npm+chalk

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## chalk (4.1.2) npm+chalk

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- Authors: sindresorhus@gmail.com, npm@josh.junon.me
- Package Download URL: https://registry.npmjs.org/chalk/-/chalk-4.1.2.tgz

## chardet (0.7.0)

npm+chardet

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- Package Download URL: https://registry.npmjs.org/chardet/-/chardet-0.7.0.tgz

## charenc (0.0.2)

npm+charenc

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- Package Download URL: https://registry.npmjs.org/charenc/-/charenc-0.0.2.tgz

## 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)

npm+chownr

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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) npm+cli-cursor

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cli-cursor (3.1.0) npm+cli-cursor

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## cli-spinners (2.6.1)

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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

## cli-width (2.2.1)

npm+cli-width

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- Authors: knownasilya@gmail.com, admin@simonboudrias.com
- Package Download URL: https://registry.npmjs.org/cli-width/-/cli-width-2.2.1.tgz

## cli-width (3.0.0)

npm+cli-width

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- Authors: knownasilya@gmail.com, admin@simonboudrias.com
- Package Download URL: https://registry.npmjs.org/cli-width/-/cli-width-3.0.0.tgz

## cliui (7.0.4)

npm+cliui

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- Authors: bencoe@gmail.com, bencoe+oss-bot@gmail.com
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## cliui (8.0.1)

npm+cliui

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clone (1.0.4) npm+clone

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- Authors: paul@vorb.de
- Package Download URL: https://registry.npmjs.org/clone/-/clone-1.0.4.tgz

clone (2.1.2) npm+clone

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- Package Download URL: https://registry.npmjs.org/clone/-/clone-2.1.2.tgz

clone-response (1.0.3) npm+clone-response

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Package Info

- Authors: sindresorhus@gmail.com, lukechilds123@gmail.com
- Package Download URL: https://registry.npmjs.org/clone-response/-/clone-response-1.0.3.tgz

## cls-hooked (4.2.2)

npm+cls-hooked

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Package Info

- Authors: jlewis@streetconnect.com
- Package Download URL: https://registry.npmjs.org/cls-hooked/-/cls-hooked-4.2.2.tgz

## cmd-shim (5.0.0)

npm+cmd-shim

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- 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

- Authors: i.am.qix@gmail.com
- Package Download URL: https://registry.npmjs.org/color-convert/-/color-convert-1.9.3.tgz

color-convert (2.0.1) npm+color-convert

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Package Info

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color-name (1.1.3) npm+color-name

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- Authors: josh@junon.me, df.creative@gmail.com, npm@moox.io
- Package Download URL: https://registry.npmjs.org/color-name/-/color-name-1.1.3.tgz

## color-name (1.1.4)

npm+color-name

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- Authors: josh@junon.me, df.creative@gmail.com, npm@moox.io
- Package Download URL: https://registry.npmjs.org/color-name/-/color-name-1.1.4.tgz

## color-support (1.1.3)

npm+color-support

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/color-support/-/color-support-1.1.3.tgz

combined-stream (1.0.8) npm+combined-stream

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- Package Download URL: https://registry.npmjs.org/combined-stream/-/combined-stream-1.0.8.tgz

commander (7.0.0) npm+commander

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- Package Download URL: https://registry.npmjs.org/commander/-/commander-7.0.0.tgz

commander (2.20.3) npm+commander

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- Package Download URL: https://registry.npmjs.org/commander/-/commander-2.20.3.tgz

## commander (6.2.1)

npm+commander

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## commander (9.5.0)

npm+commander

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## comment-json (4.2.3)

npm+comment-json

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Package Info

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## common-ancestor-path (1.0.1)

npm+common-ancestor-path

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## complex.js (2.1.1)

npm+complex.js

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compress-commons (2.1.1) npm+compress-commons

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concat-map (0.0.1) npm+concat-map

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- Package Download URL: https://registry.npmjs.org/concat-map/-/concat-map-0.0.1.tgz

## console-control-strings (1.1.0)

npm+console-control-strings

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Package Info

- Authors: me@re-becca.org
- Package Download URL: https://registry.npmjs.org/console-control-strings/-/console-control-strings-1.1.0.tgz

## content-disposition (0.5.4)

npm+content-disposition

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Package Info

- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/content-disposition/-/content-disposition-0.5.4.tgz

content-type (1.0.5) npm+content-type

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/content-type/-/content-type-1.0.5.tgz

continuation-local-storage (3.2.1) npm+continuation-local-storage

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- Authors: admin@stephenbelanger.com, ogd@aoaioxxysz.net
- Package Download URL: https://registry.npmjs.org/continuation-local-storage/-/continuation-local-storage-3.2.1.tgz

cookie (0.5.0) npm+cookie

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Package Info

- Authors: hello@blakeembrey.com, doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/cookie/-/cookie-0.5.0.tgz

## cookie-signature (1.0.6)

npm+cookie-signature

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- Package Download URL: https://registry.npmjs.org/cookie-signature/-/cookie-signature-1.0.6.tgz

## core-js (2.5.4)

npm+core-js

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- Authors: zloirock@zloirock.ru
- Package Download URL: https://registry.npmjs.org/core-js/-/core-js-2.5.4.tgz

## core-js-pure (3.35.1)

npm+core-js-pure

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- Package Download URL: https://registry.npmjs.org/core-js-pure/-/core-js-pure-3.35.1.tgz

## core-util-is (1.0.2)

npm+core-util-is

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/core-util-is/-/core-util-is-1.0.2.tgz

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

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crc (3.8.0) npm+crc

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- Authors: alex.gorbatchev@gmail.com
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crc32-stream (3.0.1) npm+crc32-stream

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- Authors: chris@talkingtontech.com
- Package Download URL: https://registry.npmjs.org/crc32-stream/-/crc32-stream-3.0.1.tgz

## cross-spawn (6.0.5)

npm+cross-spawn

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Package Info

- Authors: andremiguelcruz@msn.com
- Package Download URL: https://registry.npmjs.org/cross-spawn/-/cross-spawn-6.0.5.tgz

## 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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- Authors: maurice.butler@gmail.com
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custom-functions-metadata (1.2.9) npm+custom-functions-metadata

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- Authors: npm-ms-office@microsoft.com
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dashdash (1.14.1) npm+dashdash

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Package Info

- Authors: trentm@gmail.com
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## date-fns (2.28.0)

npm+date-fns

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- Package Download URL: https://registry.npmjs.org/date-fns/-/date-fns-2.28.0.tgz

## dateformat (4.6.3)

npm+dateformat

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- Package Download URL: https://registry.npmjs.org/dateformat/-/dateformat-4.6.3.tgz

## debug (2.6.9)

npm+debug

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## debug (4.3.4)

npm+debug

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debuglog (1.0.1) npm+debuglog

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Package Info

- Authors: sam@strongloop.com
- Package Download URL: https://registry.npmjs.org/debuglog/-/debuglog-1.0.1.tgz

decimal.js (10.4.3) npm+decimal.js

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Package Info

- Authors: M8ch88l@gmail.com
- Package Download URL: https://registry.npmjs.org/decimal.js/-/decimal.js-10.4.3.tgz

decompress-response (6.0.0) npm+decompress-response

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/decompress-response/-/decompress-response-6.0.0.tgz

## deep-eql (4.1.3)

npm+deep-eql

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Package Info

- Authors: chaijs@keithcirkel.co.uk
- Package Download URL: https://registry.npmjs.org/deep-eql/-/deep-eql-4.1.3.tgz

## deep-equal (1.1.2)

npm+deep-equal

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Package Info

- Authors: ljharb@gmail.com
- 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
- Package Download URL: https://registry.npmjs.org/deep-extend/-/deep-extend-0.6.0.tgz

## deep-is (0.1.4)

npm+deep-is

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Package Info

- Authors: thlorenz10@gmail.com
- Package Download URL: https://registry.npmjs.org/deep-is/-/deep-is-0.1.4.tgz

## defaults (1.0.4)

npm+defaults

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/defaults/-/defaults-1.0.4.tgz

## defer-to-connect (2.0.1)

npm+defer-to-connect

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Package Info

- Authors: sz.marczak@gmail.com
- Package Download URL: https://registry.npmjs.org/defer-to-connect/-/defer-to-connect-2.0.1.tgz

## define-data-property (1.1.2)

npm+define-data-property

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/define-data-property/-/define-data-property-1.1.2.tgz

## define-lazy-prop (2.0.0)

npm+define-lazy-prop

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/define-lazy-prop/-/define-lazy-prop-2.0.0.tgz

## define-properties (1.2.1)

npm+define-properties

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/define-properties/-/define-properties-1.2.1.tgz

## delayed-stream (1.0.0)

npm+delayed-stream

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Package Info

- Authors: felix@debuggable.com, apeherder@gmail.com
- Package Download URL: https://registry.npmjs.org/delayed-stream/-/delayed-stream-1.0.0.tgz

## delegates (1.0.0)

npm+delegates

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Package Info

- Authors: tj@vision-media.ca, dominic@dbarnes.info
- Package Download URL: https://registry.npmjs.org/delegates/-/delegates-1.0.0.tgz

## depd (2.0.0)

npm+depd

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Package Info

- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/depd/-/depd-2.0.0.tgz

## destroy (1.2.0)

npm+destroy

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com
- Package Download URL: https://registry.npmjs.org/destroy/-/destroy-1.2.0.tgz

## detect-libc (2.0.2)

npm+detect-libc

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Package Info

- Authors: npm@lovell.info
- Package Download URL: https://registry.npmjs.org/detect-libc/-/detect-libc-2.0.2.tgz

## 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
- Package Download URL: https://registry.npmjs.org/detect-port/-/detect-port-1.5.1.tgz

## dezalgo (1.0.4)

npm+dezalgo

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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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## doctrine (3.0.0)

npm+doctrine

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## dotenv (8.6.0)

npm+dotenv

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## duplexer2 (0.1.4)

npm+duplexer2

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## ecc-jsbn (0.1.2)

npm+ecc-jsbn

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## ecdsa-sig-formatter (1.0.11)

npm+ecdsa-sig-formatter

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## ee-first (1.1.1)

npm+ee-first

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## emitter-listener (1.1.2)

npm+emitter-listener

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Package Info

- Authors: ogd@aoaioxxysz.net
- Package Download URL: https://registry.npmjs.org/emitter-listener/-/emitter-listener-1.1.2.tgz

## emoji-regex (7.0.3)

npm+emoji-regex

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Package Info

- Authors: mathias@qiwi.be, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/emoji-regex/-/emoji-regex-7.0.3.tgz

## emoji-regex (8.0.0)

npm+emoji-regex

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Package Info

- Authors: mathias@qiwi.be, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/emoji-regex/-/emoji-regex-8.0.0.tgz

encodeurl (1.0.2) npm+encodeurl

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Package Info

- Authors: hello@blakeembrey.com, doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/encodeurl/-/encodeurl-1.0.2.tgz

encoding (0.1.13) npm+encoding

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Package Info

- Authors: andris@node.ee
- Package Download URL: https://registry.npmjs.org/encoding/-/encoding-0.1.13.tgz

## end-of-stream (1.4.4)

npm+end-of-stream

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Package Info

- Authors: mathiasbuus@gmail.com
- Package Download URL: https://registry.npmjs.org/end-of-stream/-/end-of-stream-1.4.4.tgz

## entities (4.5.0)

npm+entities

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Package Info

- Authors: me@feedic.com
- Package Download URL: https://registry.npmjs.org/entities/-/entities-4.5.0.tgz

## 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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- Authors: alex@achingbrain.net, andremiguelcruz@msn.com
- Package Download URL: https://registry.npmjs.org/err-code/-/err-code-2.0.3.tgz

## es-abstract (1.22.3)

npm+es-abstract

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Package Info

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

## es-errors (1.3.0)

npm+es-errors

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/es-errors/-/es-errors-1.3.0.tgz

## es-set-tostringtag (2.0.2)

npm+es-set-tostringtag

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/es-set-tostringtag/-/es-set-tostringtag-2.0.2.tgz

## es-to-primitive (1.2.1)

npm+es-to-primitive

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/es-to-primitive/-/es-to-primitive-1.2.1.tgz

escalade (3.1.2) npm+escalade

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Package Info

- Authors: luke@lukeed.com
- Package Download URL: https://registry.npmjs.org/escalade/-/escalade-3.1.2.tgz

escape-html (1.0.3) npm+escape-html

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- 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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- 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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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/escape-string-regexp/-/escape-string-regexp-4.0.0.tgz

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

- Authors: npm@openjsf.org, nicholas@eslint.org
- Package Download URL: https://registry.npmjs.org/eslint/-/eslint-6.8.0.tgz

## eslint-config-prettier (6.15.0)

npm+eslint-config-prettier

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Package Info

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- Package Download URL: https://registry.npmjs.org/eslint-config-prettier/-/eslint-config-prettier-6.15.0.tgz

## eslint-plugin-prettier (3.4.1)

npm+eslint-plugin-prettier

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- 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)

npm+eslint-scope

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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)

npm+eslint-visitor-keys

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eslint-visitor-keys (3.4.3) npm+eslint-visitor-keys

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espree (6.2.1) npm+espree

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## espree (9.6.1)

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esprima (4.0.1) npm+esprima

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- Package Download URL: https://registry.npmjs.org/esquery/-/esquery-1.5.0.tgz

## esrecurse (4.3.0)

npm+esrecurse

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- Package Download URL: https://registry.npmjs.org/esrecurse/-/esrecurse-4.3.0.tgz

## estraverse (4.3.0)

npm+estraverse

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- Package Download URL: https://registry.npmjs.org/estraverse/-/estraverse-4.3.0.tgz

estraverse (5.3.0) npm+estraverse

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esutils (2.0.3) npm+esutils

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etag (1.8.1) npm+etag

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/etag/-/etag-1.8.1.tgz

## event-target-shim (5.0.1)

npm+event-target-shim

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- Authors: public@mysticatea.dev
- Package Download URL: https://registry.npmjs.org/event-target-shim/-/event-target-shim-5.0.1.tgz

## eventemitter3 (2.0.3)

npm+eventemitter3

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- Package Download URL: https://registry.npmjs.org/eventemitter3/-/eventemitter3-2.0.3.tgz

## events (3.3.0)

npm+events

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- Package Download URL: https://registry.npmjs.org/events/-/events-3.3.0.tgz

## eventsource (1.1.2)

npm+eventsource

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- Package Download URL: https://registry.npmjs.org/eventsource/-/eventsource-1.1.2.tgz

## expand-template (2.0.3)

npm+expand-template

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- Package Download URL: https://registry.npmjs.org/expand-template/-/expand-template-2.0.3.tgz

## express (4.18.2)

npm+express

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- Package Download URL: https://registry.npmjs.org/express/-/express-4.18.2.tgz

## extend (3.0.2)

npm+extend

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- Package Download URL: https://registry.npmjs.org/extend/-/extend-3.0.2.tgz

## external-editor (3.1.0)

npm+external-editor

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- Package Download URL: https://registry.npmjs.org/external-editor/-/external-editor-3.1.0.tgz

## extsprintf (1.3.0)

npm+extsprintf

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- Package Download URL: https://registry.npmjs.org/extsprintf/-/extsprintf-1.3.0.tgz

## fast-deep-equal (3.1.3)

npm+fast-deep-equal

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- Package Download URL: https://registry.npmjs.org/fast-deep-equal/-/fast-deep-equal-3.1.3.tgz

## fast-diff (1.1.2)

npm+fast-diff

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- Package Download URL: https://registry.npmjs.org/fast-diff/-/fast-diff-1.1.2.tgz

## fast-diff (1.3.0)

npm+fast-diff

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- Authors: i@zihua.li, jhchen7@gmail.com
- Package Download URL: https://registry.npmjs.org/fast-diff/-/fast-diff-1.3.0.tgz

fast-json-stable-stringify (2.1.0) npm+fast-json-stable-stringify

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Package Info

- Authors: e.poberezkin@me.com
- Package Download URL: https://registry.npmjs.org/fast-json-stable-stringify/-/fast-json-stable-stringify-2.1.0.tgz

## fast-levenshtein (2.0.6)

npm+fast-levenshtein

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- Authors: ram@hiddentao.com
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## fastq (1.17.1)

npm+fastq

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- Authors: hello@matteocollina.com
- Package Download URL: https://registry.npmjs.org/fastq/-/fastq-1.17.1.tgz

figures (2.0.0) npm+figures

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

figures (3.2.0) npm+figures

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- Package Download URL: https://registry.npmjs.org/figures/-/figures-3.2.0.tgz

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

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Package Info

- Authors: me@jaredwray.com
- Package Download URL: https://registry.npmjs.org/file-entry-cache/-/file-entry-cache-5.0.1.tgz

file-entry-cache (6.0.1) npm+file-entry-cache

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finalhandler (1.2.0) npm+finalhandler

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- Package Download URL: https://registry.npmjs.org/finalhandler/-/finalhandler-1.2.0.tgz

## find-up (5.0.0)

npm+find-up

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## flake8 (7.0.0)

pip+flake8

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flat-cache (2.0.1) npm+flat-cache

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flat-cache (3.2.0) npm+flat-cache

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- Package Download URL: https://registry.npmjs.org/flat-cache/-/flat-cache-3.2.0.tgz

flatted (2.0.2) npm+flatted

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- Package Download URL: https://registry.npmjs.org/flatted/-/flatted-2.0.2.tgz

## flatted (3.2.9)

npm+flatted

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## follow-redirects (1.15.5)

npm+follow-redirects

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- Authors: ruben@verborgh.org, olalonde@gmail.com
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for-each (0.3.3) npm+for-each

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- Package Download URL: https://registry.npmjs.org/for-each/-/for-each-0.3.3.tgz

forever-agent (0.6.1) npm+forever-agent

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form-data (2.3.3) npm+form-data

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## form-data (2.5.1)

npm+form-data

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- Package Download URL: https://registry.npmjs.org/form-data/-/form-data-2.5.1.tgz

## form-data (3.0.1)

npm+form-data

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## form-data (4.0.0)

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## forwarded (0.2.0)

npm+forwarded

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/forwarded/-/forwarded-0.2.0.tgz

fraction.js (4.3.7) npm+fraction.js

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- Authors: robert@raw.org
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fresh (0.5.2) npm+fresh

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/fresh/-/fresh-0.5.2.tgz

fs-constants (1.0.0) npm+fs-constants

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## fs-extra (9.1.0)

npm+fs-extra

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- Package Download URL: https://registry.npmjs.org/fs-extra/-/fs-extra-9.1.0.tgz

## fs-extra (3.0.1)

npm+fs-extra

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- Package Download URL: https://registry.npmjs.org/fs-extra/-/fs-extra-3.0.1.tgz

## fs-extra (7.0.1)

npm+fs-extra

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## fs-minipass (2.1.0)

npm+fs-minipass

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## fs.realpath (1.0.0)

npm+fs.realpath

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fstream (1.0.12) npm+fstream

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## function-bind (1.1.2)

npm+function-bind

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Package Info

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- 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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functional-red-black-tree (1.0.1) npm+functional-red-black-tree

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

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gauge (4.0.4) npm+gauge

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## get-caller-file (2.0.5)

npm+get-caller-file

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## get-func-name (2.0.2)

npm+get-func-name

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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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get-stream (5.2.0) npm+get-stream

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## get-symbol-description (1.0.2)

npm+get-symbol-description

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- Package Download URL: https://registry.npmjs.org/get-symbol-description/-/get-symbol-description-1.0.2.tgz

## getpass (0.1.7)

npm+getpass

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Package Info

- Authors: alex@cooperi.net

- Package Download URL: https://registry.npmjs.org/getpass/-/getpass-0.1.7.tgz

github-from-package (0.0.0) npm+github-from-package

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Package Info

- Authors: mail@substack.net
- Package Download URL: https://registry.npmjs.org/github-from-package/-/github-from-package-0.0.0.tgz

glob (7.2.3) npm+glob

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Package Info

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

glob (8.1.0) npm+glob

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/glob/-/glob-8.1.0.tgz

## glob-parent (5.1.2)

npm+glob-parent

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- Package Download URL: https://registry.npmjs.org/glob-parent/-/glob-parent-5.1.2.tgz

## glob-parent (6.0.2)

npm+glob-parent

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- Package Download URL: https://registry.npmjs.org/glob-parent/-/glob-parent-6.0.2.tgz

glob2 (0.4.1) pip+glob2

Package Info

- Authors: michael@elsdoerfer.com
- Package Download URL: 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 Download URL: https://registry.npmjs.org/globals/-/globals-12.4.0.tgz

globals (13.24.0) npm+globals

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globalthis (1.0.3) npm+globalthis

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/globalthis/-/globalthis-1.0.3.tgz

gopd (1.0.1) npm+gopd

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/gopd/-/gopd-1.0.1.tgz

got (11.8.6) npm+got

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- 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
- Package Download URL: https://registry.npmjs.org/graceful-fs/-/graceful-fs-4.2.11.tgz

graphemer (1.4.0) npm+graphemer

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Package Info

- Authors: matt@teamdavies.co.uk
- Package Download URL: https://registry.npmjs.org/graphemer/-/graphemer-1.4.0.tgz

handlebars (4.7.8) npm+handlebars

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- Package Download URL: https://registry.npmjs.org/handlebars/-/handlebars-4.7.8.tgz

## har-schema (2.0.0)

npm+har-schema

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Package Info

- Authors: e.poberezkin@me.com
- Package Download URL: https://registry.npmjs.org/har-schema/-/har-schema-2.0.0.tgz

## har-validator (5.1.5)

npm+har-validator

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Package Info

- Authors: ahmad@ahmadnassri.com
- Package Download URL: https://registry.npmjs.org/har-validator/-/har-validator-5.1.5.tgz

## 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)

npm+has-bigints

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Package Info

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

## has-flag (3.0.0)

npm+has-flag

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/has-flag/-/has-flag-3.0.0.tgz

## has-flag (4.0.0)

npm+has-flag

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/has-flag/-/has-flag-4.0.0.tgz

## has-own-prop (2.0.0)

npm+has-own-prop

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/has-own-prop/-/has-own-prop-2.0.0.tgz

## has-property-descriptors (1.0.1)

npm+has-property-descriptors

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Package Info

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## has-proto (1.0.1)

npm+has-proto

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## has-symbols (1.0.3)

npm+has-symbols

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has-tostringtag (1.0.2) npm+has-tostringtag

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Package Info

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

has-unicode (2.0.1) npm+has-unicode

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Package Info

- Authors: me@re-becca.org
- Package Download URL: https://registry.npmjs.org/has-unicode/-/has-unicode-2.0.1.tgz

## hasown (2.0.0)

npm+hasown

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Package Info

- Authors: ljharb@gmail.com, radu@jslog.com
- Package Download URL: https://registry.npmjs.org/hasown/-/hasown-2.0.0.tgz

## hosted-git-info (4.1.0)

npm+hosted-git-info

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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
- Package Download URL: https://registry.npmjs.org/hosted-git-info/-/hosted-git-info-4.1.0.tgz

## http-cache-semantics (4.1.1)

npm+http-cache-semantics

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Package Info

- Authors: npmspam@geekhood.net
- Package Download URL: https://registry.npmjs.org/http-cache-semantics/-/http-cache-semantics-4.1.1.tgz

## http-close (1.0.0)

npm+http-close

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- Authors: christian@tellnes.no
- Package Download URL: https://registry.npmjs.org/http-close/-/http-close-1.0.0.tgz

## http-errors (2.0.0)

npm+http-errors

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- 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)

npm+http-proxy-agent

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Package Info

- Authors: nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/http-proxy-agent/-/http-proxy-agent-4.0.1.tgz

## http-proxy-agent (5.0.0)

npm+http-proxy-agent

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Package Info

- Authors: nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/http-proxy-agent/-/http-proxy-agent-5.0.0.tgz

## http-signature (1.2.0)

npm+http-signature

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- Package Download URL: https://registry.npmjs.org/http-signature/-/http-signature-1.2.0.tgz

## http2-wrapper (1.0.3)

npm+http2-wrapper

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- 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)

npm+https-proxy-agent

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- Package Download URL: https://registry.npmjs.org/https-proxy-agent/-/https-proxy-agent-5.0.1.tgz

## humanize-ms (1.2.1)

npm+humanize-ms

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- Authors: dead_horse@qq.com, fengmk2@gmail.com
- Package Download URL: https://registry.npmjs.org/humanize-ms/-/humanize-ms-1.2.1.tgz

## iconv-lite (0.4.24)

npm+iconv-lite

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Package Info

- Authors: ashtuchkin@gmail.com
- Package Download URL: https://registry.npmjs.org/iconv-lite/-/iconv-lite-0.4.24.tgz

## iconv-lite (0.6.3)

npm+iconv-lite

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Package Info

- Authors: ashtuchkin@gmail.com
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## ieee754 (1.2.1)

npm+ieee754

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Package Info

- Authors: feross@feross.org
- Package Download URL: https://registry.npmjs.org/ieee754/-/ieee754-1.2.1.tgz

## ignore (4.0.6)

npm+ignore

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- Authors: i@kael.me
- Package Download URL: https://registry.npmjs.org/ignore/-/ignore-4.0.6.tgz

## ignore (5.3.0)

npm+ignore

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- Authors: i@kael.me
- Package Download URL: https://registry.npmjs.org/ignore/-/ignore-5.3.0.tgz

## ignore-walk (4.0.1)

npm+ignore-walk

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- 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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- Authors: calvin.metcalf@gmail.com
- Package Download URL: https://registry.npmjs.org/immediate/-/immediate-3.0.6.tgz

## import-fresh (3.3.0)

npm+import-fresh

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## imurmurhash (0.1.4)

npm+imurmurhash

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## indent-string (4.0.0)

npm+indent-string

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## infer-owner (1.0.4)

npm+infer-owner

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inflight (1.0.6) npm+inflight

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inherits (2.0.3) npm+inherits

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- Authors: i@izs.me

- Package Download URL: https://registry.npmjs.org/inherits/-/inherits-2.0.3.tgz

inherits (2.0.4) npm+inherits

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

ini (1.3.8) npm+ini

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- Package Download URL: https://registry.npmjs.org/ini/-/ini-1.3.8.tgz

ini (2.0.0) npm+ini

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- Package Download URL: https://registry.npmjs.org/ini/-/ini-2.0.0.tgz

## inquirer (6.5.2)

npm+inquirer

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## inquirer (7.3.3)

npm+inquirer

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inquirer (8.2.6) npm+inquirer

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install (0.13.0) npm+install

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internal-slot (1.0.7) npm+internal-slot

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Package Info

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

ip (2.0.0) npm+ip

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

## ipaddr.js (1.9.1)

npm+ipaddr.js

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

## is-arguments (1.1.1)

npm+is-arguments

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Package Info

- Authors: ljharb@gmail.com
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is-array-buffer (3.0.4) npm+is-array-buffer

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

is-bigint (1.0.4) npm+is-bigint

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Package Info

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

is-boolean-object (1.1.2) npm+is-boolean-object

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## is-buffer (1.1.6)

npm+is-buffer

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## is-callable (1.2.7)

npm+is-callable

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## is-date-object (1.0.5)

npm+is-date-object

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-date-object/-/is-date-object-1.0.5.tgz

## is-docker (2.2.1)

npm+is-docker

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- 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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- Authors: github@sellside.com
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## is-fullwidth-code-point (2.0.0)

npm+is-fullwidth-code-point

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## is-fullwidth-code-point (3.0.0)

npm+is-fullwidth-code-point

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## is-glob (4.0.3)

npm+is-glob

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## is-interactive (1.0.0)

npm+is-interactive

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## is-lambda (1.0.1)

npm+is-lambda

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Package Info

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

## is-negative-zero (2.0.2)

npm+is-negative-zero

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-negative-zero/-/is-negative-zero-2.0.2.tgz

## is-number-object (1.0.7)

npm+is-number-object

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-number-object/-/is-number-object-1.0.7.tgz

## is-path-inside (3.0.3)

npm+is-path-inside

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/is-path-inside/-/is-path-inside-3.0.3.tgz

## is-regex (1.1.4)

npm+is-regex

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-regex/-/is-regex-1.1.4.tgz

## is-retry-allowed (2.2.0)

npm+is-retry-allowed

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Package Info

- Authors: floatdrop@gmail.com, sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/is-retry-allowed/-/is-retry-allowed-2.2.0.tgz

## is-shared-array-buffer (1.0.2)

npm+is-shared-array-buffer

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Package Info

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

## is-string (1.0.7)

npm+is-string

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/is-string/-/is-string-1.0.7.tgz

## is-symbol (1.0.4)

npm+is-symbol

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Package Info

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

## is-typed-array (1.1.13)

npm+is-typed-array

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Package Info

- 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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Package Info

- Authors: hughskennedy@gmail.com
- Package Download URL: https://registry.npmjs.org/is-typedarray/-/is-typedarray-1.0.0.tgz

## is-unicode-supported (0.1.0)

npm+is-unicode-supported

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/is-unicode-supported/-/is-unicode-supported-0.1.0.tgz

## is-weakref (1.0.2)

npm+is-weakref

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Package Info

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

## is-wsl (1.1.0)

npm+is-wsl

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Package Info

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

## is-wsl (2.2.0)

npm+is-wsl

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/is-wsl/-/is-wsl-2.2.0.tgz

## isarray (1.0.0)

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Package Info

- Authors: julian@juliangruber.com
- Package Download URL: https://registry.npmjs.org/isarray/-/isarray-1.0.0.tgz

## isarray (2.0.5)

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Package Info

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- Package Download URL: https://registry.npmjs.org/isarray/-/isarray-2.0.5.tgz

## isexe (2.0.0)

npm+isexe

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/isexe/-/isexe-2.0.0.tgz

## isstream (0.1.2)

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Package Info

- Authors: rod@vagg.org
- Package Download URL: https://registry.npmjs.org/isstream/-/isstream-0.1.2.tgz

javascript-natural-sort (0.7.1) npm+javascript-natural-sort

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Package Info

- Authors: khousley@bill4time.com
- Package Download URL: https://registry.npmjs.org/javascript-natural-sort/-/javascript-natural-sort-0.7.1.tgz

js-base64 (3.7.6) npm+js-base64

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Package Info

- Authors: dankogai+github@gmail.com
- Package Download URL: https://registry.npmjs.org/js-base64/-/js-base64-3.7.6.tgz

## js-md4 (0.3.2)

npm+js-md4

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Package Info

- Authors: emn178@gmail.com
- Package Download URL: https://registry.npmjs.org/js-md4/-/js-md4-0.3.2.tgz

## js-tokens (4.0.0)

npm+js-tokens

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Package Info

- Authors: simon.lydell@gmail.com
- Package Download URL: https://registry.npmjs.org/js-tokens/-/js-tokens-4.0.0.tgz

## js-yaml (3.14.1)

npm+js-yaml

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- Authors: vitaly@rcdesign.ru
- Package Download URL: https://registry.npmjs.org/js-yaml/-/js-yaml-3.14.1.tgz

## js-yaml (4.1.0)

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Package Info

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- Package Download URL: https://registry.npmjs.org/js-yaml/-/js-yaml-4.1.0.tgz

jsbi (4.3.0) npm+jsbi

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Package Info

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- Package Download URL: https://registry.npmjs.org/jsbi/-/jsbi-4.3.0.tgz

jsbn (0.1.1) npm+jsbn

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Package Info

- Authors: andyperlitch@gmail.com
- Package Download URL: https://registry.npmjs.org/jsbn/-/jsbn-0.1.1.tgz

## json-buffer (3.0.1)

npm+json-buffer

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Package Info

- Authors: dominic.tarr@gmail.com
- Package Download URL: https://registry.npmjs.org/json-buffer/-/json-buffer-3.0.1.tgz

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

npm+json-parse-even-better-errors

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Package Info

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- 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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- 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+json-schema-traverse

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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/-/json-stable-stringify-without-jsonify-1.0.1.tgz

## json-stringify-nice (1.1.4)

npm+json-stringify-nice

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## json-stringify-safe (5.0.1)

npm+json-stringify-safe

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Package Info

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

## jsonfile (3.0.1)

npm+jsonfile

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- Package Download URL: https://registry.npmjs.org/jsonfile/-/jsonfile-3.0.1.tgz

## jsonfile (4.0.0)

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- Package Download URL: https://registry.npmjs.org/jsonfile/-/jsonfile-4.0.0.tgz

## jsonfile (6.1.0)

npm+jsonfile

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## jsonparse (1.3.1)

npm+jsonparse

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Package Info

- Authors: tim@creationix.com, mail@substack.net
- Package Download URL: https://registry.npmjs.org/jsonparse/-/jsonparse-1.3.1.tgz

## jsonschema (1.4.1)

npm+jsonschema

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- Package Download URL: https://registry.npmjs.org/jsonschema/-/jsonschema-1.4.1.tgz

## jsonwebtoken (8.5.1)

npm+jsonwebtoken

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jsonwebtoken (9.0.2) npm+jsonwebtoken

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- Package Download URL: https://registry.npmjs.org/jsonwebtoken/-/jsonwebtoken-9.0.2.tgz

jsprim (1.4.2) npm+jsprim

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- Package Download URL: https://registry.npmjs.org/jsprim/-/jsprim-1.4.2.tgz

jszip (3.10.1) npm+jszip

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- Package Download URL: https://registry.npmjs.org/jszip/-/jszip-3.10.1.tgz

junk (2.1.0) npm+junk

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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+junk

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- Package Download URL: https://registry.npmjs.org/junk/-/junk-3.1.0.tgz

## just-diff (5.2.0)

npm+just-diff

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- Authors: anguscroll@gmail.com
- Package Download URL: https://registry.npmjs.org/just-diff/-/just-diff-5.2.0.tgz

## just-diff-apply (5.5.0)

npm+just-diff-apply

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jwa (1.4.1) npm+jwa

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jwa (2.0.0) npm+jwa

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jws (3.2.2) npm+jws

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jws (4.0.0) npm+jws

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jwt-decode (3.1.2) npm+jwt-decode

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## keytar (7.9.0)

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## keyv (4.5.4)

npm+keyv

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## klaw (3.0.0)

npm+klaw

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## lazystream (1.0.1)

npm+lazystream

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levn (0.3.0) npm+levn

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levn (0.4.1) npm+levn

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lie (3.3.0) npm+lie

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## listenercount (1.0.1)

npm+listenercount

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## locate-path (6.0.0)

npm+locate-path

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## lodash (4.17.21)

npm+lodash

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lodash-es (4.17.21) npm+lodash-es

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lodash.defaults (4.2.0) npm+lodash.defaults

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lodash.difference (4.5.0) npm+lodash.difference

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lodash.flatten (4.4.0) npm+lodash.flatten

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lodash.includes (4.3.0) npm+lodash.includes

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## lodash.isboolean (3.0.3)

npm+lodash.isboolean

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## lodash.isinteger (4.0.4)

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- Authors: john.david.dalton@gmail.com, mathias@qiwi.be, blaine.bublitz@gmail.com
- Package Download URL: https://registry.npmjs.org/lodash.isinteger/-/lodash.isinteger-4.0.4.tgz

lodash.isnumber (3.0.3) npm+lodash.isnumber

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## lodash.isplainobject (4.0.6)

npm+lodash.isplainobject

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## lodash.isstring (4.0.1)

npm+lodash.isstring

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## lodash.merge (4.6.2)

npm+lodash.merge

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## lodash.once (4.1.1)

npm+lodash.once

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lodash.sortby (4.7.0) npm+lodash.sortby

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lodash.union (4.6.0) npm+lodash.union

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## log-symbols (4.1.0)

npm+log-symbols

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## loupe (2.3.7)

npm+loupe

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## lowercase-keys (2.0.0)

npm+lowercase-keys

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## lru-cache (6.0.0)

npm+lru-cache

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## lru-cache (7.18.3)

npm+lru-cache

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## make-fetch-happen (10.2.1)

npm+make-fetch-happen

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make-fetch-happen (9.1.0) npm+make-fetch-happen

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marked (4.2.3) npm+marked

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mathjs (9.4.3) npm+mathjs

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md5 (2.3.0) npm+md5

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## media-typer (0.3.0)

npm+media-typer

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## merge-descriptors (1.0.1)

npm+merge-descriptors

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## methods (1.1.2)

npm+methods

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mime (1.6.0) npm+mime

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mime (2.6.0) npm+mime

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## mime-db (1.52.0)

npm+mime-db

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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) npm+mimic-response

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## mimic-response (3.1.0)

npm+mimic-response

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## minimatch (3.1.2)

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minimatch (5.1.6) npm+minimatch

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/minimatch/-/minimatch-5.1.6.tgz

minimist (1.2.8) npm+minimist

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- Package Download URL: https://registry.npmjs.org/minimist/-/minimist-1.2.8.tgz

minipass (3.3.6) npm+minipass

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/minipass/-/minipass-3.3.6.tgz

## minipass (5.0.0)

npm+minipass

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- Package Download URL: https://registry.npmjs.org/minipass/-/minipass-5.0.0.tgz

## minipass-collect (1.0.2)

npm+minipass-collect

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- Package Download URL: https://registry.npmjs.org/minipass-collect/-/minipass-collect-1.0.2.tgz

## minipass-fetch (1.4.1)

npm+minipass-fetch

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https://github.com/bitinn/node-fetch

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- Package Download URL: https://registry.npmjs.org/minipass-fetch/-/minipass-fetch-1.4.1.tgz

minipass-fetch (2.1.2) npm+minipass-fetch

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https://github.com/bitinn/node-fetch

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- Package Download URL: https://registry.npmjs.org/minipass-fetch/-/minipass-fetch-2.1.2.tgz

## minipass-flush (1.0.5)

npm+minipass-flush

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/minipass-flush/-/minipass-flush-1.0.5.tgz

## minipass-json-stream (1.0.1)

npm+minipass-json-stream

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https://github.com/dominictarr/JSONStream

Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/minipass-json-stream/-/minipass-json-stream-1.0.1.tgz

## minipass-pipeline (1.2.4)

npm+minipass-pipeline

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- Package Download URL: https://registry.npmjs.org/minipass-pipeline/-/minipass-pipeline-1.2.4.tgz

## minipass-sized (1.0.3)

npm+minipass-sized

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- Package Download URL: https://registry.npmjs.org/minipass-sized/-/minipass-sized-1.0.3.tgz

## minizlib (2.1.2)

npm+minizlib

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- Package Download URL: https://registry.npmjs.org/minizlib/-/minizlib-2.1.2.tgz

mkcert (1.5.1) npm+mkcert

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- Authors: subash@subashpathak.com
- Package Download URL: https://registry.npmjs.org/mkcert/-/mkcert-1.5.1.tgz

mkdirp (0.5.6) npm+mkdirp

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- Package Download URL: https://registry.npmjs.org/mkdirp/-/mkdirp-0.5.6.tgz

mkdirp (1.0.4) npm+mkdirp

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/mkdirp/-/mkdirp-1.0.4.tgz

## mkdirp-classic (0.5.3)

npm+mkdirp-classic

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- Authors: mathiasbuus@gmail.com
- Package Download URL: https://registry.npmjs.org/mkdirp-classic/-/mkdirp-classic-0.5.3.tgz

## mkdirp-infer-owner (2.0.0)

npm+mkdirp-infer-owner

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/mkdirp-infer-owner/-/mkdirp-infer-owner-2.0.0.tgz

## moment (2.30.1)

npm+moment

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- Package Download URL: https://registry.npmjs.org/moment/-/moment-2.30.1.tgz

## ms (2.0.0)

npm+ms

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ms (2.1.2) npm+ms

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- Package Download URL: https://registry.npmjs.org/ms/-/ms-2.1.3.tgz

## msal (1.4.18)

npm+msal

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- Package Download URL: https://registry.npmjs.org/msal/-/msal-1.4.18.tgz

## mustache (4.2.0)

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mute-stream (0.0.7) npm+mute-stream

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- Package Download URL: https://registry.npmjs.org/mute-stream/-/mute-stream-0.0.7.tgz

mute-stream (0.0.8) npm+mute-stream

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nanoid (3.3.7) npm+nanoid

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## napi-build-utils (1.0.2)

npm+napi-build-utils

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## native-duplexpair (1.0.0)

npm+native-duplexpair

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- Package Download URL: https://registry.npmjs.org/native-duplexpair/-/native-duplexpair-1.0.0.tgz

## natural-compare (1.4.0)

npm+natural-compare

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## nconf (0.12.1)

npm+nconf

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## negotiator (0.6.3)

npm+negotiator

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- Package Download URL: https://registry.npmjs.org/negotiator/-/negotiator-0.6.3.tgz

## neo-async (2.6.2)

npm+neo-async

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- Package Download URL: https://registry.npmjs.org/neo-async/-/neo-async-2.6.2.tgz

## neverthrow (3.2.0)

npm+neverthrow

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## ng-zorro-antd (17.2.0)

npm+ng-zorro-antd

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## ngx-quill (24.0.4)

npm+ngx-quill

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## nice-try (1.0.5)

npm+nice-try

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Package Info

- Authors: tobias@electerious.com
- Package Download URL: https://registry.npmjs.org/nice-try/-/nice-try-1.0.5.tgz

## node-abi (3.54.0)

npm+node-abi

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- Package Download URL: https://registry.npmjs.org/node-abi/-/node-abi-3.54.0.tgz

## node-abort-controller (3.1.1)

npm+node-abort-controller

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## node-addon-api (4.3.0)

npm+node-addon-api

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## node-fetch (2.7.0)

npm+node-fetch

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## node-forge (1.3.1)

npm+node-forge

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## node-gyp (8.4.1)

npm+node-gyp

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- Package Download URL: https://registry.npmjs.org/node-gyp/-/node-gyp-8.4.1.tgz

node-machine-id (1.1.12) npm+node-machine-id

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- Authors: aleksandr.komlev@gmail.com
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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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- Authors: nic.s.pearson@gmail.com
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## nopt (5.0.0)

npm+nopt

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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-bin

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npm-normalize-package-bin (2.0.0) npm+npm-normalize-package-bin

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npm-package-arg (8.1.5) npm+npm-package-arg

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## npm-packlist (3.0.0)

npm+npm-packlist

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## npm-pick-manifest (6.1.1)

npm+npm-pick-manifest

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## npm-registry-fetch (12.0.2)

npm+npm-registry-fetch

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## npmlog (6.0.2)

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## oauth-sign (0.9.0)

npm+oauth-sign

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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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## object-keys (1.1.1)

npm+object-keys

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## object.assign (4.1.5)

npm+object.assign

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## office-addin-cli (1.0.16)

npm+office-addin-cli

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- Authors: npm-ms-office@microsoft.com
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## office-addin-debugging (3.0.42)

npm+office-addin-debugging

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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)

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## office-addin-lint (1.0.29)

npm+office-addin-lint

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## office-addin-manifest (1.5.13)

npm+office-addin-manifest

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## office-addin-manifest (1.12.9)

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## office-addin-node-debugger (0.4.48)

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## office-addin-prettier-config (1.0.12)

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## office-addin-usage-data (1.6.8)

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## office-addin-validator (1.0.5)

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- Authors: npmjs@microsoft.com, beth_panx@hotmail.com, dzearing@microsoft.com
- Package Download URL: https://registry.npmjs.org/office-addin-validator/-/office-addin-validator-1.0.5.tgz

## office-toolbox (0.3.0)

npm+office-toolbox

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- Authors: dzearing@microsoft.com
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## on-finished (2.4.1)

npm+on-finished

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/on-finished/-/on-finished-2.4.1.tgz

## once (1.4.0)

npm+once

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## onetime (2.0.1)

npm+onetime

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onetime (5.1.2) npm+onetime

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open (6.4.0) npm+open

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open (7.4.2) npm+open

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/open/-/open-7.4.2.tgz

## open (8.4.2)

npm+open

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## openapi-types (7.2.3)

npm+openapi-types

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- Authors: js.developer.undefined@gmail.com
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opn (5.5.0) npm+opn

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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+ora

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## ordereddict (1.1)

pip+ordereddict

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- Package Download URL: https://files.pythonhosted.org/packages/53/25/ef88e8e45db141faa9598fbf7ad0062df8f50f881a36ed6a0073e1572126/ordereddict-1.1.tar.gz

## os-tmpdir (1.0.2)

npm+os-tmpdir

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- Authors: sindresorhus@gmail.com
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## p-cancelable (2.1.1)

npm+p-cancelable

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## p-limit (3.1.0)

npm+p-limit

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## p-locate (5.0.0)

npm+p-locate

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## p-map (4.0.0)

npm+p-map

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pacote (12.0.3) npm+pacote

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pako (1.0.11) npm+pako

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parchment (1.1.4) npm+parchment

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- Authors: i@zihua.li, jhchen7@gmail.com
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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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- Package Download URL: https://registry.npmjs.org/parse-conflict-json/-/parse-conflict-json-2.0.2.tgz

## parse5 (7.1.2)

npm+parse5

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## parseurl (1.3.3)

npm+parseurl

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## path (0.12.7)

npm+path

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- Package Download URL: https://registry.npmjs.org/path/-/path-0.12.7.tgz

## path-exists (4.0.0)

npm+path-exists

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- Authors: sindresorhus@gmail.com
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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-regexp

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## pathval (1.1.1)

npm+pathval

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- Package Download URL: https://registry.npmjs.org/pathval/-/pathval-1.1.1.tgz

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- Authors: merynstol@gmail.com
- Package Download URL: https://registry.npmjs.org/performance-now/-/performance-now-2.1.0.tgz

## prebuild-install (7.1.1)

npm+prebuild-install

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- Package Download URL: https://registry.npmjs.org/prebuild-install/-/prebuild-install-7.1.1.tgz

## prelude-ls (1.1.2)

npm+prelude-ls

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## prelude-ls (1.2.1)

npm+prelude-ls

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## prettier (1.19.1)

npm+prettier

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- Package Download URL: https://registry.npmjs.org/prettier/-/prettier-1.19.1.tgz

## prettier-linter-helpers (1.0.0)

npm+prettier-linter-helpers

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- Package Download URL: https://registry.npmjs.org/prettier-linter-helpers/-/prettier-linter-helpers-1.0.0.tgz

## proc-log (1.0.0)

npm+proc-log

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- Package Download URL: https://registry.npmjs.org/proc-log/-/proc-log-1.0.0.tgz

process (0.11.10) npm+process

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- 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+progress

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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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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/promise-call-limit/-/promise-call-limit-1.0.2.tgz

promise-inflight (1.0.1) npm+promise-inflight

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Package Info

- Authors: me@re-becca.org
- Package Download URL: https://registry.npmjs.org/promise-inflight/-/promise-inflight-1.0.1.tgz

promise-retry (2.0.1) npm+promise-retry

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- Authors: jlageb@gmail.com, andremiguelcruz@msn.com
- Package Download URL: https://registry.npmjs.org/promise-retry/-/promise-retry-2.0.1.tgz

proper-lockfile (4.1.2) npm+proper-lockfile

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- Authors: andremiguelcruz@msn.com, hugomrdias@gmail.com
- Package Download URL: https://registry.npmjs.org/proper-lockfile/-/proper-lockfile-4.1.2.tgz

## proxy-addr (2.0.7)

npm+proxy-addr

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Package Info

- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/proxy-addr/-/proxy-addr-2.0.7.tgz

## proxy-from-env (1.1.0)

npm+proxy-from-env

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Package Info

- Authors: rob@robwu.nl
- Package Download URL: https://registry.npmjs.org/proxy-from-env/-/proxy-from-env-1.1.0.tgz

## psl (1.9.0)

npm+psl

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- Authors: lupomontero@gmail.com
- Package Download URL: https://registry.npmjs.org/psl/-/psl-1.9.0.tgz

## pump (3.0.0)

npm+pump

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Package Info

- Authors: mathiasbuus@gmail.com
- Package Download URL: https://registry.npmjs.org/pump/-/pump-3.0.0.tgz

## punycode (2.3.1)

npm+punycode

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Package Info

- Authors: mathias@qiwi.be, node-team-npm+wombot@google.com
- Package Download URL: https://registry.npmjs.org/punycode/-/punycode-2.3.1.tgz

## pytest (8.0.2)

pip+pytest

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- Package Download URL: https://files.pythonhosted.org/packages/3f/c0/238f25cb27495fdbaa5c48cef9886162e9df1f3d0e957fc8326d9c24fa2f/pytest-8.0.2.tar.gz

## qs (6.11.0)

npm+qs

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Package Info

- Authors: quitlahok@gmail.com, ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/qs/-/qs-6.11.0.tgz

## qs (6.5.3)

npm+qs

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Package Info

- Authors: quitlahok@gmail.com, ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/qs/-/qs-6.5.3.tgz

## querystringify (2.2.0)

npm+querystringify

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

## queue-microtask (1.2.3)

npm+queue-microtask

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Package Info

- Authors: feross@feross.org
- Package Download URL: https://registry.npmjs.org/queue-microtask/-/queue-microtask-1.2.3.tgz

## quick-lru (5.1.1)

npm+quick-lru

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Package Info

- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/quick-lru/-/quick-lru-5.1.1.tgz

## quill (1.3.7)

npm+quill

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Package Info

- Authors: i@zihua.li, jhchen7@gmail.com
- Package Download URL: https://registry.npmjs.org/quill/-/quill-1.3.7.tgz

## quill-delta (3.6.3)

npm+quill-delta

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Package Info

- Authors: i@zihua.li, jhchen7@gmail.com
- Package Download URL: https://registry.npmjs.org/quill-delta/-/quill-delta-3.6.3.tgz

## range-parser (1.2.1)

npm+range-parser

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- Package Download URL: https://registry.npmjs.org/range-parser/-/range-parser-1.2.1.tgz

## raw-body (2.5.1)

npm+raw-body

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Package Info

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- Package Download URL: https://registry.npmjs.org/raw-body/-/raw-body-2.5.1.tgz

rc (1.2.8) npm+rc

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## read-cmd-shim (3.0.1)

npm+read-cmd-shim

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- Package Download URL: https://registry.npmjs.org/read-cmd-shim/-/read-cmd-shim-3.0.1.tgz

## read-package-json-fast (2.0.3)

npm+read-package-json-fast

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- Package Download URL: https://registry.npmjs.org/read-package-json-fast/-/read-package-json-fast-2.0.3.tgz

## readable-stream (2.3.8)

npm+readable-stream

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- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org
- Package Download URL: https://registry.npmjs.org/readable-stream/-/readable-stream-2.3.8.tgz

## readable-stream (3.6.2)

npm+readable-stream

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- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org
- Package Download URL: https://registry.npmjs.org/readable-stream/-/readable-stream-3.6.2.tgz

readdir-scoped-modules (1.1.0) npm+readdir-scoped-modules

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- Authors: i@izs.me, npm@zkat.tech
- Package Download URL: https://registry.npmjs.org/readdir-scoped-modules/-/readdir-scoped-modules-1.1.0.tgz

readline-sync (1.4.10) npm+readline-sync

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- Authors: AnSeki.aff@gmail.com
- Package Download URL: https://registry.npmjs.org/readline-sync/-/readline-sync-1.4.10.tgz

reflect-metadata (0.1.14) npm+reflect-metadata

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- Authors: rbuckton@chronicles.org
- Package Download URL: https://registry.npmjs.org/reflect-metadata/-/reflect-metadata-0.1.14.tgz

regenerator-runtime (0.14.1) npm+regenerator-runtime

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Package Info

- Authors: ben@benjamn.com
- Package Download URL: https://registry.npmjs.org/regenerator-runtime/-/regenerator-runtime-0.14.1.tgz

regexp.prototype.flags (1.5.1) npm+regexp.prototype.flags

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- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/regexp.prototype.flags/-/regexp.prototype.flags-1.5.1.tgz

regexpp (2.0.1) npm+regexpp

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- Package Download URL: https://registry.npmjs.org/regexpp/-/regexpp-2.0.1.tgz

## regexpp (3.2.0)

npm+regexpp

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## repeat-string (1.6.1)

npm+repeat-string

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Package Info

- 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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request-promise (4.2.6) npm+request-promise

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- Package Download URL: https://registry.npmjs.org/request-promise/-/request-promise-4.2.6.tgz

request-promise-core (1.1.4) npm+request-promise-core

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require-directory (2.1.1) npm+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
- Package Download URL: https://registry.npmjs.org/requires-port/-/requires-port-1.0.0.tgz

## resolve-alpn (1.2.1)

npm+resolve-alpn

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resolve-from (4.0.0) npm+resolve-from

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responselike (2.0.1) npm+responselike

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- Package Download URL: https://registry.npmjs.org/responselike/-/responselike-2.0.1.tgz

restore-cursor (2.0.0) npm+restore-cursor

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## restore-cursor (3.1.0)

npm+restore-cursor

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## retry (0.12.0)

npm+retry

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- Package Download URL: https://registry.npmjs.org/retry/-/retry-0.12.0.tgz

reusify (1.0.4) npm+reusify

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rimraf (2.6.3) npm+rimraf

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rimraf (2.7.1) npm+rimraf

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## rimraf (3.0.2)

npm+rimraf

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## run-async (2.4.1)

npm+run-async

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run-parallel (1.2.0) npm+run-parallel

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rxjs (7.8.1) npm+rxjs

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rxjs (5.5.12) npm+rxjs

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rxjs (6.6.7) npm+rxjs

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## safe-array-concat (1.1.0)

npm+safe-array-concat

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## safe-regex-test (1.0.3)

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## safer-buffer (2.1.2)

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## sax (1.3.0)

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Package Info

- Authors: jcrugzz@gmail.com
- Package Download URL: https://registry.npmjs.org/secure-keys/-/secure-keys-1.0.0.tgz

## seedrandom (3.0.5)

npm+seedrandom

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Package Info

- Authors: david.bau@gmail.com
- Package Download URL: https://registry.npmjs.org/seedrandom/-/seedrandom-3.0.5.tgz

## semver (5.7.2)

npm+semver

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- Authors: fritzy@github.com, gar+npm@danger.computer, saquibkhan@github.com, npm-cli+bot@github.com, reggi@github.com, hashtagchris@github.com
- Package Download URL: https://registry.npmjs.org/semver/-/semver-5.7.2.tgz

semver (6.3.1) npm+semver

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semver (7.5.4) npm+semver

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send (0.18.0) npm+send

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- Package Download URL: https://registry.npmjs.org/send/-/send-0.18.0.tgz

serve-static (1.15.0) npm+serve-static

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Package Info

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

set-blocking (2.0.0) npm+set-blocking

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Package Info

- Authors: ben@npmjs.com
- Package Download URL: https://registry.npmjs.org/set-blocking/-/set-blocking-2.0.0.tgz

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

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/set-function-length/-/set-function-length-1.2.1.tgz

set-function-name (2.0.1) npm+set-function-name

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Package Info

- Authors: npmjs.org@JFSIII.org, ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/set-function-name/-/set-function-name-2.0.1.tgz

## setimmediate (1.0.5)

npm+setimmediate

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Package Info

- Authors: domenic@domenicdenicola.com
- Package Download URL: https://registry.npmjs.org/setimmediate/-/setimmediate-1.0.5.tgz

## setprototypeof (1.2.0)

npm+setprototypeof

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Package Info

- Authors: wes@wesleytodd.com
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shebang-command (1.2.0) npm+shebang-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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- Authors: kevinmartensson@gmail.com
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shebang-regex (1.0.0) npm+shebang-regex

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Package Info

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

## shebang-regex (3.0.0)

npm+shebang-regex

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## shimmer (1.2.1)

npm+shimmer

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- Package Download URL: https://registry.npmjs.org/shimmer/-/shimmer-1.2.1.tgz

side-channel (1.0.5) npm+side-channel

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signal-exit (3.0.7) npm+signal-exit

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- Package Download URL: https://registry.npmjs.org/signal-exit/-/signal-exit-3.0.7.tgz

simple-concat (1.0.1) npm+simple-concat

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- Authors: feross@feross.org
- Package Download URL: https://registry.npmjs.org/simple-concat/-/simple-concat-1.0.1.tgz

## simple-get (4.0.1)

npm+simple-get

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- Authors: feross@feross.org
- Package Download URL: https://registry.npmjs.org/simple-get/-/simple-get-4.0.1.tgz

## slice-ansi (2.1.0)

npm+slice-ansi

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Package Info

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- Package Download URL: https://registry.npmjs.org/slice-ansi/-/slice-ansi-2.1.0.tgz

## smart-buffer (4.2.0)

npm+smart-buffer

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Package Info

- Authors: npm@joshglazebrook.com
- Package Download URL: https://registry.npmjs.org/smart-buffer/-/smart-buffer-4.2.0.tgz

## socks (2.7.1)

npm+socks

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Package Info

- Authors: npm@joshglazebrook.com
- Package Download URL: https://registry.npmjs.org/socks/-/socks-2.7.1.tgz

## socks-proxy-agent (6.2.1)

npm+socks-proxy-agent

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- Package Download URL: https://registry.npmjs.org/socks-proxy-agent/-/socks-proxy-agent-6.2.1.tgz

## socks-proxy-agent (7.0.0)

npm+socks-proxy-agent

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- Package Download URL: https://registry.npmjs.org/socks-proxy-agent/-/socks-proxy-agent-7.0.0.tgz

## source-map (0.6.1)

npm+source-map

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## sprintf-js (1.0.3)

npm+sprintf-js

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- Authors: hello@alexei.ro
- Package Download URL: https://registry.npmjs.org/sprintf-js/-/sprintf-js-1.0.3.tgz

## sprintf-js (1.1.3)

npm+sprintf-js

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## sshpk (1.18.0)

npm+sshpk

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## ssri (8.0.1)

npm+ssri

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## ssri (9.0.1)

npm+ssri

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## stack-chain (1.3.7)

npm+stack-chain

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- Authors: amwebdk@gmail.com
- Package Download URL: https://registry.npmjs.org/stack-chain/-/stack-chain-1.3.7.tgz

## statuses (2.0.1)

npm+statuses

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- Package Download URL: https://registry.npmjs.org/statuses/-/statuses-2.0.1.tgz

## stealthy-require (1.1.1)

npm+stealthy-require

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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)

npm+stoppable

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- Package Download URL: https://registry.npmjs.org/stoppable/-/stoppable-1.1.0.tgz

## string-width (2.1.1)

npm+string-width

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Package Info

- Authors: sindresorhus@gmail.com
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string-width (3.1.0) npm+string-width

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string-width (4.2.3) npm+string-width

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string.prototype.trim (1.2.8) npm+string.prototype.trim

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

## string.prototype.trimend (1.0.7)

npm+string.prototype.trimend

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

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- Package Download URL: https://registry.npmjs.org/string_decoder/-/string_decoder-1.1.1.tgz

string_decoder (1.3.0) npm+string_decoder

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## strip-ansi (3.0.1)

npm+strip-ansi

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- Package Download URL: https://registry.npmjs.org/strip-ansi/-/strip-ansi-3.0.1.tgz

## 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)

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

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/strip-bom/-/strip-bom-4.0.0.tgz

strip-json-comments (2.0.1) npm+strip-json-comments

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/strip-json-comments/-/strip-json-comments-2.0.1.tgz

strip-json-comments (3.1.1) npm+strip-json-comments

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/strip-json-comments/-/strip-json-comments-3.1.1.tgz

## subsink (1.0.2)

npm+subsink

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Package Info

- Authors: wardbell@hotmail.com
- Package Download URL: https://registry.npmjs.org/subsink/-/subsink-1.0.2.tgz

## supports-color (2.0.0)

npm+supports-color

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

supports-color (5.5.0) npm+supports-color

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- Authors: sindresorhus@gmail.com, npm@josh.junon.me
- Package Download URL: https://registry.npmjs.org/supports-color/-/supports-color-5.5.0.tgz

supports-color (7.2.0) npm+supports-color

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- Authors: sindresorhus@gmail.com, npm@josh.junon.me
- Package Download URL: https://registry.npmjs.org/supports-color/-/supports-color-7.2.0.tgz

symbol-observable (1.0.1) npm+symbol-observable

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- Package Download URL: https://registry.npmjs.org/symbol-observable/-/symbol-observable-1.0.1.tgz

table (5.4.6) npm+table

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- Package Download URL: https://registry.npmjs.org/table/-/table-5.4.6.tgz

tar (6.2.0) npm+tar

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/tar/-/tar-6.2.0.tgz

## tar-fs (2.1.1)

npm+tar-fs

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- Authors: mathiasbuus@gmail.com, max@maxogden.com
- Package Download URL: https://registry.npmjs.org/tar-fs/-/tar-fs-2.1.1.tgz

## tar-stream (2.2.0)

npm+tar-stream

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Package Info

- Authors: mathiasbuus@gmail.com, max@maxogden.com
- Package Download URL: https://registry.npmjs.org/tar-stream/-/tar-stream-2.2.0.tgz

## tedious (14.7.0)

npm+tedious

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- Package Download URL: https://registry.npmjs.org/tedious/-/tedious-14.7.0.tgz

## tedious (15.1.3)

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## text-table (0.2.0)

npm+text-table

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Package Info

- Authors: mail@substack.net
- Package Download URL: https://registry.npmjs.org/text-table/-/text-table-0.2.0.tgz

## through (2.3.8)

npm+through

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- Authors: dominic.tarr@gmail.com
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## tiny-emitter (2.1.0)

npm+tiny-emitter

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- Package Download URL: https://registry.npmjs.org/tiny-emitter/-/tiny-emitter-2.1.0.tgz

## tmp (0.0.33)

npm+tmp

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## toidentifier (1.0.1)

npm+toidentifier

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## toposort (2.0.2)

npm+toposort

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Package Info

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- Package Download URL: https://registry.npmjs.org/toposort/-/toposort-2.0.2.tgz

## tough-cookie (2.5.0)

npm+tough-cookie

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tough-cookie (4.1.3) npm+tough-cookie

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- Package Download URL: https://registry.npmjs.org/tough-cookie/-/tough-cookie-4.1.3.tgz

tr46 (0.0.3) npm+tr46

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- Package Download URL: https://registry.npmjs.org/tr46/-/tr46-0.0.3.tgz

tr46 (1.0.1) npm+tr46

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traverse (0.3.9) npm+traverse

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tree-kill (1.2.2) npm+tree-kill

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## treeverse (1.0.4)

npm+treeverse

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## tslib (2.6.2)

npm+tslib

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tslib (1.14.1) npm+tslib

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tsutils (3.21.0) npm+tsutils

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tunnel (0.0.6) npm+tunnel

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tunnel-agent (0.6.0) npm+tunnel-agent

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## tweetnacl (0.14.5)

npm+tweetnacl

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type-check (0.3.2) npm+type-check

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type-detect (4.0.8) npm+type-detect

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type-fest (0.20.2) npm+type-fest

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type-fest (0.21.3) npm+type-fest

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type-fest (0.8.1) npm+type-fest

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type-is (1.6.18) npm+type-is

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typed-array-buffer (1.0.1) npm+typed-array-buffer

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typed-array-byte-length (1.0.0) npm+typed-array-byte-length

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typed-array-byte-offset (1.0.0) npm+typed-array-byte-offset

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## typed-function (2.1.0)

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typedi (0.10.0) npm+typedi

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typescript (5.3.3) npm+typescript

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uglify-js (3.17.4) npm+uglify-js

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## unbox-primitive (1.0.2)

npm+unbox-primitive

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## underscore (1.13.6)

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undici-types (5.25.3) npm+undici-types

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unique-filename (1.1.1) npm+unique-filename

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universalify (0.1.2) npm+universalify

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Package Info

- Authors: opensrc@ryanzim.com
- Package Download URL: https://registry.npmjs.org/universalify/-/universalify-2.0.1.tgz

## unpipe (1.0.0)

npm+unpipe

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- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/unpipe/-/unpipe-1.0.0.tgz

## unzipper (0.10.14)

npm+unzipper

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- Authors: ziggy.jonsson.nyc@gmail.com
- Package Download URL: https://registry.npmjs.org/unzipper/-/unzipper-0.10.14.tgz

## uri-js (4.4.1)

npm+uri-js

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- Authors: gary.court@gmail.com
- Package Download URL: https://registry.npmjs.org/uri-js/-/uri-js-4.4.1.tgz

## url-parse (1.5.10)

npm+url-parse

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- Package Download URL: https://registry.npmjs.org/url-parse/-/url-parse-1.5.10.tgz

## util (0.10.4)

npm+util

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- Package Download URL: https://registry.npmjs.org/util/-/util-0.10.4.tgz

## util-deprecate (1.0.2)

npm+util-deprecate

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- Authors: nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/util-deprecate/-/util-deprecate-1.0.2.tgz

## utils-merge (1.0.1)

npm+utils-merge

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- Authors: jaredhanson@gmail.com
- Package Download URL: https://registry.npmjs.org/utils-merge/-/utils-merge-1.0.1.tgz

## uuid (3.4.0)

npm+uuid

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Package Info

- Authors: robert@broofa.com, dev@tavan.de

- Package Download URL: https://registry.npmjs.org/uuid/-/uuid-3.4.0.tgz

uuid (8.3.2) npm+uuid

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- Authors: robert@broofa.com, dev@tavan.de
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v8-compile-cache (2.3.0) npm+v8-compile-cache

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- 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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- Package Download URL: https://registry.npmjs.org/validate-npm-package-name/-/validate-npm-package-name-3.0.0.tgz

## validator (13.11.0)

npm+validator

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- Package Download URL: https://registry.npmjs.org/validator/-/validator-13.11.0.tgz

## vary (1.1.2)

npm+vary

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Package Info

- Authors: doug@somethingdoug.com
- Package Download URL: https://registry.npmjs.org/vary/-/vary-1.1.2.tgz

verror (1.10.0) npm+verror

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- Package Download URL: https://registry.npmjs.org/verror/-/verror-1.10.0.tgz

walk-up-path (1.0.0) npm+walk-up-path

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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/walk-up-path/-/walk-up-path-1.0.0.tgz

wcwidth (1.0.1) npm+wcwidth

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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
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webidl-conversions (3.0.1) npm+webidl-conversions

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- Package Download URL: https://registry.npmjs.org/webidl-conversions/-/webidl-conversions-3.0.1.tgz

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- Package Download URL: https://registry.npmjs.org/webidl-conversions/-/webidl-conversions-4.0.2.tgz

whatwg-url (5.0.0) npm+whatwg-url

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whatwg-url (7.1.0) npm+whatwg-url

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## which (1.3.1)

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- Package Download URL: https://registry.npmjs.org/which/-/which-1.3.1.tgz

## which (2.0.2)

npm+which

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- 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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- Authors: ljharb@gmail.com
- 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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Package Info

- Authors: me@re-becca.org
- Package Download URL: https://registry.npmjs.org/wide-align/-/wide-align-1.1.5.tgz

## winreg (1.2.5)

npm+winreg

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- Package Download URL: https://registry.npmjs.org/winreg/-/winreg-1.2.5.tgz

## word-wrap (1.2.5)

npm+word-wrap

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Package Info

- Authors: github@sellside.com, brian.woodward@gmail.com
- Package Download URL: https://registry.npmjs.org/word-wrap/-/word-wrap-1.2.5.tgz

## wordwrap (1.0.0)

npm+wordwrap

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Package Info

- Authors: mail@substack.net
- Package Download URL: https://registry.npmjs.org/wordwrap/-/wordwrap-1.0.0.tgz

## wrap-ansi (6.2.0)

npm+wrap-ansi

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- 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 Download URL: https://registry.npmjs.org/wrap-ansi/-/wrap-ansi-7.0.0.tgz

wrappy (1.0.2) npm+wrappy

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- Package Download URL: https://registry.npmjs.org/wrappy/-/wrappy-1.0.2.tgz

write (1.0.3) npm+write

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- Package Download URL: https://registry.npmjs.org/write/-/write-1.0.3.tgz

write-file-atomic (4.0.2) npm+write-file-atomic

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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
- Package Download URL: https://registry.npmjs.org/write-file-atomic/-/write-file-atomic-4.0.2.tgz

ws (6.2.2) npm+ws

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- Package Download URL: https://registry.npmjs.org/ws/-/ws-6.2.2.tgz

ws (7.5.9) npm+ws

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- Package Download URL: https://registry.npmjs.org/ws/-/ws-7.5.9.tgz

## xlsx (0.19.3)

npm+xlsx

Package Info

- Authors: dev@sheetjs.com

## xml2js (0.4.23)

npm+xml2js

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- Authors: marek@xivilization.net
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## xml2js (0.5.0)

npm+xml2js

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- Package Download URL: https://registry.npmjs.org/xml2js/-/xml2js-0.5.0.tgz

## xmlbuilder (11.0.1)

npm+xmlbuilder

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- Authors: oozcitak@gmail.com
- Package Download URL: https://registry.npmjs.org/xmlbuilder/-/xmlbuilder-11.0.1.tgz

## xregexp (4.4.1)

npm+xregexp

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- Package Download URL: https://registry.npmjs.org/xregexp/-/xregexp-4.4.1.tgz

## y18n (5.0.8)

npm+y18n

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- Package Download URL: https://registry.npmjs.org/y18n/-/y18n-5.0.8.tgz

## yallist (4.0.0)

npm+yallist

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Package Info

- Authors: i@izs.me
- 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
- Package Download URL: https://registry.npmjs.org/yaml/-/yaml-2.3.4.tgz

## yargs (16.2.0)

npm+yargs

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Package Info

- Authors: bencoe@gmail.com, bencoe+oss-bot@gmail.com
- Package Download URL: https://registry.npmjs.org/yargs/-/yargs-16.2.0.tgz

## yargs (17.7.2)

npm+yargs

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Package Info

- Authors: bencoe@gmail.com, bencoe+oss-bot@gmail.com
- Package Download URL: https://registry.npmjs.org/yargs/-/yargs-17.7.2.tgz

## yargs-parser (20.2.9)

npm+yargs-parser

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- Package Download URL: https://registry.npmjs.org/yargs-parser/-/yargs-parser-20.2.9.tgz

## 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) npm+yocto-queue

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zip-a-folder (0.0.12) npm+zip-a-folder

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zip-stream (2.1.3) npm+zip-stream

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- Authors: chris@talkingtontech.com
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## zone.js (0.14.3)

npm+zone.js

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Python-2.0

A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

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

All Python releases are Open Source (see http://www.opensource.org for
the Open Source Definition). Historically, most, but not all, Python
releases have also been GPL-compatible; the table below summarizes
the various releases.

Release Derived Year Owner GPL-
from 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

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under
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GPL-compatible licenses make it possible to combine Python with
other software that is released under the GPL; the others don't.

(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1
is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's
direction to make these releases possible.

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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 * 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.\n * This results in the browser refusing to copy. This object lets the\n * re-layout happen in a separate tick from copying by providing a copy function\n * that can be called later.\n *\n * 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 }\n\n /** Finishes copying the text. */\n copy(): boolean {\n const textarea = this._textarea;\n let successful = false;\n\n try {\n // Older browsers could throw if copy is not supported.\n if (textarea) {\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 the copy operation. */\n destroy() {\n const textarea = this._textarea;\n\n if (textarea) {\n textarea.remove();\n this._textarea = undefined;\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 {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({providedIn: '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 * @param text The string to copy.\n * @returns Whether the operation was successful.\n */\n copy(text: string): boolean {\n const pendingCopy = this.beginCopy(text);\n const successful = pendingCopy.copy();\n pendingCopy.destroy();\n\n return successful;\n }\n\n /**\n * Prepares a string to be copied later. This is useful for large strings\n * 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`. */\nexport interface CdkCopyToClipboardConfig {\n /** Default number of attempts to make when copying text to the clipboard. */\n attempts?: number;\n}\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 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 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: 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\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();\n if (!successful && --remainingAttempts && !this._destroyed) {\n // We use 1 for the timeout since it's more predictable when flushing in unit tests.\n 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 ngOnDestroy() {\n if (this._currentTimeout) {\n clearTimeout(this._currentTimeout);\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,IAAA,CAAA,SAAA,GAAA,SAAA,CAAA,EAAA,CAAA,CAAA,EAAA,CAAA,CAAA,EAAA,C

destroyed. */\n private _destroyed: boolean;\n\n /** Timeout for the current copy attempt. */\n private _currentTimeout: any;\n\n constructor(\n private _clipboard: 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\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();\n if (!successful && --remainingAttempts && !this._destroyed) {\n // We use 1 for the timeout since it's more predictable when flushing in unit tests.\n 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 ngOnDestroy() {\n if (this._currentTimeout) {\n clearTimeout(this._currentTimeout);\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,SAAS,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,GAAG,MAAM,CAAC,GAAG,IAAI,CAAC;;AAEtB,QAAA,QAAQ,CAAC,QAAQ,GAAG,IAAI,CAAC;;;;AAGzB,QAAA,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC,iBAAiB,IAAI,IAAI,CAAC,SAAS,CAAC,IAAI,EAAE,WAAW,CAAC,QAAQ,CAAC,CAAC;KACjF;;IAGD,IAAI,GAAA;AACF,QAAA,MAAM,QAAQ,IAAI,IAAI,CAAC,SAAS,CAAC;QAChC,IAAI,UAAU,GAAG,KAAK,CAAC;AAEvB,QAAA,IAAI;YAEF,IAAI,QAAQ,CAAC,QAAQ,CAAC,MAAM,EAAE,CAAC;gBAAC,UAAU,GAAG,IAAI,CAAC;;;;;;;;;;;;

'./index';\n"],"names":[],"mappings":";;;;AAQA;;;;;;;;;;;;AAYG;MACU,WAAW,CAAA;IAGtB,WACE,CAAA,IAAY,EACK,SAAmB,EAAA;QAAnB,IAAS,CAAA,SAAA,EAAT,SAAS,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,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC;AAEvB,QAAA,QAAQ,CAAC,aAAa,CAAC,QAAQ,GAAG,IAAI,CAAC;;AAEtB,QAAA,QAAQ,CAAC,QAAQ,GAAG,IAAI,CAAC;;;AAGzC,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,IAAI,IAAI,CAAC,SAAS,CAAC;QAChC,IAAI,UAAU,GAAG,KAAK,CAAC;AAEvB,QAAA,IAAI;;YAEF,IAAI,QAAQ,EAAE;AACZ,gBAAA,MAAM,YAAY,GAAG,IAAI,CAAC,SAAS,CAAC,aAAawC,CAAC;gBAE7E,QAAQ,CAAC,MAAM,EAAE,CAAC;gBAClB,QAAQ,CAAC,iBAAiB,CAAC,CAAC,EAAE,QAAQ,CAAC,KAAK,CAAC,MAAM,CAAC,CAAC,CAAC;gBACrD,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,WAAW,CAAC,MAAM,CAAC,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,IAAI,IAAI,CAAC,SAAS,CAAC;QAEjC,IAAI,QAAQ,EAAE;YACZ,QAAQ,CAAC,MAAM,EAAE,CAAC;SACnB;QAED,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;QAC3B,IAAI,CAAC,iBAAiB,GAAG,SAAS,CAAC;KACpC;;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,OAAO,EAAE,CAAC;KAChB;;IAGD,IAAI,GAAA;AACF,QAAA,IAAI,CAAC,SAAS,CAAC,IAAI,EAAE,CAAC;KACv

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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;\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 _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,\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) {\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));\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 }\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 = 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 element.parentNode!.insertBefore(anchorNode, element);\n this.outletElement.appendChild(element);\n this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n // 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 EmbeddedViewRef<any>).rootNodes[0] as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `DomPortalOutlet` instead.\n * @breaking-change 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 {\n ComponentFactoryResolver,\n ComponentRef,\n Directive,\n EmbeddedViewRef,\n EventEmitter,\n NgModule,\n OnDestroy,\n OnInit,\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 declarative use.\n *\n * Usage:\n * `<ng-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 OnInit, 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 @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.\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 /**\n * Emits when a portal is attached to the outlet.\n */\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 /**\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\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 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\n const viewRef = this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.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.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal)
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=> {\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 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.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);\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 standalone: true,\n})\nexport class PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n})\nexport 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 PortalInjector implements Injector {\n constructor(\n private _parentInjector: 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;AAClC,IAAA,MAAM,KAAK,CAAC,iCAAiC,CAAC,CAAC,CAA

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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 * 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;\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. */\n hasAttached(): boolean;\n}\n\n/**\n * @deprecated Use `PortalOutlet` instead.\n * @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. */\n hasAttached(): boolean {\n return !!this._attachedPortal;\n }\n\n attach<T>(portal: ComponentPortal<T>): ComponentRef<T>;\n attach<T>(portal: TemplatePortal<T>): EmbeddedViewRef<T>;\n 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.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n\n if (this._isDisposed) {\n throwPortalOutletAlreadyDisposedError();\n }\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(portal);\n // @breaking-change 10.0.0 remove null check for `this.attachDomPortal`.\n } else if (this.attachDomPortal && 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.\n 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 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 = null;\n }\n }\n}\n\n/**\n * @deprecated Use `BasePortalOutlet` instead.\n * @breaking-change 9.0.0\n */\nexport 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;\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 _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,\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) {\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));\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 }\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 = 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 element.parentNode!.insertBefore(anchorNode, element);\n this.outletElement.appendChild(element);\n this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n // 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 EmbeddedViewRef<any>).rootNodes[0] as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `DomPortalOutlet` instead.\n * @breaking-change 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 {\n ComponentFactoryResolver,\n ComponentRef,\n Directive,\n EmbeddedViewRef,\n EventEmitter,\n NgModule,\n OnDestroy,\n OnInit,\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> |
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null;\n\n/**\n * 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 * `<ng-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 OnInit, 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 @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.\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 /**\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\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 =\n 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 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\n const viewRef =\n this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n\n super.setDisposeFn(() =>\n this._viewContainerRef.clear());\n\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');\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 can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n\n portal.setAttachedHost(this);\n element.parentNode!.insertBefore(anchorNode, element);\n this._getRootNode().appendChild(element);\n this._attachedPortal = portal;\n\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 standalone: true,\n})\nexport class PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n})\nexport 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 PortalInjector implements Injector {\n constructor(\n private _parentInjector: Injector,\n private _customTokens: WeakMap<any, any>,\n ) {}\n\n get(token: any, notFoundValue?: any): any {\n const value =\n 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;AAClC,IAAA,MAAM,KAAK,CAAC,iCAAiC,CAAC,CAAC;AACjD,CAAC;AAED;;;AAGG;SACa,oBAAoB,GAAA;AAClC,IAAA,MAAM,KAAK,CAAC,oCAAoC,CAAC,CAAC;AACp

Ae,EAAA;AAEf,QAAA,KAAK,EAAE,CAAC;QAXD,IAAa,CAAA,aAAA,GAAb,aAAa,CAAS;QACrB,IAAyB,CAAA,yBAAA,GAAzB,yBAAyB,CAA2B;QACpD,IAAO,CAAA,OAAA,GAAP,OAAO,CAAiB;QACxB,IAAgB,CAAA,gBAAA,GAAhB,gBAAgB,CAAW;AAqGrC;;;;;AAKG;AACM,QAAA,IAAA,CAAA,eAAe,GAAG,CAAC,MAAiB,KAAI;;;AAG/C,YAAA,IAAI,CAAC,IAAI,CAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACtE,gBAAA,MAAM,KAAK,CAAC,kEAAkE,CAAC,CAAC;aACjF;AAED,YAAA,MAAM,OAAO,GAAG,MAAM,CAAC,OAAO,CAAC;AAC/B,YAAA,IAAI,CAAC,OAAO,CAAC,UAAU,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC1E,gBAAA,MAAM,KAAK,CAAC,uDAAuD,CAAC,CAAC;aACtE;;;YAID,MAAM,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,YAAY,CAAC,CAAC;YAE9D,OAAO,CAAC,UAAW,CAAC,YAAY,CAAC,UAAU,EAAE,OAAO,CAAC,CAAC;AACtD,gBAAA,MAAM,KAAK,CAAC,eAAe,CAAC,WAAW,CAAC,aAAa,CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AAC3E

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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,\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;\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 _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,\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) {\n 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 }\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 = 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 element.parentNode!.insertBefore(anchorNode, element);\n this.outletElement.appendChild(element);\n this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n // 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 EmbeddedViewRef<any>).rootNodes[0] as HTMLElement;\n }\n}\n\n/**\n * @deprecated Use `DomPortalOutlet` instead.\n * @breaking-change 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 {\n ComponentFactoryResolver,\n ComponentRef,\n Directive,\n EmbeddedViewRef,\n EventEmitter,\n NgModule,\n OnDestroy,\n OnInit,\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 declarative use.\n *\n * Usage:\n * `<ng-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 OnInit, 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 * @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.\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 /**\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\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 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');\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 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);\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 standalone: true,\n})\nexport class PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n})\nexport 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 PortalInjector implements Injector {\n constructor(\n private _parentInjector: 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;AAClC,IAAA,MAAM,KAAK,CAAC,iCAAiC,CAAC,CAAC;AACjD,CAAC;AAED;;;AAGG;SACa,+BAA+B,GAAA;AAC7C,IAAA,MAAM,KAAK,CAAC,oCAAoC,CAAC,CAAC;AACpD,CAAC;AAED;;;AAGG;SACa,qCAAqC,GAAA;AACnD,IAAA,MAAM,KAAK,CAAC,6CAA6C,CAAC,CAAC;AAC7D,CAAC;AAED;;;AAGG;SACa,2BAA2B,GAAA;IACzC,MAAM,KAAK,CACT,+EAA+E;QAC7E,wCAAwC,CAC3C,CAAC;AACJ,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,8DAA8D,CAAC,CAAC;AAC9E,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,8DAA8D,CAAC,CAAC;AAC9E,CAAC;AAED;;;AAGG;SACa,mCAAmC,GAAA;AACjD,IAAA,MAAM,KAAK,CAAC,2EAA2E,CAAC,CAAC;AAC3F

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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 /**\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\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 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');\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 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);\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 standalone: true,\n})\nexport class PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n})\nexport 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 PortalInjector implements Injector {\n constructor(\n private _parentInjector: 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;AAClC,IAAA,MAAM,KAAK,CAAC,iCAAiC,CAAC,CAAC;AACjD,CAAC;AAED;;;AAGG;SACa,+BAA+B,GAAA;AAC7C,IAAA,MAAM,KAAK,CAAC,oCAAoC,CAAC,CAAC;AACpD,CAAC;AAED;;;AAGG;SACa,qCAAqC,GAAA;AACnD,IAAA,MAAM,KAAK,CAAC,6CAA6C,CAAC,CAAC;AAC7D,CAAC;AAED;;;AAGG;SACa,2BAA2B,GAAA;IACzC,MAAM,KAAK,CACT,+EAA+E,CAChF,CAAC;AACJ,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,sDAAsD,CAAC,CAAC;AACtE,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,8DAA8D,CAAC,CAAC;AAC9E

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_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;AAClC,IAAA,MAAM,KAAK,CAAC,iCAAiC,CAAC,CAAC;AACjD,CAAC;AAED;;;AAGG;SACa,qCAAqC,GAAA;AACnD,IAAA,MAAM,KAAK,CAAC,6CAA6C,CAAC,CAAC;AAC7D,CAAC;AAED;;;AAGG;SACa,2BAA2B,GAAA;IACzC,MAAM,KAAK,CACT,+EAA+E;AAC7E,QAAA,wCAAwC,CAC3C,CAAC;AACJ,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,sDAAsD,CAAC,CAAC;AACtE,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,MAAM,KAAK,CAAC,8DAA8D,CAAC,CAAC;AAC9E;;;AAGG;SACa,mBAAmB,GAAA;IACjC,MAAM,KAAK,CAAC,8BAA8B,CAAC,CAAC;AAC5C,IAAA

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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 @Input('cdkAutosizeMaxRows')\n get maxRows(): number {\n return this._maxRows;\n }\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) ? this.resizeToFitContent(true) : this.reset();\n }\n }\n\n @Input()\n get placeholder(): string {\n return this._textareaElement.placeholder;\n }\n set placeholder(value: string) {\n this._cachedPlaceholderHeight = undefined;\n\n if (value) {\n this._textareaElement.setAttribute('placeholder', value);\n } else {\n this._textareaElement.removeAttribute('placeholder');\n }\n\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 /** @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 HTMLTextAareaElement;\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 started 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 }\n }\n\n ngOnDestroy() {\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 * 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.\n let textareaClone = this._textareaElement.cloneNode(false) as HTMLTextAreaElement;\n 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 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._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();\n }\n\n private _measureScrollHeight(): number {\n const element = this._textareaElement;\n const previousMargin = 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).\n const scrollHeight = element.scrollHeight - 4;\n element.classList.remove(measuringClass);\n\n 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\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\n /**\n * Resize the textarea to fit its content.\n * @param force Whether to force a height recalculation. By default the height will be\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) {\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 }\n\n /**\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\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 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 // IE will throw an \"Unspecified error\" if we try to set the selection range after the\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 * @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';\n\n@NgModule({\n imports: [CdkAutofill, CdkTextareaAutosize],\n exports: [CdkAutofill, CdkTextareaAutosize],\n})\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,CAAC;AAEzE;;;;AAIG;MAEU,eAAe,CAAA,CAAA,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 {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.\n '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 @Input('cdkAutosizeMaxRows')\n get maxRows(): number {\n return this._maxRows;\n }\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) ? this.resizeToFitContent(true) : this.reset();\n }\n }\n\n @Input()\n get placeholder(): string {\n return this._textareaElement.placeholder;\n }\n set placeholder(value: string) {\n this._cachedPlaceholderHeight = undefined;\n\n if (value) {\n this._textareaElement.setAttribute('placeholder', value);\n } else {\n this._textareaElement.removeAttribute('placeholder');\n }\n\n this._cacheTextareaPlaceholderHeight();\n }\n\n /** Cached height of a textarea with a single row. */\n private _cachedLineHeight: number;\n\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 /** @breaking-change 11.0.0 make document required */\n @Optional() @Inject(DOCUMENT) document?: any,\n ) {\n this._document = document;\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 started 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 }\n }\n\n ngOnDestroy() {\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 * 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.\n let textareaClone = this._textareaElement.cloneNode(false) as HTMLTextAreaElement;\n 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 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._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();\n }\n\n private _measureScrollHeight(): number {\n const element = this._textareaElement;\n const previousMargin = 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).\n const scrollHeight = element.scrollHeight - 4;\n element.classList.remove(measuringClass);\n\n 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 this._textareaElement.value = this._textareaElement.placeholder;\n this._cachedPlaceholderHeight = this._measureScrollHeight();\n this._textareaElement.value = value;\n }\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\n /**\n * Resize the textarea to fit its content.\n * @param force Whether to force a height recalculation. By default the height will be\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) {\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 }\n\n /**\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\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 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 // IE will throw an \"Unspecified error\" if we try to set the selection range after the\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 * @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';\n\n@NgModule({\n imports: [CdkAutofill, CdkTextareaAutosize],\n exports: [CdkAutofill, CdkTextareaAutosize],\n})\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,CAAC;AAEzE;;;;AAIG;MAEU,eAAe,CAAA;IAG1B,WACU,CAAA,SAAmB,EACnB,OAAe,EAAA;QADf,IAAS,CAAA,SAAA,SAAA,CAAA;QAAS,IAAO,CAAA,OAAA,OAAA,CAAA;;AAGnC,IAAA,OAAO,CAAA,OAAA,GAAA,EAAA;AACJ,QAAA,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC,CAAC;AACnB

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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,\n buttons: 1,\n });\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);\n }\n\n if (offsetY != null) {\n defineReadonlyEventProperty(event, 'offsetY', offsetY);\n }\n\n return event;\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-primary\n * 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 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.\n view: window,\n clientX,\n clientY,\n ...options,\n });\n\n if (offsetX != null) {\n 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]);\n defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);\n defineReadonlyEventProperty(event, 'changedTouches', [touchDetails]);\n\n return event;\n}\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, // 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 * 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) {\n return new Event(type, {bubbles, cancelable, composed});\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 * @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 */\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.\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, offsetY, button, modifiers),\n );\n}\n\n/**\n * Shorthand to dispatch a pointer event on the specified coordinates.\n * @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 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, 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 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 triggerFocusChange(element, 'focus');\n}\n\n/** @docs-private */\nexport function triggerBlur(element: HTMLElement) {\n triggerFocusChange(element, 'blur');\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 {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 incrementalInputTypes = 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,\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 */\nexport 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 (\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 = {};\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 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. in\n // the `ReactiveFormsModule` uses such an approach) won't receive the correct value.\n const enterValueIncrementally =\n inputType === 'number' ? // 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) {\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', key.keyCode, key.key, modifiers);\n }\n\n // Since we weren't dispatching `input` events while sending the keys, we have to do it now.\n if (!enterValueIncrementally) {\n dispatchFakeEvent(element, 'input');\n }\n}\n\n/**\n * 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 * @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
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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 `keyCode` and `key` values used by native browser events. */\nconst keyMap = {\n [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [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.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.LEFT_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: 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\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)) {\n throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\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, 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 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._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\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> {\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.');\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();\n }\n\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.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 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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n );\n
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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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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. */\nlet 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.\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\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};\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 /** 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 * 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>,\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 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> {\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"],"names":[],"mappings":";;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;ASnC,IAAA,WAAA,CAAoB,CAAA,oBAAA,EAAA,IAAA,CAAA,CAAA,C

O,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,IAAA,MAAM,YAAY,GAAG,EAAE,CAAC,KAAK,EAAE,KAAK,EAAE,OAAO,EAAE,OAAO,EAAE,UAAU,EAAE,SAAS,EAAE,EAAE,CAAC;;AAG9E,IAAA,KAAa,CAAC,WAAW,CAAC,IAAI,EAAE,IAAI,EAAE,IAAI,EAAE,MAAM,EAAE,CAAC,CAAC,CAAC;;;IAAIxD,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;IAC9D,2BAA2B,CAAC,KAAK,EAAE,eAAe,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;IACpE,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,CAAC,gBAAgB,EAAE,CAAC,YAAY,CAAC,CAAC,CAAC;AAErE,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;AACa,SAAA,mBAAmB,CACjC,IAAY,EACZ,OAAO,GAAG,KAAK,EACf,OAAO,GAAG,KAAK,EACf,OAAO,GAAG,KAAK,EAAA;AAE5B,IAAA,OAAO,IAAI,aAAa,CAAC,IAAI,EAAE,mBAAmB,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO,CAAC;AAClF

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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]);\n defineReadonlyEventProperty(event, 'targetTouches', [touchDetails]);\n defineReadonlyEventProperty(event, 'changedTouches', [touchDetails]);\n\n return event;\n}\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, // 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 * 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) {\n return new Event(type, {bubbles, cancelable, composed});\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 * @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 */\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.\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, offsetY, button, modifiers),\n );\n}\n\n/**\n * Shorthand to dispatch a pointer event on the specified coordinates.\n * @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 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, 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 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 triggerFocusChange(element, 'focus');\n}\n\n/** @docs-private */\nexport function triggerBlur(element: HTMLElement) {\n triggerFocusChange(element, 'blur');\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 {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 incrementalInputTypes = 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,\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 */\nexport 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 (\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 = {};\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 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) {\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', key.keyCode, key.key, modifiers);\n }\n\n // Since we weren't dispatching `input` events while sending the keys, we have to do it now.\n if (!enterValueIncrementally) {\n dispatchFakeEvent(element, 'input');\n }\n}\n\n/**\n * 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 * @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 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.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.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.LEFT_ARROW, key:
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'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: 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. */\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)) {\n throw Error('Attempting to clear an invalid
element');\n }\n clearElement(this.element);\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, 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 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._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\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> {\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.');\n }\n\n await this._stabilize();\n\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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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
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{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. */\nlet 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.\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\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};\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 /** 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 * 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>,\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 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> {\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"],"names":[],"mappings":";;;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;AACU,wBAAwB,CAAA;AASnC,IAAA,WAAA,CAAoB,CAAoB,EAAA;AAAxB,QAAA,IAAC,CAAA,CAAA,GAAD,CAAC,CAAmB;AAAE,IAAA;AAE1C;;;;;;;

AO,EAAE,UAAU,EAAE,QAAQ,EAAC,CAAC,CAAC;AAC1D,CAAC;AAED;;;AAGG;AACH,SAAS,2BAA2B,CAAC,KAAY,EAAE,YAAoB,EAAE,KAAU,EAAA;IACjF,MAAM,CAAC,cAAc,CAAC,KAAK,EAAE,YAAY,EAAE,EAAC,GAAG,EAAE,MAAM,KAAK,EAAE,YAAY,EAAE,IAAI,EAAC,CAAC,CAAC;AACrF;;ACnJA;;;AAGG;AACa,SAAA,aAAa,CAAC,KAAK,EAAE,KAAK,EAAE,KAAK,EAAE

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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 incrementalInputTypes = 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,\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 */\nexport 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 (\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 = {};\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 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) {\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', key.keyCode, key.key, modifiers);\n }\n\n // Since we weren't dispatching `input` events while sending the keys, we have to do it now.\n if (!enterValueIncrementally) {\n dispatchFakeEvent(element, 'input');\n }\n}\n\n/**\n * 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 * @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 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.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.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.LEFT_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: 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. */\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)) {\n throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\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, 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 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._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\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> {\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):
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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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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. */\nlet 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.\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\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(rawRootElement: Element, private _fixture: ComponentFixture<unknown>, 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 /** 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 * 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>,\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
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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> {\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"],"names":[],"mappings":";;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;ASnC,IAAA,WAAA,CAAoB,IAAA,EAAA;QAAA,IAAI,CAAA,IAAA,GAAJ,IAAI,CAAA;AAAG,IAAA;AAE/B,IAAA,OAAO,CAAC,IAAA,EAAA;QACb,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC

AAE,QAAQ,CAAC,KAAK,EAAE,GAAG,EAAE,OAAO,EAAC;AACxD,IAAA,CAAC,OAAO,CAAC,KAAK,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,KAK,EAAE,GAAG,EAAE,OAAO,EAAC;AACxD,IAAA,CAAC,OAAO,CAAC,OAAO,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,OAAO,EAAE,GAAG,EAAE,SAAS,EAAC;AAC9D,IAAA,CAAC,OAAO,CAAC,GAAG,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,GAAG,EAAE,GAAG,EAAE,KAAK,EAAC;AACID ,IAAA,CAAC,OAAO,CAAC,MAAM,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,MAAM,EAAE,GAAG,EAAE,QAAQ,EAAC;AAC3D,IAAA,CAAC,OAAO, CAAC,OAAO,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,OAAO,EAAE,GAAG,EAAE,QAAQ,EAAC;AAC7D,IAAA,CAAC,OAAO,CAAC,SAAS,GAAG,E AAC,OAAO,EAAE,QAAQ,CAAC,SAAS,EAAE,GAAG,EAAE,UAAU,EAAC;AACnE,IAAA,CAAC,OAAO,CAAC,GAAG,GAAG,EAAC,OAAO,EAAE,QA AQ,CAAC,GAAG,EAAE,GAAG,EAAE,KAAK,EAAC;AACID,IAAA,CAAC,OAAO,CAAC,IAAI,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,IAAI,EAAE,G AAG,EAAE,MAAM,EAAC;AACrD,IAAA,CAAC,OAAO,CAAC,UAAU,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,UAU,EAAE,GAAG,EAAE,WAAW,EA AC;AACtE,IAAA,CAAC,OAAO,CAAC,QAAQ,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,QAAQ,EAAE,GAAG,EAAE,SAAS,EAAC;AAChE,IAAA,CAAC,OAAO,C AC,WAW,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,WAW,EAAE,GAAG,EAAE,YAAY,EAAC;AACzE,IAAA,CAAC,OAAO,CAAC,UAU,EAAE,GAAG,EAAE,WAW,EAAC;AACtE,IAAA,CAAC,OAAO,CAAC,MAAM,GAAG,EAAC,OAAO, EAAE,QAAQ,CAAC,MAAM,EAAE,GAAG,EAAE,QAAQ,EAAC;AAC3D,IAAA,CAAC,OAAO,CAAC,MAAM,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,MAAM, MAAM,EAAE,GAAG,EAAE,QAAQ,EAAC;AAC3D,IAAA,CAAC,OAAO,CAAC,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,E AAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,I AAA,CAAC,OAAO,CAAC,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC ,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,EAAE,GAAG,EAAC,OAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,GAAA G,GAAG,EAAC,OAAO,EAAE,QAQ,CAAC,GAAG,EAAE,GAAG,EAAE,KAAK,EAAC;AACID,IAAA,CAAC,OAAO,CAAC,GAAG,GAAG,EAAC,OAAO ,EAAE,QAAQ,CAAC,GAAG,EAAE,GAAG,EAAE,KAAK,EAAC;AACID,IAAA,CAAC,OAAO,CAAC,IAAI,GAAG,EAAC,OAAO,CAAC,IAAI,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,IAAI,EAAE,GAAG,EAAE, MAAM,EAAC;AACrD,IAAA,CAAC,OAAO,CAAC,KAAK,GAAG,EAAC,OAAO,CAAC,IAAI,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,IAAI,EAAE,GAAG,EAAE, CAAC,OAAO,CAAC,EAAE,EAAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,EAAE,E AAE,GAAG,EAAC,OAAO,EAAE,QAAQ,CAAC,EAAE,EAAE,GAAG,EAAE,IAAI,EAAC;AAC/C,IAAA,CAAC,OAAO,CAAC,GAAG,GAAG,EAAC,OAAO ,EAAE,QAAQ,CAAC,GAAG,EAAE,GAAG,EAAE,KAAK,EAAC;AACID,IAAA,CAAC,OAAO,CAAC,GAAG,GAAG,EAAC,OAAO,EAAE,QA

CAAC,CAAC;AACpD,YAAA,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC;AACzB,SAAC,CAAC,CAAC;KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAkC,EAClC,OAA0C,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,,EAClC,OAA0C,,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,QAAQ,CAAC,IAAI,,EAAE,OAAO,,EAAE,OAAO,,CAAC,CAAC;KACvE;;IAGD,OAAO,gBAAgB,CAAC,EAAe,,EAAA;AACrC,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACjC,OAAO,EAAE,CAAC,OAAO,,CAAC,CAAC;SACnB;AACD,QAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAAC;KAClF;AAED;;;;;AAKG;IACH,aAAa,iBAAiB,CAC5B,OAAkC,,EAClC,OAA0C,,EAAA;AAE1C,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACjC,OAAO,IAAI,yBAAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC,CAAC;AAC3F,QAAA,MAAM,KAAK,CAAC,cAAc,CAAC,cAAc,EAAE,CAAC,CAAC;QACnC,OAAO,WAAW,CAAC,sBAAs

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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, 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 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._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\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> {\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.');\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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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. */\nlet 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.\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
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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\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};\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 /** 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 * 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>,\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 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> {\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"],"names":[],"mappings":";;;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASnC,IAAA,WAAA,CAAoB,UAAuB,EAAA;QAAvB,IAAU,CAAA,UAAA,GAAV,UAAU,CAAa;AAR1B,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,eAAe,CAAC,IAAI,CAAC,CAAC;AAEvD,QAAA,IAAA,CAAA,SAAS,GAAG,IAAI,eAAe,CAAC,IAAI,CAAC,CAAC;AAEtC

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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.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.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.LEFT_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: 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. */\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)) {\n throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\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, 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 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._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\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> {\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.');\n }\n\n await this._stabilize();\n this.element.textContent = value;\n await this._stabilize();\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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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
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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. */\nlet 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.\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\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};\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 /** 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 * 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>,\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> {\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"],"names":[],"mappings":";;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;ASnC,IAAA,WAAA,CAAoB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPlC,IAAa,CAAA,aAAA,GAAG,aAAa,CAAC,aAAa,CAAC,aAAa,CAAC,aAAa,CAAC,GAAG,CAAC,IAAI,CAAC,eAAe,CAAC,CAAC,IAAI,CAAC,aAAa,CAAC,UAAU,CAAC,GAAG,CAAC,IAAI,CAAC,aAAa,CAAC,kCAAkC,CAAC,CAAC,IAAI,CAAC,aAAa,CAAC,UAAU,CAAC

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[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)) {\n throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\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, 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 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._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\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> {\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.');\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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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. */\nlet disableAutoChangeDetection = false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures =
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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.\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\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};\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 /** 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 * 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>,\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> {\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"],"names":[],"mappings":";;;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;ASnC,IAAA,WAAA,CAAA,CAAA,C

AE,SAAS,CAAC,CAAC,CAAC;AACjF,CAAC;AAED;;;AAGG;AACG,SAAU,kBAAkB,CAChC,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAgB,EAChB,OAAgB,EAChB,MAAe,EACf,SAAwB,EAAA;IAExB,OAAO,aAAa,CAClB,IAAI,EACJ,gBAAgB,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,MAAM,EAAE,SAAS,CAAC,CAC9E,CAAC;AACJ,CAAC;AAED;;;AAGG;SACa,oBAAoB,CAClC,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAgB,EAChB,OAAgB,EAChB,OAA0B,EAAA;AAE1B,IAAA,OAAO,aAAa,CAClB,IAAI,EACJ,kBAAkB,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,CAAC,CACtD,CAAC;AACA,CAAC;AAED;;;AAGG;AACG,SAAU,kBAAkB,CAChC,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,KAAK,GAAG,CAAC,EACT,KAAK,GAAG,CAAC,EACT,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EAAA;AAEX,IAAA,OAAO,aAAa,CAClB,IAAI,EAAE,gBAAgB,CAAC,IAAI,EAAE,KAAK,EAAE,KAAK,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC,CAAC;AACA,CAAC;AAED;;;;;AAKG;AACH,SAAS,aAAa,CAClB,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,KAAK,GAAG,CAAC,EACT,KAAK,GAAG,CAAC,EACT,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EAAA;AAEX,IAAA,OAAO,aAAa,CAClB,IAAI,EAAE,gBAAgB,CAAC,IAAI,EAAE,KAAK,EAAE,KAAK,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC,CAAC;AACA,CAAC;AAED;;;;;AAKG;AACH,SAAS,aAAa,CAClB,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,KAAK,GAAG,CAAC,EACT,KAAK,GAAG,CAAC,EACT,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EAAA;AAEX,IAAA,OAAO,aAAa,CAClB,IAAI,EACJ,kBAAkB,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO

AC,EAAE,EAAE;AACvC,YAAA,MAAM,MAAM,GAAG,OAAO,CAAC,CAAC,CAAC,CAAC;AAC1B,YAAA,MAAM,WAAW,GAAG,MAAM,CAAC,QAAQ,CAAC;;;YAIpC,MAAM,CAAC,QAAQ,GAAG,OAAO,CAAC,GAAG,CAAC,CAAC,CAAC,CAAC;AAEjC,YAAA,IAAI,MAAM,CAAC,QAAQ,KAAK,WAAW,EAAE;gBACnC,UAAU,GAAG,IAAI,CAAC;AAClB,gBAAA,iBAAiB,CAAC,IAAI,CAAC,OAAO,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;AACxB,QAAA,MAAM,gBAAgB,GAAG,OAAO,CAAC,SAAgB,CAAC;QACD,CAAC,CAAC;AACnD

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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 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._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\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> {\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.');\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();\n }\n\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.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');\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<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. */\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);\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,\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,\n button,\n });\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 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\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\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',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n\n // 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. */\nlet 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.\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\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};\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 /** 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 * 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>,\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 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> {\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"],"names":[],"mappings":";;;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASnC,IAAA,WAAA,CAAoB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPlC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CAAC,IAAI,CAAC,CAAC;AAQhD,QAAA,IAAI,CAAC,aAAa,GAAG,IAAI,CAAC,UAAU,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC;AAEzD,QAAA,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,UAAU,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC;AAEv

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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> {\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"],"names":[],"mappings":";;;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;AACU,MACU,wBAAwB,CAAA;AASnC,IAAA,WAAA,CAAoB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAGlC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACjD,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC,kCAAkC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,IAAI,CAAC,UAAU,CAAC,kCAAkC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAAC,5F,CAAC;;AAGO,QAAA,IAAA,CAAA,aAAa,GAAG,IAAI,eAAe,CACjD,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAAC,kCAAkC

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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 * 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 Object]\"]`\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 = /\\s+/): string[] {\n const result = [];\n\n if (value != null) {\n 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,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,KAAK,CAAC,GAAG,MAAM,CAAC,KAAK,CAAC,GAAG,aAAa;;;;AAIvC,IAAA,OAAO,CAAC,KAAK,CAAC,KAAU,EAAA;;;AAIvC,IAAA,OAAO,CAAC,KAAK,CAAC,KAAK,CAAC,KAAU,EAAA;IAC9C,OAAO,CAAC,KAAK,CAAC,KAAK,CAAC,MAAM,CAAC,KAAK,CAAC,KAAK,CAAC,CAAC;ACnE;;ACnBM,SAAU,WAAW,CAAC,KAAK,CAAC,KAAK,CAAC,KAAU,EAAA;;;AAIvC,IAAA,OAAO,CAAC,KAAK,CAAC,KAAK,CAAC,KAAU,EAAA;IAC9C,OAAO,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,CAAC;AAChD;;ACLA;AACM,SAAU,mBAAmB,CAAC,KAAU,EAAA;IAC5C,OAAO,KAAK,IAAI,IAAI,IAAI,KAAK,KAAK,EAAE;AACtC;;QAAA,OAAO,EAAE,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK

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 * 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 Object]\"]`\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 = /\\s+/): string[] {\n const result = [];\n\n if (value != null) {\n 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,CAAC,CAAC;AACjD;;SCAgB,oBAAoB,CAAC,KAAU,EAAE,aAAa,GAAG,YAAY,CAAC,EAAA;AAChE,IAAA,OAAO,cAAc,CAAC,KAAK,CAAC,GAAG,MAAM,CAAC,KAAK,CAAC,GAAG,aAAa,CAAC;AAC/D,CAAC;AAED;;;AAGG;AACG,SAAU,cAAc,CAAC,KAAU,EAAA;;;;AAIvC,IAAA,OAAO,CAAC,KAAK,CAAC,UAAU,CAAC,KAAK,CAAC,IAAI,CAAC,KAAK,CAAC,MAAM,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC;AACnE;;ACnBM,SAAU,WAAW,CAAC,GAAW,EAAA;AAAG,IAAA,OAAO,GAAG,CAAC,OAAO,CAAC,KAAK,EAAE,KAAK,CAAC

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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: IterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged?: _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<\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,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _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,\n * 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: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged?: _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 = itemContextFactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n insertContext.templateRef,\n insertContext.context,\n insertContext.index,\n );\n operation = _ViewRepeaterOperation.INSERTED;\n } 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;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\n\n detach() {}\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 EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _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, 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\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.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 context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\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 = 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. */\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);\n view.context.$implicit = value;\n return view;\n }\n\n /**\n * 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 references are removed.\n if (index === -1) {\n view.destroy();\n } else {\n viewContainerRef.remove(index);\n }\n }\n }\n\n /** 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-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,\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 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._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)))\n .forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Toggles a value between selected and deselected.\n *
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@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 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!.sort(predicate);\n }\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.\n */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\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 }\n\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\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 }\n }\n\n /** 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[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode === '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. */\n 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;\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() {\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.\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.\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 /**\n * 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":
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ACF;AAED;;;;;AAKG;IACH,MAAM,CAAC,GAAG,MAAW,EAAA;AACnB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAAC;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,QAAQ,CAAC,GAAG,MAAW,EAAA;AACrB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAAC,CAAC;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,eAAe,,CAAC,KAAK,CAAC,CAAC,CAAC;AACrD,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,iBAAiB,EAAE,CAAC;QACzC,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;IACH,YAAY,CAAC,GAAG,MAAW,EAAA;AACzB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAAC,CAAC;AACpC,QAAA,MAAM,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC,CAAC;AACnD,QAAA,MAAM,SAAS,GAAG,IAAI,CAAC,iBAAiB,EAAE,CAAC;QAC3C,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;AACH,IAAA,MAAM,CAAC,KAAQ,EAAA;AACb,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAAC,CAAC;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

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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 = itemContextFactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n insertContext.templateRef,\n insertContext.context,\n insertContext.index,\n );\n operation = _ViewRepeaterOperation.INSERTED;\n } 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;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\n\n detach() {}\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 EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _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.\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.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 context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\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 = 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. */\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);\n view.context.$implicit = value;\n return view;\n }\n\n /**\n * 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 references are removed.\n if (index === -1) {\n view.destroy();\n } else {\n viewContainerRef.remove(index);\n }\n }\n }\n\n /** 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-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,\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 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._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 =>\n !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 /**\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 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!.sort(predicate);\n }\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. */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\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 }\n\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\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 }\n }\n\n /** 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[]) {\n if (values.length > 1 && !this._multiple && (typeof
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ngDevMode === '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. */\n 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;\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() {\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.\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.\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 /**\n * 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,KAAK,IAAI,OAAO,,KAAK,,CAAC,OAAO,,KAAK,,CAAC,OAAO,,KAAK,,UAAU,IAAI,EAAE,KAAK,,YAAY,qBAAqB,CAAC,CAAC;AACnG;;AC5BA;AACM,MAAO,eAAmB,SAAQ,UAAa,CAAA;AAanD,IAAA,WAAA,CAAoB,WAAA,GAAc,KAAK,EAAA;AACrC,QAAA,KAAK,EAAE;QADW,IAAW,CAAA,WAAA,GAAX,WAAW;AAZ7B,QAAA,IAAA,CAAA,SAAS,GAAG,IAAI,GAAG,EAAK;AAExB,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,GAAG,EAAK;AAEzB,QAAA,IAAA,CAAA,kBAAkB,GAAG,IAAI,GAAG,EAAK;AAEjC,QAAA,IAAA,CAAA,kBAAkB,GAAG,IAAI,GAAG,EAAK;AAEjC,QAAA,IAAA,CAAA,mBAAmB,GAAG,IAAI,GAAG,EAAK;AAElC,QAAA,IAAA,CAAA,mBAAmB,GAAG,IAAI,GAAG,EAAK;AAGlC,QAAA,IAAA,CAAA,cAAc,GAAG,IAAI,GAAG,EAAK;AAGnC,IAAA,GAAG,CAAC,KAAQ,EAAA;AACV,QAAA,OAAO,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,KAAK,CAAC;;IAGlC,GAAG,CAAC,KAAQ,EAAA;AACV,QAAA,OAAO,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,KAAK,CAAC;;IAGlC,MAAM,CAAC,KAAQ,EAAA;AACb,QAAA,OAAO,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,KAAK,CAAC;;IAGnC,MAAM,CAAC,KAAQ,EAAA;AACb,QAAA,OAAO,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,KAAK,CAAC;;IAGnC,QAAQ,CAAC,KAAQ,EAAA;AACf,QAAA,OAAO,IAAI,CAAC,kBAAkB,CAAC,GAAG,CAAC,KAAK,CAAC;;IAG3C,QAAQ,CAAC,KAAQ,EAAA;AACf,QAAA,OAAO,IAAI,CAAC,kBAAkB,CAAC,GAAG,CAAC,KAAK,CAAC;;IAG3C,WAAW,CAAC,KAAQ,EAAA;AAClB,QAAA,OAAO,IAAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,KAAK,CAAC;;IAG5C,WAAW,CAAC,KAAQ,EAAA;AAClB,QAAA,OAAO,IAAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,KAAK,CAAC;;IAG5C,UAAU,CAAC,KAAQ,EAAA;AACjB,QAAA,OAAO,IAAI,CAAC,cAAc,CAAC,GAAG,CAAC,KAAK,CAAC;;IAGvC,IAAI,CAAC,KAAQ,EAAA;AACX,QAAA,OAAO,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,KAAK,CAAC;;IAGnC,KAAK,CAAC,KAAQ,EAAA;AACZ,QAAA,OAAO,IAAI,CAAC,SAAS,CAAC,KAAK,CAAC,KAAK,CAAC;;IAGp

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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 context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\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 = this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return undefined;\n }\n\n const viewArgs = viewArgsFactory();\n return viewContainerRef.createEmbeddedView(\n viewArgs.templateRef,\n viewArgs.context,\n viewArgs.index,\n );\n }\n\n /** Detaches the view at the given index and inserts into the view cache. */\n private _detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n }\n\n /** Moves view at the previous index to the current index. */\n private _moveView(\n adjustedPreviousIndex: number,\n currentIndex: number,\n viewContainerRef: ViewContainerRef,\n value: T,\n ): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n viewContainerRef.move(view, currentIndex);\n view.context.$implicit = value;\n return view;\n }\n\n /**\n * 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 references are removed.\n if (index === -1) {\n view.destroy();\n } else {\n viewContainerRef.remove(index);\n }\n }\n }\n\n /** 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-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,\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 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._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)))\n .forEach(value => this._unmarkSelected(value));\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 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 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!.sort(predicate);\n }\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. */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\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 }\n\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\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 }\n }\n\n /** 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[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode === '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. */\n 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;\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() {\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.\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.\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 /**\n * 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\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":
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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 EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _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,\n * 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: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged?: _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 = itemContextFactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n insertContext.templateRef,\n insertContext.context,\n insertContext.index,\n );\n operation = _ViewRepeaterOperation.INSERTED;\n } 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;\n }\n\n if (itemViewChanged) {\n itemViewChanged({\n context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\n\n detach() {}\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 EmbeddedViewRef,\n IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,\n} from '@angular/core';\nimport {\n _ViewRepeater,\n _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.\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.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 context: view?.context,\n operation,\n record,\n });\n }\n },\n );\n }\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 = 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. */\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);\n view.context.$implicit = value;\n return view;\n }\n\n /**\n * 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 references are removed.\n if (index === -1) {\n view.destroy();\n } else {\n viewContainerRef.remove(index);\n }\n }\n }\n\n /** 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-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,\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 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._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)))\n .forEach(value => this._unmarkSelected(value));\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 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 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
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{\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 /**\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. */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\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 }\n\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\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\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n }\n }\n\n /** 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[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode === '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. */\n 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;\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() {\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.\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.\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 /**\n * 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. 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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._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)))\n .forEach(value => this._unmarkSelected(value));\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 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 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!.sort(predicate);\n }\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.\n */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n\n /** Selects a value.\n */\n private _markSelected(value: T) {\n value = this._getConcreteValue(value);\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n }\n\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\n /** Deselects a value.\n */\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 /** Clears out the selected values.\n */\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[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n\n /** Whether there are queued up change to be emitted.\n */\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.\n */\n 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;\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 */\n source: SelectionModel<T>;\n /** Options that were added to the model.\n */\n added: T[];\n /** Options that were removed from the model.\n */\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 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.\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 /**\n * 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":
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{\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 /**\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. */\n private _emitChangeEvent() {\n // Clear the selected values so they can be re-cached.\n this._selected = null;\n\n\n if (this._selectedToEmit.length || this._deselectedToEmit.length) {\n this.changed.next({\n source: this,\n added: this._selectedToEmit,\n removed: this._deselectedToEmit,\n });\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 }\n\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\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\n if (this._emitChanges) {\n this._deselectedToEmit.push(value);\n }\n }\n }\n\n /** 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[]) {\n if (values.length > 1 && !this._multiple && (typeof ngDevMode === '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. */\n 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;\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() {\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.\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.\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 /**\n * 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. 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MediaQueryList;\n}\n\n/** Utility for checking the matching state of @media queries. */\n@Injectable({providedIn: 'root'})\nexport class BreakpointObserver implements OnDestroy {\n /** A map of all media queries currently being listened for. */\n private _queries = new Map<string, Query>();\n /** A subject for all other observables to takeUntil based on. */\n 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 * 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}) => {\n response.matches = response.matches || matches;\n response.breakpoints[query] = matches;\n });\n return response;\n }),\n );\n }\n\n /** Registers a specific query to be listened for. */\n 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.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 * 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[] {\n 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: 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 Web:\n '(min-width: 840px) 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 WebPortrait: '(min-width: 840px) and (orientation: portrait)',\n\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};\n","/**\n * Generated bundle index. 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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 {Injectable, CSP_NONCE, Optional, Inject} from '@angular/core';\nimport {Platform} from '@angular/cdk/platform';\n\n/** Global registry for all dynamically-created, injected media queries. */\nconst mediaQueriesForWebkitCompatibility: Set<string> = new Set<string>();\n\n/** Style tag that holds all of the dynamically-created media queries. */\nlet mediaQueryStyleNode: HTMLStyleElement | undefined;\n\n/** A utility for calling matchMedia queries. */\n@Injectable({providedIn: 'root'})\nexport class MediaMatcher {\n /** The internal matchMedia method to return back a MediaQueryList like object. */\n private _matchMedia: (query: string) => MediaQueryList;\n\n constructor(\n private _platform: Platform,\n @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 to\n // 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 `@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 */\nfunction 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/** No-op matchMedia replacement for non-browser platforms. */\nfunction 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.\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. */\nexport interface BreakpointState {\n /** Whether the breakpoint is currently matching. */\n matches: boolean;\n /**\n * 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: 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@Injectable({providedIn: 'root'})\nexport class BreakpointObserver implements OnDestroy {\n /** A map of all media queries currently being listened for. */\n private _queries = new Map<string, Query>();\n /** A subject for all other observables to takeUntil based on. */\n 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 * 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}) => {\n response.matches = response.matches || matches;\n response.breakpoints[query] = matches;\n });\n return response;\n }),\n );\n }\n\n /** Registers a specific query to be listened for. */\n 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. 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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 * 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[] {\n 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: 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 Web:\n '(min-width: 840px) 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 WebPortrait: '(min-width: 840px) and (orientation: portrait)',\n\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};\n","/**\n * Generated bundle index. 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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.reset(\n headers.toArray().sort((a, b) => {\n const 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.\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(() => {\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-correct to the default so we don't throw.\n if (!this._isValidIndex(this._selectedIndex)) {\n this._selectedIndex = 0;\n }\n }\n\n ngOnDestroy() {\n this._keyManager?.destroy();\n this.steps.destroy();\n this._sortedHeaders.destroy();\n this._destroyed.next();\n this._destroyed.complete();\n }\n\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 }\n\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}-${i}`;\n }\n\n /** Returns unique id for each step content element. */\n _getStepContentId(i: number): string {\n return `cdk-step-content-${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. */\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);\n\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.NUMBER;\n } else {\n return step.editable ? STEP_STATE.EDIT : STEP_STATE.DONE;\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.DONE;\n } else if (step.completed && isCurrentStep) {\n return state;\n } else if (step.editable && isCurrentStep) {\n return STEP_STATE.EDIT;\n } else {\n return state;\n }\n }\n\n private _isCurrentStep(index: number) {\n return this._selectedIndex === index;\n }\n\n /** 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({\n 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 (\n 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 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 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 }\n\n /** 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 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;\n hasError(errorCode: string, path?: (string | number)[] | string): boolean;\n markAllAsTouched(): 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;\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 {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 specified. */\n @Input() type: string = 'submit';\n\n constructor(public _stepper: CdkStepper) {}\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})\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.\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 {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":
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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 == 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) {\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,\n ) {\n this._stepperOptions = stepperOptions ? stepperOptions : {};\n this._displayDefaultIndicatorType = this._stepperOptions.displayDefaultIndicatorType !== false;\n }\n\n /** Selects this step component. */\n select(): void {\n this._stepper.selected = this;\n }\n\n /** Resets the step to its initial state. Note that this includes resetting form data. */\n reset(): void {\n 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 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 /** 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>;\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 // Ensure that the index can't be out of bounds.\n if (!this._isValidIndex(index) && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('cdkStepper: Cannot assign out-of-bounds value to `selectedIndex`.');\n }\n\n 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 } 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;\n }\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.reset(\n headers.toArray().sort((a, b) => {\n const 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.\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(() => {\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-correct to the default so we don't throw.\n if (!this._isValidIndex(this._selectedIndex)) {\n this._selectedIndex = 0;\n }\n }\n\n ngOnDestroy() {\n this._keyManager?.destroy();\n this.steps.destroy();\n this._sortedHeaders.destroy();\n this._destroyed.next();\n this._destroyed.complete();\n }\n\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 }\n\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}-${i}`;\n }\n\n /** Returns unique id for each step content element. */\n _getStepContentId(i: number): string {\n return `cdk-step-content-${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. */\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);\n\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.NUMBER;\n } else {\n return step.editable ? STEP_STATE.EDIT : STEP_STATE.DONE;\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.DONE;\n } else if (step.completed && isCurrentStep) {\n return state;\n } else if (step.editable && isCurrentStep) {\n return STEP_STATE.EDIT;\n } else {\n return state;\n }\n }\n\n private _isCurrentStep(index: number) {\n return this._selectedIndex === index;\n }\n\n /** 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({\n 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 (\n manager.activeItemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex =
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manager.activeItemIndex;\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 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 }\n\n /** 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 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;\n hasError(errorCode: string, path?: (string | number)[] | string): boolean;\n markAllAsTouched(): 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;\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 {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 specified. */\n @Input() type: string = 'submit';\n\n constructor(public _stepper: CdkStepper) {}\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})\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.\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 {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,WAAA,GAAX,WAAW,CAAyB;AAAA,KAAA;AAAA,GAAA,CAAA,CAAA,C

AAK,GAAG,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE,CAAC,OAAO,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC,CAAC;KACnF;;AAYD,IAAA,IACI,WAAW,GAAA;QACb,OAAO,IAAI,CAAC,YAAY,CAAC;KAC1B;IACD,IAAI,WAAW,CAAC,KAAyB,EAAA;;AAEvC,QAAA,IAAI,CAAC,YAAY,GAAG,CAAC,KAAK,CAAC;AAE1B,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE;YACpB,IAAI,CAAC,WAAW,CAAC,uBAAuB,CAAC,KAAK,KAAK,UAAU,CAAC,CAAC;SAChE;KACF;AAGD,IAAA,WAAA,CACsB,IAAAoB,EAChC,kBAAqC,EACrC,WAAoC,EAAA;QAFxB,IAAI,CAAA,IAAA,IAAA,GAAJ,IAAI,CAAgB;QAChC,IAAI,CAAA,kBAAA,kBAAA,GAAJ,IAAI,CAAmB;QACrC,IAAI,CAAA,WAAA,WAAA,GAAJ,IAAI,CAAyB;;AAnF3B,QAAA,IAAA,CAAA,IAAA,CAAA,UAAU,GAAG,IAAI,CAAA,IAAA,CAAA,IAAA,CAAA,cAAc,GAAG,IAAI,CAAA,IAAA,CAAA,IAAA,CAAA,SAAS,EAAA,iBAAA,CAAC;;QAGlB,IAAA,CAAA,IAAA,CAAA,cAAA,CAAA,GAAG,IAAI

A,EAAA,CAAA,CAAA,EAAA;AAEnF,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,gBAAgB,YAVzB,UAAU,CAAA,EAAA,CAAA,CAAA,EAAA;;kGAUD,gBAAgB,EAAA,UAAA,EAAA,CAAA;kBAZ5B,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EAAE;wBACP,UAAU;wBACV,OAAO;wBACP,UAAU;wBACV,aAAa;wBACb,YAAY;wBACZ,cAAc;wBACd,kBAAkB;AACnB,qBAAA;AACD,oBAAA,OAAO,EAAE,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/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 {\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-header';\nimport {CdkStepLabel} from './step-label';\n\n/** Used to generate unique ID for each stepper component. */\nlet 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. */\nexport type StepperOrientation = 'horizontal' | 'vertical';\n\n/** Change event emitted on selection changes. */\nexport 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 now selected. */\n selectedStep: CdkStep;\n\n /** The step instance previously selected. */\n previouslySelectedStep: CdkStep;\n}\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 {\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,\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({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 == 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) {\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,\n ) {\n this._stepperOptions = stepperOptions ? stepperOptions : {};\n this._displayDefaultIndicatorType = this._stepperOptions.displayDefaultIndicatorType !== false;\n }\n\n /** Selects this step component. */\n select(): void {\n this._stepper.selected = this;\n }\n\n /** Resets the step to its initial state. Note that this includes resetting form data. */\n reset(): void {\n 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 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 /** 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>;\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 // Ensure that the index can't be out of bounds.\n if (!this._isValidIndex(index) && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('cdkStepper: Cannot assign out-of-bounds value to `selectedIndex`.');\n }\n\n 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 } 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;\n }\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.reset(\n headers.toArray().sort((a, b) => {\n const 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.\n this._keyManager = new

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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(() => {\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-correct to the default so we don't throw.\n if (!this._isValidIndex(this._selectedIndex)) {\n this._selectedIndex = 0;\n }\n }\n\n ngOnDestroy() {\n this._keyManager?.destroy();\n this.steps.destroy();\n this._sortedHeaders.destroy();\n this._destroyed.next();\n this._destroyed.complete();\n }\n\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 }\n\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. */\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. */\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);\n\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.NUMBER;\n } else {\n return step.editable ? STEP_STATE.EDIT : STEP_STATE.DONE;\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.DONE;\n } else if (step.completed && isCurrentStep) {\n return state;\n } else if (step.editable && isCurrentStep) {\n return STEP_STATE.EDIT;\n } else {\n return state;\n }\n }\n\n private _isCurrentStep(index: number) {\n return this._selectedIndex === index;\n }\n\n /** 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({\n 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 (\n 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 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 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 }\n\n /** 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 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;\n hasError(errorCode: string, path?: (string | number)[] | string): boolean;\n markAllAsTouched(): 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;\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 {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 specified. */\n @Input() type: string = 'submit';\n\n constructor(public _stepper: CdkStepper) {}\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})\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.\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 {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,WAAA,GAAX,WAAW,CAAyB;AAAA,KAAA;AAEpE,IAAA,IAAI,KAAK,GAAA;AACP,QAAA,OAAO,IAAI,CAAC,WAAW,CAAC,KAAK,CAAC;AAAA,KAAA;AAEhC,IAAA,IAAI,KAAK,CAAC,KAAa,EAAA;AACrB,QAAA,IAAI,CAAC,WAAW,CAAC,KAAK,GAAG,KAAK,CAAC;AAAA,KAAA;AAEjC,IAAA,IAAI,QAAQ,GAAA;AACV,QAAA,OAAO,IAAI,CAAC,WAAW,CAAC,QAAQ,CAAC;AAAA,KAAA;AAEnC,IAAA,IAAI,QAAQ,CAAC,QAAiB,EAAA;AAC5B,QAAA,IAAI,CAAC,WAAW,CAAC,QAAQ,GAAG,QAAQ,CAAC;AAAA,KAAA;AAEvC
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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 recursively. */\n abstract getDescendants(dataNode: T): T[];\n\n /** Expands all data nodes in the tree. */\n abstract expandAll(): void;\n\n /** Saved data node for `expandAll` action. */\n dataNodes: T[];\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<T[]> | T[] | 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 /** Expands one single data node. */\n expand(dataNode: T): void {\n this.expansionModel.select(this._trackByValue(dataNode));\n }\n\n /** Collapses one single data node. */\n collapse(dataNode: T): void {\n this.expansionModel.deselect(this._trackByValue(dataNode));\n }\n\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 }\n\n /** 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)));\n }\n\n protected _trackByValue(value: T | K): K {\n return this.trackBy ? this.trackBy(value as T) : (value as K);\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 {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. */\n constructor(\n public override getLevel: (dataNode: T) => number,\n public override isExpandable: (dataNode: T) => boolean,\n public options?: FlatTreeControlOptions<T, K>,\n ) {\n super();\n\n 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 /**\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> {\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 /**\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[] {\n 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 * @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 {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 {\n constructor(\n public viewContainer: ViewContainerRef,\n @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 * 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 */\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

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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,\n Directive,\n ElementRef,\n 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,\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/** * 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.\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, 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 */\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.\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: 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 ngOnInit() {\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 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 }\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 // 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 === '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 }\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 } 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 = 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)) ||\n 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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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 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>;\n this.role = 'treeitem';\n }\n\n ngOnInit(): void {\n this._parentNodeAriaLevel =
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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 /** 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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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\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 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 }\n\n // In Ivy 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 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 && 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 * 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);\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/**\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 './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,AAAA,GAAA;;AAWE,QAAA,AAAA,IAAA,CAAA,AAAA,CAAA,AAAA,CAAA,A

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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.\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, 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 */\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.\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: 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 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 ngOnDestroy() {\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);\n }\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 = 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 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 this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n }\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 } 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 = 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)) ||\n 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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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()\n get role(): 'treeitem' | 'group' {\n return 'treeitem';\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>;\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 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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]',\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 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 }\n\n // In Ivy 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 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 &&\n 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 * 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);\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';\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 './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,CAAA,SAAS,GAAG,IAAI,OAAO,EAAQ;;AAahD,IAAA,MAAM,CAAC,QAAA,GAAmB,KAAK,EAAA;AAC7B,QAAA,IAAI,CAAC,QAAQ,IAAI,QAAQ,KAAK,IAAI,CAAC,SAAS,EAAE;AAC5C,YAAA,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,QAAQ,CAAC;AAC7B,YAAA,IAAI,CAAC,SAAS,CAAC,QAAQ,EAAE;;;AAG9B,IAAA,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,SAAS,CAAC,IAAI,EAAE;AACrB,QAAA,IAAI,CAAC,SAAS,CAAC,QAAQ,EAAE;;AAE5B;;;;;;

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AAA,EAAA,KAAA,EAAAA,OAAA,EAAA,EAAA,EAAA,KAAA,EAAAC,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;AAAjB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,IAAA,EAAA,iBAAAiB,wHAE4B,gBAAAgB,CAAA,EAAA,EAAA,IAAA,EAAA,EAAA,SAAA,EAAA,EAAA,OAAA,EAAA,iBAAA,EAAA,EAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAF7D,iBAAAiB,EAAA,UAAA,EAAA,CAAA;kBAP7B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAAQ,EAAAE,qBAAAqB;AAC/B,oBAAA,IAAI,EAAAE;AACJ,wBAAA,SAAS,EAAAE,iBAAAiB;AAC7B,qBAAA;AACD,oBAAA,UAAU,EAAAE,IAAI;AACjB,iBAAA,CAAA;gGAIC,SAAS,EAAA,CAAA;sBADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAAE,4BAA4B,EAAAE,SAAS,EAAAE,gBAAAgB,EAAAC,CAAA;;;ACR3E,MAAM,qBAAAqB,GAAG;IAC5B,iBAAAiB;IACjB,cAAAc;IACd,kBAAAkB;IAClB,iBAAAiB;IACjB,OAAO;IACP,WAAW;IACX,iBAAAiB;CAClB,CAAC;MAMW,aAAa,CAAA;qHAAb,aAAa,EAAA,IAAA,EAAA,EAAA,EAAA,EAAA,MAAA,EAAA,EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,EAAA,CAAA,CAAA,EAAA;AAAb,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,aAAA,EAAA,EAAA,EAAA,IAAA,EAAA,aAAa,YAAbxB,iBAAiB;YACjB,cAAc;YACd,kBAAkB;YAClB,iBAAiB;YACjB,OAAO;YACP,WAAW;AACX,YAAA,iBAAiB,aANjB,iBAAiB;YACjB,cAAc;YACd,kBAAkB;YAClB,iBAAiB;YACjB,OAAO;YACP,WAAW;YACX,iBAAiB,CAAA,EAAA,CAAA,CAAA,CAAA,EAAA;sHAON,aAAa,EAAA,CAAA,CAAA,EAAA;;kGAAb,aAAa,EAAA,UAAA,EAAA,EAAA,CAAA;kBAJzB,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAAE,4BAA4B,EAAAE,SAAS,EAAAE,gBAAAgB,EAAAC,CAAA;;;AC/B3E,MAAM,qBAAAqB,GAAG;IAC5B,iBAAAiB;IACjB,cAAAc;IACd,kBAAAkB;IAClB,iBAAAiB;IACjB,OAAO;IACP,WAAW;IACX,iBAAAiB;CAClB,CAAC;MAMW,aAAa,CAAA;qHAAb,aAAa,EAAA,IAAA,EAAA,EAAA,EAAA,EAAA,MAAA,EAAA,EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,EAAA,CAAA,CAAA,EAAA;AAAb,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,aAAA,EAAA,EAAA,EAAA,IAAA,EAAA,aAAa,YAAbx

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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 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 ngOnDestroy() {\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);\n }\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 = 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 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 }\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 } 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 = 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)) ||\n 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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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>;\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 (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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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
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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 }\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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]',\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 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 }\n\n // In Ivy 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 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 && 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 * 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);\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 './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,CAAA,cAAA,CAAA,GAAA,KAAA,CAAA;AAEA,QAAA,IAAA,CAAA,Y

AA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAHxB,iBAAiB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,qBAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAjB,iBAAiB,EAAA,UAAA,EAAA,CAAA;kBAJ7B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,qBAAqB;AAC/B,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BAII,MAAM;2BAAC,yBAAyB,CAAA;;0BAAG,QAAQ;;;ACjBhD;MACa,wBAAwB,CAAA;AAanC,IAAA,WAAA,CAAY,IAAO,EAAA;AACjB,QAAA,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;KACvB;AACF,CAAA;AAED;;;AAGG;MAMU,cAAc,CAAA;;;AAWzB,IAAA,WAAA,CAAmB,QAA0B,EAAA;QAA1B,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAkB;KAAI;qHAXtC,cAAc,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,EAAA,yGAAd,cAAc,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,EAAA;yGAAd,cAAc,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAAL1B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,kBAAkB;oBAC5B,MAAM,EAAE,CAAC,0BAA0B,CAAC;AACpC,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;;AC7BD;;;AAGG;SACa,mCAAmC,GAAA;AACjD,IAAA,OAAO,KAAK,CAAC,CAAA,sE,oEAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AACvF,CAAC;AAED;;;AAGG;SACa,kCAAkC,GAAA;AAChD,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AACxF,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,OAAO,KAAK,CAAC,CAA6C,2CAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AAC9D,CAAC;AAED;;;AAGG;SACa,mCAAmC,GAAA;AACjD,IAAA,OAAO,KAAK,CAAC,CAAA,sE,oEAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AACvF,CAAC;AAED;;;AAGG;SACa,kCAAkC,GAAA;AAChD,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AACxF,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,EAAA,CAAA,CAAA,CAAC,AACzF

A;AACtD,IAAA,IAAI,MAAM,GAAG,WAAW,CAAC,aAAa,CAAC;IACvC,OAAO,MAAM,IAAI,CAAC,aAAa,CAAC,MAAM,CAAC,EAAE;AACvC,QAAA,MAAM,GAAG,MAAM,CAAC,aAAa,CAAC;KAC/B;IACD,IAAI,CAAC,MAAM,EAAE;AACX,QAAA,IAAI,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,EAAE;AACjD,YAAA,MAAM,KAAK,CAAC,oDAAoD,CAAC,CAAC;SACnE;aAAM;YACL,OAAO,CAAC,CAAC,CAAC;SACX;KACF;SAAM,IAAI,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,sBAAsB,CAAC,EAAE;QAC5D,OAAO,eAAe,CAAC,MAAM,CAAC,YAAY,CAAC,YAAY,CAAE,CAAC,CAAC;KAC5D;SAAM;;AAEL,QAAA,OAAO,CAAC,CAAC;KCV;AACH,CAAC;AAED,SAAS,aAAa,CAAC,OAAoB,EAAA;AACzC,IAAA,MAAM,SAAS,GAAG,OAAO,CAAC,SAAS,CAAC,EAAE,QAAQ,CAAC,sBAAsB,CAAC,IAAI,SAAS,EAAE,QAAQ,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC;AAC5F,QAAA,CAAC,CAAC;AACpC,IAAA,OAAO,CAAC,EAAE,SAAS,EAAE,QAAQ,CAAC,sBAAsB,CAAC,IAAI,SAAS,EAAE,QAAQ,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC;AAC5F,QAAA,CAAC,CAAC;;;;;AAKG;AAaG,MAAO,iBACX,SAAQ,WAAiB,CAAA;AAiBzB,IAAA,WAAA,CACE,UAAmC,EACnC,IAAmB,EACT,IAAY,EAAA;AAEtB,QAAA,KAAK,EAAE;AAHC,QAAA,IAAA,CAAA,IAAI,GAAJ,IAAI;AAIZ,QAAA,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC,IAAI,IAAI,UAAU,CAAC,IAAI,IAAI,EAAE;AAC9C,QAAA,IAAI,CAAC,UAAU,GAAG,UAAU,IAAI,IAAI,CAAC,UAAU,IAAI,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC

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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 */\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,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChildren,\n Directive,\n ElementRef,\n 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,\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: `<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, 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 */\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.\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: 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 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 ngOnDestroy() {\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);\n }\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 = 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 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 }\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 } 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 = 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)) ||\n 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`
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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/**\n * Tree 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, OnInit {\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>;\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 (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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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\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 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 }\n\n // In Ivy 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 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 && 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 * 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);\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';\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
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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 './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,CAAA,cAAA,CAAA,KAAuEjE;;AAAhDC,IAAA,MAAM,CAAC,QAAW,EAAA;AAAChB,QAAA,IAAI,CAAC,cAAc,CAAC,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAC1D;;AAAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AAAChB,QAAA,IAAI,CAAC,cAAc,CAAC,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAC1D;;AAAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AAAChB,QAAA,IAAI,CAAC,cAAc,CAAC,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAC5D;;AAAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AAAChB,QAAA,IAAI,CAAC,cAAc,CAAC,CAAC,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAC1

aAAa,EAAE,UAAU,CAAC,CAAC;aAChF;AAAM,iBAAA,IAAI,YAAY,IAAI,IAAI,EAAE;AAC/B,gBAAA,aAAa,CAAC,MAAM,CAAC,qBAAsB,CAAC,CAAC;gBAC7C,IAAI,CAAC,OAAO,CAAC,MAAM,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;aAChC;iBAAM;gBACL,MAAM,IAAI,GAAG,aAAa,CAAC,GAAG,CAAC,qBAAsB,CAAC,CAAC;AACvD,gBAAA,aAAa,CAAC,IAAI,CAAC,IAAK,EAAE,EAAE,YAAY,CAAC,CAAC;aACzC;AACH,SAAC,CACF,CAAC;AAEF,QAAA,IAAI,CAAC,kBAAkB,CAAC,aAAa,EAAE,CAAC;KACzC;AAED;;;;;AAKG;IACH,WAAW,CAAC,IAAO,EAAE,CAAS,,EAAA;QAC5B,IAAI,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI

CAAC,SAAS,CAAC,MAAM,IAAI,CAAC,WAAW,EAAE,CAAC,CAAC;KAC5D;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,EAAE,CAAC;AACvB,QAAA,IAAI,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC;KAC5B;;IAGD,cAAc,GAAA;AACZ,QAAA,MAAM,SAAS,GACb,IAAI,CAAC,SAAS,CAAC,IAAI,IAAI,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,QAAQ;AACpD,IAAA,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,QAAQ;AACpD,IAAA,IAAI,CAAC;cACpD,IAAI,CAAC;AACX,QAAA,MAAM,KAAK,GAAG,IAAI,CAAC,MAAM,IAAI,IAAI,IAAI,GAAG,SAAS

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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 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 ngOnDestroy() {\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);\n }\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 = 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 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 }\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 } 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 = 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)) ||\n 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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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 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>;\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 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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
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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 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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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]',\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 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 }\n\n // In Ivy 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 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 && 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 * 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);\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';\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 './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,
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KAAA,GAAL,KAAK,CAAM;KAC/D;AAJO,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,iBAAiB,kDAGlB,yBAAyB,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAHxB,iBAAiB,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,qBAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAjB,iBAAiB,EAAA,UAAA,EAAA,CAAA;kBAJ7B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,qBAAqB;AAC/B,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BAII,MAAM;2BAAC,yBAAyB,CAAA;;0BAAG,QAAQ;;;ACjBhD;MACa,wBAAwB,CAAA;AAanC,IAAA,WAAA,CAAY,IAAO,EAAA;AACjB,QAAA,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;KACvB;AACF,CAAA;AAED;;;AAGG;MAMU,cAAc,CAAA;;AAWzB,IAAA,WAAA,CAAmB,QAA0B,EAAA;QAA1B,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAkB;QAAC,IAAI,CAAA,QAAA,GAAR,QAAQ,CAAA;QAAC,IAAA,CAAA,QAAA,GAAR,QAAQ,CAAA;QAAC,IAAA,CAAA,QAAA,GAAR,QAAQ,CAAA;KAAC;IAAI,qHAXtC,cAAc,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAA,EAAA,CAAA,WAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;yGAAd,cAAc,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,kBAAA,EAAA,MAAA,EAAA,EAAA,EAAA,IAAA,EAAA,CAAA,oBAAA,EAAA,MAAA,CAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,EAAA;;kGAAd,cAAc,EAAA,UAAA,EAAA,EAAA,IAAA,EAAA,CAAA,kBAL1B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,kBAAkB;oBAC5B,MAAM,EAAE,CAAC,0BAA0B,CAAC;AACpC,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;;AC7BD;;;AAGG;SACa,6BAA6B,GAAA;AAC3C,IAAA,OAAO,KAAK,CAAC,CAAA,uC,qCAAA,CAAA,CAAC,CAAC,CAAC;AACvF,CAAC;AAED;;;AAGG;SACa,mCAAmC,GAAA;AACjD,IAAA,OAAO,KAAK,CAAC,CAAA,sE,oEAAA,CAAA,CAAC,CAAC,CAAC;AACvF,CAAC;AAED;;;AAGG;SACa,kCAAkC,GAAA;AAChD,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,CAAC,CAAC,CAAC;AACvF,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,OAAO,KAAK,CAAC,CAA6C,2CAAA,CAAA,CAAC,CAAC,CAAC;AAC9D,CAAC;AAED;;;AAGG;SACa,mCAAmC,GAAA;AACjD,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,CAAC,CAAC,CAAC;AACvF,CAAC;AAED;;;AAGG;SACa,kCAAkC,GAAA;AAChD,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,CAAC,CAAC,CAAC;AACvF,CAAC;AAED;;;AAGG;SACa,0BAA0B,GAAA;AACxC,IAAA,OAAO,KAAK,CAAC,CAAA,uE,qEAAA,CAAA,CAAC,CAAC,CAAC;AACvF

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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,\n ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ContentChildren,\n Directive,\n ElementRef,\n 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,\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: `<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, 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 */\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.\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: 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 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 ngOnDestroy() {\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);\n }\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 = 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 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 }\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 } 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 = 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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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 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
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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>;\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 (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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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\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 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 }\n\n // In Ivy the indentation binding might be set before the tree node's data has been added, in\n // 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 &&\n 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 * 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);\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';\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 './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from './nested-node';\n\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,CAAA,aAAa,GAAG,IAAI,CAAC,kBAAkB,EAAE,CAAC;AAE1C,QAAA,IAAA,CAAA,IAAI,GAAG,SAAS,CAAC;KAgBlB;AAdC,IAAA,IAAI,KAAK,GAAA;AACP,QAAA,OAAO,IAAI,CAAC,aAAa,CAAC,KAAK,CAAC;KACjC;AAED,IAAA,IAAI,KAAK,CAAC,KAAa,EAAA;AACrB,QAAA,IAAI,CAAC,aAAa,CAAC,KAAK,GAAG,KAAK,CAAC;KAClC;AAED,IAAA,IAAI,IAAI,GAAA;AACN,QAAA,OAAO,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC;KAChC;AAED,IAAA,IAAI,IAAI,CAAC,IAAY,EAAA;AACnB,QAAA,IAAI,CAAC,aAAa,CAAC,IAAI,GAAG,IAAI,CAAC;KAChC;;AAGD,IAAA,IAAI,QAAQ,GAAA;AACV,QAAA,OAAO,IAAI,CAAC,aAAa,CAAC,QAAQ,CAAC;KACpC;AAED,IAAA,IAAI,QAAQ,CAAC,QAAiB,EAAA;AAC5B,QAAA,IAAI,CAAC,aAAa,CAAC,QAAQ,GAAG,QAAQ,CAAC;KACx
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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 node data to it.\n if (CdkTreeNode.mostRecentTreeNode) {\n CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n/**\n * Tree 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, OnInit {\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>;\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 (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 {\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}\n\nfunction isNodeElement(element: HTMLElement) {\n 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 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: [\n {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,\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)) {\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))\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 */\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 {\n const outlet = this._getNodeOutlet();\n if (outlet) {\n outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n\n /** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\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 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]',\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 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 }\n\n // In Ivy 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 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 &&\n 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 * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support
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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);\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 './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,CAAA,cAAA,GAAA,IAAA,CAAA,cAAA,GAAA,IAAA,CAAA,cAAA,G

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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 }\n\n // In Ivy 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 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 && 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 * 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=\"\"`. 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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 {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,CAAA,cAAc,GAAsB,IAAI,CAAC,CAAC,CAAC;KAuEjE;;AAhDC,IAAA,MAAM,CAAC,QAAW,EAAA;AAChB,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KAC1D;;AAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AAChB,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KAC1D;;AAGD,IAAA,MAAM,CAAC,QAAW,EAAA;AAChB,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KAC5D;;AAGD,IAAA,UAAU,CAAC,QAAW,EAAA;AACpB,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KACrE;;AAGD,IAAA,iBAAiB,CAAC,QAAW,EAAA;QAC3B,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;AAC1D,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;AAC1D,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KACrE;;AAGD,IAAA,mBAAmB,CAAC,QAAW,EAAA;QAC7B,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;AAC1D,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;AAC1D,QAAA,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC,CAAC;KACrE;;AAGD,IAAA,mBAAmB,CAAC,QAAW,EAAA;AAC7B,QAAA

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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 /** 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 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":[],"mappings":";;;;AAWA;;;;;;;;;;;;;;AAcG;MACU,YAAY,GAAG,IAAI,cAAc,CAAW,aAAa,EAAE;AACtE,IAAA,UAAU,EAAE,MAAM;AACnB,IAAA,OAAO,EAAE,oBAAoB;AAC9B,CAAA,EAAE;AAEH;SACgB,oBAAoB,GAAA;AAClC,IAAA,OAAO,MAAM,CAAC,QAAQ,CAAC,CAAC;AAC1B;;;ACrBA;AACA,MAAM,kBAAkB,GACtB,oHAAoH;AAEtH;;;;;;;;;;;;;;

fires this for semicolon instead of 186\nexport const FF_EQUALS = 61; // Firefox (Gecko) fires this for equals instead of 187\nexport const QUESTION_MARK = 63;\nexport const AT_SIGN = 64;\nexport const A = 65;\nexport const B = 66;\nexport const C = 67;\nexport const D = 68;\nexport const E = 69;\nexport const F = 70;\nexport const G = 71;\nexport const H = 72;\nexport const I = 73;\nexport const J = 74;\nexport const K = 75;\nexport const L = 76;\nexport const M = 77;\nexport const N = 78;\nexport const O = 79;\nexport const P = 80;\nexport const Q = 81;\nexport const R = 82;\nexport const S = 83;\nexport const T = 84;\nexport const U = 85;\nexport const V = 86;\nexport const W = 87;\nexport const X = 88;\nexport const Y = 89;\nexport const Z = 90;\nexport const META = 91; // WIN_KEY_LEFT\nexport const MAC_WK_CMD_LEFT = 91;\nexport const MAC_WK_CMD_RIGHT = 93;\nexport const CONTEXT_MENU = 93;\nexport const NUMPAD_ZERO = 96;\nexport const NUMPAD_ONE = 97;\nexport const NUMPAD_TWO = 98;\nexport const NUMPAD_THREE = 99;\nexport const 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 F11 = 122;\nexport const F12 = 123;\nexport const NUM_LOCK = 144;\nexport const SCROLL_LOCK = 145;\nexport const FIRST_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\nexport const FF_MUTE = 181;\nexport const FF_VOLUME_DOWN = 182;\nexport const LAST_MEDIA = 183;\nexport const FF_VOLUME_UP = 183;\nexport const SEMICOLON = 186; // Firefox (Gecko) fires 59 for SEMICOLON\nexport const EQUALS = 187; // Firefox (Gecko) fires 61 for EQUALS\nexport const COMMA = 188;\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 TILDE = 192;\nexport const OPEN_SQUARE_BRACKET = 219;\nexport const BACKSLASH = 220;\nexport const CLOSE_SQUARE_BRACKET = 221;\nexport const SINGLE_QUOTE = 222;\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\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.shiftKey || 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,EAAE;AACpB,MAAM,SAAS,GAAG,EAAE;AACpB,MAAM,GAAG,GAAG,EAAE;AACd,MAAM,UAAU,GAAG,GAAG,GAAG,GAAG;AACjB,MAAM,KAAK,GAAG,GAAG,GAAG;AACjB,MAAM,KAAK,GAAG,GAAG;AACjB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,GAAG,GAAG,GAAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG,GAAG;AACjB,MAAM,SAAS,GAAG,GAAG;AACrB,MAAM,MAAM,GAAG,GAAG,GAAG;AACrB,MAAM,KAAK,GAAG,GAAG,GAAG;AACjB,MAAM,OAAO,GAAG,GAAG,GAAG;AACnB,MAAM,SAAS,GAAG,GAAG,GAAG;AACrB,MAAM,MAAM,GAAG,GAAG,GAAG;AACf,MAAM,IAAI,GAAG,GAAG,GAAG;AACnB,MAAM,UAAU,GAAG,GAAG,GAAG;AACtB,MAAM,QAAQ,GAAG,GAAG,GAAG;AACpB,MAAM,WAAW,GAAG,GAAG,GAAG;AACvB,MAAM,UAAU,GAAG,GAAG,GAAG;AACtB,MAAM,SAAS,GAAG,GAAG,GAAG;AACrB,MAAM,YAAY,GAAG,GAAG,GAAG;AACxB,MAAM,MAAM,GAAG,GAAG,GAAG;AACrB,MAAM,KAAK,GAAG,GAAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG,GAAG;AACj

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```
(this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n }\n\n const result = this._portalOutlet.attachDomPortal(portal);\n this._contentAttached();\n return result;\n };\n\n // 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 /**\n * Focuses the provided element. If the element is not focusable, it will add a tabIndex\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.tabIndex = -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 /**\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 => {\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-heading':\n this._focusByCssSelector('h1, h2, h3, h4, h5, h6, [role=\"heading\"]');\n break;\n default:\n this._focusByCssSelector(this._config.autoFocus!);\n break;\n }\n }\n\n /** Restores focus to the element that was focused before the dialog 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 focusConfig === 'boolean') {\n 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.\n if (\n this._config.restoreFocus &&\n focusTargetElement &&\n typeof focusTargetElement.focus === 'function'\n ) {\n 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\n // the consumer moved it themselves before the animation was done, in which case we shouldn't\n // do anything.\n if (\n !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 if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n\n /** Focuses the dialog container. */\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 = _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}\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 * 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. */\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;\n this.backdropClick = overlayRef.backdropClick();\n 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 this.keydownEvents.subscribe(event => {\n if (event.keyCode === ESCAPE && !this.disableClose && !hasModifierKey(event)) {\n event.preventDefault();\n this.close(undefined, {focusOrigin: 'keyboard'});\n }\n });\n\n this.backdropClick.subscribe(() => {\n if (!this.disableClose) {\n this.close(undefined, {focusOrigin: 'mouse'});\n }\n });\n\n this._detachSubscription = overlayRef.detachments().subscribe(() => {\n // Check specifically for `false`, because we want `undefined` to be treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {\n this.close();\n }\n });\n }\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 = (\n this as {containerInstance: BasePortalOutlet}\n ).containerInstance = null!;\n }\n }\n\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 {\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. */\n 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 {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
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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 Overlay,\n OverlayRef,\n OverlayConfig,\n ScrollStrategy,\n OverlayContainer,\n} from '@angular/cdk/overlay';\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 uniqueId = 0;\n\n@Injectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {\n private _openDialogsAtThisLevel: DialogRef<any, any>[] = [];\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly _afterOpenedAtThisLevel = new Subject<DialogRef>();\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 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>(\n 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>;\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);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (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 /**\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 getDialogById<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 => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n 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 }\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 {\n const state = new OverlayConfig({\n positionStrategy:\n config.positionStrategy ||\n 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.\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 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 }\n } 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 /**\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.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>(componentOrTemplateRef, null!, context, injector),\n );\n } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef: ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n }\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 _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 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 * 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 this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n\n /** Hides 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 (\n sibling !== overlayContainer &&\n sibling.nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE' &&\n
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!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 private _getAfterAllClosed(): Subject<void> {\n const parent = this._parentDialog;\n 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 {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: [\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","/**\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;;QAAmBE,IAAAI,CAAA,IAAA,GAAgB,QAAQ,CAAC;;QAG7B,IAAAU,CAAA,IAAA,GAAuB,EAAE,CAAC;;QAGpC,IAAAW,CAAA,IAAA,GAAa,IAAAI,CAAC;;QAG7B,IAAAa,CAAA,IAAA,GAAuB,EAAE,CAAC;;QAGvC,IAAAY,CAAA,IAAA,GAAa,KAAK,CAAC;;QAG/B,IAAAK,CAAA,IAAA,GAAa,IAAAI,CAAC;;QAGpB,IAAAM

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*/\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 = _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}\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 * 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. */\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;\n this.backdropClick = overlayRef.backdropClick();\n 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 && !this.disableClose && !hasModifierKey(event)) {\n event.preventDefault();\n this.close(undefined, {focusOrigin: 'keyboard'});\n }\n });\n\n this.backdropClick.subscribe(() => {\n if (!this.disableClose) {\n this.close(undefined, {focusOrigin: 'mouse'});\n }\n });\n\n this._detachSubscription = overlayRef.detachments().subscribe(() => {\n // Check specifically for `false`, because we want `undefined` to be treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {\n this.close();\n }\n });\n }\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 = (\n this as {containerInstance: BasePortalOutlet}\n ).containerInstance = null!;\n }\n }\n\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 {\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. */\n 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 {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 {providedIn: 'root',\n factory: () => {\n const overlay = inject(Overlay);\n return () => overlay.scrollStrategies.block();\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,\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 Overlay,\n OverlayRef,\n OverlayConfig,\n ScrollStrategy,\n OverlayContainer,\n} from '@angular/cdk/overlay';\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 uniqueId = 0;\n\n@Injectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {\n private _openDialogsAtThisLevel: DialogRef<any, any>[] = [];\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly _afterOpenedAtThisLevel = new Subject<DialogRef>();\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 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>(\n 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>;\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);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (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 /**\n * Closes all of the currently-open dialogs.\n */\n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n /**\n
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* 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 {\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) {\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 }\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 {\n const state = new OverlayConfig({\n positionStrategy:\n config.positionStrategy ||\n 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.\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 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 }\n } 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 /**\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.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>(componentOrTemplateRef, null!, context, injector),\n );\n } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef: ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n }\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 _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 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 * 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 /** Hides 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 (\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 sibling.setAttribute('aria-hidden', 'true');\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 * 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 {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: [\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","/**\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;;QAAmB,IAAA,CAAA,SAAS,GAAG,IAAI,GAAG,EAAE,CAAC;;QAAA

CAAC,UAAU,EAAE,CAAC;KACnB;IAED,WAAW,GAAA;QACT,IAAI,CAAC,aAAa,EAAE,CAAC;KACtB;AAED;;;AAGG;AACH,IAAA,qBAAqB,CAAI,MAA0B,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,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,MAAM,CAAC,CAAC;KACf;AAED;;;AAGG;AACH,IAAA,oBAAoB,CAAI,MAAM,EAAE,MAAM,EAAE,MAAM,EAAE

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event.preventDefault();\n this.close(undefined, {focusOrigin: 'keyboard'});\n }\n });\n\n this.backdropClick.subscribe(() => {\n if (!this.disableClose) {\n this.close(undefined, {focusOrigin: 'mouse'});\n }\n });\n\n this._detachSubscription = overlayRef.detachments().subscribe(() => {\n // Check specifically for `false`, because we want `undefined` to be treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {\n this.close();\n }\n });\n }\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 = (\n this as {containerInstance: BasePortalOutlet}\n ).containerInstance = null!;\n }\n }\n\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 {\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. */\n 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 {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,\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 Overlay,\n OverlayRef,\n OverlayConfig,\n ScrollStrategy,\n OverlayContainer,\n} from '@angular/cdk/overlay';\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 uniqueId = 0;\n\n@Injectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {\n private _openDialogsAtThisLevel: DialogRef<any, any>[] = [];\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly _afterOpenedAtThisLevel = new Subject<DialogRef>();\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 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>(\n 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>;\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);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (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 /**\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 getDialogById<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 => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n 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 }\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 {\n const state = new OverlayConfig({\n positionStrategy:\n config.positionStrategy ||\n 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.\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 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 }\n } 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 /**\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)
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{\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.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>(componentOrTemplateRef, null!, context, injector),\n );\n } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef: ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n }\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 _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 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 * 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 this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n\n /** Hides 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 (\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 sibling.setAttribute('aria-hidden', 'true');\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 * 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 {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: [\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","/**\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,IAAA,CAAA,IAAA,GAAgB,QAAQ,CAAC;;QAG7B,IAAU,CAAA,UAAA,GAAA,uB,EAAE,CAAC;;QAGpC,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAa,CAAA,aAAA,GAAA,uB,EAAE,CAAC;;QAGvC,IAAY,CAAA,YAAA,GAAa,KAAK,CAAC;;QAG/B,IAAK,CAAA,KAAA,GAAA,uB,EAAE,CAAC;;QAGpB,IAAM,CAAA,MAAA,GAAA,uB,EAAE,CAAC;;QAGv

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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) {\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 }\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 {\n const state = new OverlayConfig({\n positionStrategy:\n config.positionStrategy ||\n 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.\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 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 }\n } 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 /**\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.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>(componentOrTemplateRef, null!, context, injector),\n );\n } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef: ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n }\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 _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 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 * 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 /** Hides 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 (\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 sibling.setAttribute('aria-hidden', 'true');\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 * 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 {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: [\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","/**\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,QAAQ,CAAC;;QAG7B,IAAU,CAAA,UAAA,GAAuB,EAAE,CAAC;;QAGpC,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAa,CAAA,aAAA,GAAa,EAAE,CAAC;;QAGvC,IAAY,CAAA,YAAA,GAAa,KAAK,CAAC;;QAG/B,IAAK,CAAA,KAAA,GAAa,EAAE,CAAC;;QAGrB,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAO,CAAA,OAAA,GAAa,EAAE,CAAC;;QAGv

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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>(\n 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>;\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);\n const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);\n\n (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 /**\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 getDialogById<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 => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n 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 }\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 {\n const state = new OverlayConfig({\n positionStrategy:\n config.positionStrategy ||\n 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.\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 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 }\n } 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 /**\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.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>(componentOrTemplateRef, null!, context, injector),\n );\n } else {\n const injector = this._createInjector(config, dialogRef, dialogContainer, this._injector);\n const contentRef = dialogContainer.attachComponentPortal<C>(\n new ComponentPortal(\n componentOrTemplateRef,\n config.viewContainerRef,\n injector,\n config.componentFactoryResolver,\n ),\n );\n (dialogRef as {componentRef: ComponentRef<C>}).componentRef = contentRef;\n (dialogRef as {componentInstance: C}).componentInstance = contentRef.instance;\n }\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 _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 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 * 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 this._ariaHiddenElements.clear();\n\n if (emitEvent) {\n this._getAfterAllClosed().next();\n }\n }\n }\n }\n\n /** Hides 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 (\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 sibling.setAttribute('aria-hidden', 'true');\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 * 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 {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: [\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","/**\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,IAAA,CAAA,UAAU,GAAG,IAAI,CAAC,UAAU,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG9B,IAAA,CAAA,cAAc,GAAG,IAAI,CAAC,cAAc,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGhD,IAAA,CAAA,aAAa,GAAG,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG9C,IAAA,CAAA,YAAY,GAAG,IAAI,CAAC,YAAY,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG5C,IAAA,CAAA,WAAW,GAAG,IAAI,CAAC,WAAW,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG1C,IAAA,CAAA,UAAU,GAAG,IAAI,CAAC,UAAU,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGxC,IAAA,CAAA,SAAS,GAAG,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGtC,IAAA,CAAA,QAAQ,GAAG,IAAI,CAAC,QAAQ,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGpC,IAAA,CAAA,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGlC,IAAA,CAAA,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAGhC,IAAA,CAAA,KAAK,GAAG,IAAI,CAAC,KAAK,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG9B,IAAA,CAAA,IAAI,GAAG,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG5B,IAAA,CAAA,GAAG,GAAG,IAAI,CAAC,GAAG,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;;QAG1B
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from './dialog';\nimport {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 DialogModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":[],"mappings":";;;;;;;;;;;;;;AAyBA;MACa,YAAY,CAAA;AAAzB,IAAA,WAAA,GAAA;;;QAAmBE,IAAAI,CAAAA,IAAAA,GAAAgB,QAAQ,CAAC;;QAG7B,IAAAU,CAAAA,UAAAA,GAAAuB,EAAAE,CAAAC;;QAGpC,IAAAW,CAAAA,WAAAA,GAAAa,IAAAI,CAAAC;;QAG7B,IAAAa,CAAAA,aAAAA,GAAAuB,EAAAE,CAAAC;;QAGvC,IAAAY,CAAAA,YAAAA,GAAAa,KAAAK,CAAAC;;QAG/B,IAAAK,CAAAA,KAAAA,GAAAY,EAAAE,CAAAC;;QAGpB,IAAAM,CAAAA,MAAAA,GAAAY,EAAAE,CAAAC;;QAGvC,IAAAK,CAAAA,cAAAA,GAAAa,IAAAI,CAAAC;;QAGtC,IAAAS,CAAAA,SAAAA,GAAAa,IAAAI,CAAAC;;QAGjC,IAAAS,CAAAA,SAAAA,GAAAa,IAAAI,CAAAC;AAE3B;;;;AAIG;QACH,IAAAS,CAAAA,SAAAA,GAAAwC,gBAAAC,CAAAC,IAAAEE;;;;;;;;;;AAOG;QACH,IAAAY,CAAAA,YAAAA,GAAAa,IAAAI,CAAAC;AAEhC;;;;AAIG;QACH,IAAAc,CAAAA,cAAAA,GAAAa,IAAAI,CAAAC;AAEhC;;;;;AAKG;QACH,IAAAyB,CAAAA,yBAAAA,GAAAa,IAAAI,CAAAC;KA8B5C;AAAA;;SChIe,sCAAsC,GAAA;AACpD,IAAAA,MAAAM,KAAAK,CAAAC,uEAAAuE,CAAAC,CAAAC;AACvF,CAAAC;AAED;;;AAGG;AAsBG,MAAO,kBACX,SAAQ,gBAAgB,CAAA;AAgCxB,IAAAA,WAAAA,CAAAA,CACY,IAAAA,MAAAA,CAAAA,CAAAA,GAAAA,CAAAA,CAAAA,GAAAA,CAAAA,CAAAA,G

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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 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 */\nclass ListboxSelectionModel<T> extends SelectionModel<T> {\n constructor(\n public multiple = false,\n initiallySelectedValues?: T[],\n emitChanges = true,\n compareWith?: (o1: T, o2: T) => boolean,\n ) {\n super(true, initiallySelectedValues, emitChanges, compareWith);\n }\n\n override isMultipleSelection(): boolean {\n return this.multiple;\n }\n\n override select(...values: T[]) {\n // The super class is always in multi-selection mode, so we need to override the behavior if\n // 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/** 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,\n * the `textContent` of the item will be used.\n */\n @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 enabledTabIndex() {\n return this._enabledTabIndex === undefined\n ? this.listbox.enabledTabIndex\n : this._enabledTabIndex;\n }\n set enabledTabIndex(value) {\n this._enabledTabIndex = value;\n }\n private _enabledTabIndex?: 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. */\n toggle() {\n this.listbox.toggle(this);\n }\n\n /** Select this option if it is not selected. */\n select() {\n 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. */\n focus() {\n this.element.focus();\n }\n\n /** Get the label for this element which is required by the FocusableOption interface. */\n getLabel() {\n return (this.typeaheadLabel ?? this.element.textContent?.trim()) || '';\n }\n\n /**\n * No-op implemented as a part of `Highlightable`.\n * @docs-private\n */\n setActiveStyles() {}\n\n /**\n * No-op implemented as a part of `Highlightable`.\n * @docs-private\n */\n 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 this.isActive() ? this.enabledTabIndex : -1;\n }\n}\n\n@Directive({\n selector: '[cdkListbox]',\n standalone: true,\n exportAs: 'cdkListbox',\n host: {\n 'role': 'listbox',\n 'class': 'cdk-listbox',\n '[id]': 'id',\n '[attr.tabindex]': '_getTabIndex()',\n '[attr.aria-disabled]': 'disabled',\n '[attr.aria-multiselectable]': 'multiple',\n '[attr.aria-activedescendant]': '_getAriaActiveDescendant()',\n '[attr.aria-orientation]': 'orientation',\n '(focus)': '_handleFocus()',\n '(keydown)': '_handleKeydown($event)',\n '(focusout)': '_handleFocusOut($event)',\n '(focusin)': '_handleFocusIn()',\n },\n providers: [\n {\n provide: NG_VALUE_ACCESSOR,\n useExisting: forwardRef(() => CdkListbox),\n multi: true,\n },\n ],\n})\nexport class CdkListbox<T = unknown> implements AfterContentInit, OnDestroy, ControlValueAccessor {\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-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[] {\n return this._invalid ? [] : this.selectionModel.selected;\n }\n set value(value: readonly T[]) {\n this._setSelection(value);\n }\n\n /**\n * Whether the listbox allows multiple options to be selected. If the value switches from `true`\n * 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. */\n @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\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')\n get compareWith(): undefined | ((o1: T, o2: T) => boolean) {\n return this.selectionModel.compareWith;\n }\n set compareWith(fn: undefined | ((o1: T, o2: T) => boolean)) {\n this.selectionModel.compareWith = fn;\n }\n\n /**\n * Whether the keyboard 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(wrap: 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. */\n @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. */\n protected listKeyManager: ActiveDescendantKeyManager<CdkOption<T>>;\n\n /** 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 /** The change detector for this listbox. */\n protected readonly changeDetectorRef = inject(ChangeDetectorRef);\n\n /** Whether the currently selected 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 when the listbox value changes */\n private _onChange: (value: readonly T[]) => void = () => {};\n\n /** Emits when an option has been clicked. */\n private _optionClicked = defer(() =>\n (this.options.changes as Observable<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 /** The directionality of the page. */\n private readonly _dir = inject(Directionality, {optional: true});\n\n /** A predicate that skips disabled options. */\n

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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.\n * @param option The option to toggle\n */\n toggle(option: CdkOption<T>) {\n this.toggleValue(option.value);\n }\n\n /**\n * 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 to select\n */\n selectValue(value: T) {\n if (this._invalid) {\n this.selectionModel.clear(false);\n }\n this.selectionModel.select(value);\n }\n\n /**\n * Deselect the given option.\n * @param option The option to deselect\n */\n deselect(option: CdkOption<T>) {\n this.deselectValue(option.value);\n }\n\n /**\n * Deselect the given value.\n * @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();\n } else {\n if (this._invalid) {\n this.selectionModel.clear(false);\n }\n this.selectionModel.select(...this.options.map(option => option.value));\n }\n }\n\n /**\n * Get whether the given option is selected.\n * @param option The option to get the selected state of\n */\n isSelected(option: CdkOption<T>) {\n return this.isValueSelected(option.value);\n }\n\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 {\n return !!(this.listKeyManager?.activeItem === option);\n }\n\n /**\n * Get whether the given value is selected.\n * @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 * 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 /**\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 * 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) {\n const selectedIndex = selected.findIndex(selectedValue =>\n isEqual(selectedValue, updateValue),\n );\n if (on && selectedIndex === -1) {\n 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\n /**\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;\n\n if (this.multiple && keyCode === A && hasModifierKey(event, ...ctrlKeys)) {\n // 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 event.preventDefault();\n return;\n }\n\n if (\n this.multiple &&\n (keyCode === SPACE || keyCode === ENTER) &&\n hasModifierKey(event, 'shiftKey')\n ) {\n if (this.listKeyManager.activeItem && this.listKeyManager.activeItemIndex != null) {\n this.triggerRange(\n this.listKeyManager.activeItem,\n this._getLastTriggeredIndex() ?? this.listKeyManager.activeItemIndex,\n 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, ...ctrlKeys) &&\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!,\n !trigger.isSelected(),\n );\n }\n event.preventDefault();\n return;\n }\n\n if (keyCode === SPACE || keyCode === ENTER) {\n this.triggerOption(this.listKeyManager.activeItem);\n event.preventDefault();\n return;\n }\n\n const isNavKey =\n keyCode === UP_ARROW ||\n keyCode === DOWN_ARROW ||\n keyCode === LEFT_ARROW ||\n keyCode === RIGHT_ARROW ||\n keyCode === HOME ||\n keyCode === END;\n this.listKeyManager.onKeydown(event);\n // Will select an option if shift was pressed while navigating to the option\n if (isNavKey && event.shiftKey && previousActiveIndex !== this.listKeyManager.activeItemIndex) {\n this.triggerOption(this.listKeyManager.activeItem);\n }\n }\n\n /** Called when a focus moves into the listbox. */\n protected _handleFocusIn() {\n // Note that we use a `focusin` handler for this instead of the existing `focus` handler,\n // because focus won't land on the listbox if `useActiveDescendant` is enabled.\n this._hasFocus = true;\n }\n\n /**\n * Called when the focus leaves an element in the listbox.\n * @param 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 `_previousActiveOption` 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. */\n protected _getAriaActiveDescendant(): string | null | undefined {\n 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') {\n this.listKeyManager.withVerticalOrientation();\n } else {\n this.listKeyManager.withHorizontalOrientation(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 /** Focus the active option. */\n private _focusActiveOption() {\n 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\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 /** 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 aIndex = this._getIndexForValue(indexCache, a);\n const bIndex = this._getIndexForValue(indexCache, b);\n return aIndex - bIndex;\n });\n const selected = this.selectionModel.selected;\n this._invalid =\n
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(!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 isEqual = this.compareWith || 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)) {\n index = i;\n break;\n }\n }\n cache.set(value, index);\n }\n return cache.get(value)!;\n }\n\n /**\n * 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 this.listKeyManager.activeItemIndex!,\n !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. */\n private _verifyNoOptionValueCollisions() {\n 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 const option = this.options.get(i)!;\n let duplicate: CdkOption<T> | null = null;\n for (let j = i + 1; j < this.options.length; j++) {\n const other = this.options.get(j)!;\n if (isEqual(option.value, other.value)) {\n duplicate = other;\n break;\n }\n }\n if (duplicate) {\n // TODO(mmalerba): Link to docs about this.\n if (this.compareWith) {\n console.warn(\n `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 console.warn(`Found multiple CdkOption with the same value`, {\n option1: option.element,\n option2: duplicate.element,\n });\n }\n return;\n }\n }\n });\n }\n\n /** Verifies that the option values are valid. */\n private _verifyOptionValues() {\n if (this.options && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n const selected = this.selectionModel.selected;\n const invalidValues = this._getInvalidOptionValues(selected);\n\n if (!this.multiple && selected.length > 1) {\n throw Error('Listbox cannot have more than one selected value in multi-selection mode.');\n }\n\n if (invalidValues.length) {\n 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 /** 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 */\n 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/** 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\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {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":[],"mappings":";;;;;;;;;;;;AA2CA;AACA,IAAI,MAAM,GAAG,CAAC,CAAC;AAEf;;;;;;;AAOG;AACH,MAAM,qBAAyB,SAAQ,cAAiB,SAAS,CAAA,QAAA,GAAA,GAAA,WAAA,GAAA,IAAA,EAAA,CAAA,CAAA,IAAA,EAAA,CAAA,CAAA,IAAA,EAAA,CAAA,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 {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.\nlet hasV8BreakIterator: boolean;\n\n// We need a try/catch around the reference to `Intl`, 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// https://github.com/Microsoft/ChakraCore/issues/3189\n// https://github.com/angular/components/issues/15687\ntry {\n hasV8BreakIterator = typeof Intl !== 'undefined' && (Intl as any).v8BreakIterator;\n} catch {\n hasV8BreakIterator = false;\n}\n\n/**\n * Service to detect the current platform by comparing the userAgent strings and\n * checking browser-specific global properties.\n */\n@Injectable({providedIn: 'root'})\nexport class Platform {\n // 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 intention\n /** Whether the Angular application is being rendered in the browser. */\n isBrowser: boolean = this._platformId\n ? isPlatformBrowser(this._platformId)\n : typeof document === 'object' && !!document;\n\n /** Whether the current browser is Microsoft Edge. */\n 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);\n\n // 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 &&\n !!((window as any).chrome || hasV8BreakIterator) &&\n typeof CSS !== 'undefined' &&\n !this.EDGE &&\n !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 &&\n /(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.\n ANDROID: boolean = this.isBrowser && /android/i.test(navigator.userAgent) &&\n !this.TRIDENT;\n\n // Safari browsers will include the Safari keyword in their userAgent. 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 */\n\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 = [\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. */\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);\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. */\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('test', null!, 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 * @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/** 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.\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) {\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 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. 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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 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 }\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 =

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}\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. */\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({}, '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 * @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/** 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. 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AI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;AAC7C,QAAA,mBAAmB,GAAG,IAAI,GAAG,CAAC,mBAAmB,CAAC,CAAC;AACnD,QAAA,OAAO,mBAAmB,CAAC;KAC5B;IAED,IAAI,gBAAgB,GAAG,QAAQ,CAAC,aAAa,CAAC,OAAO,CAAC,CAAC;IACvD,mBAAmB,GAAG,IAAI,GAAG,,CAC3B,mBAAmB,CAAC,MAAM,CAAC,KAAK,IAAG;AACjC,QAAA,gBAAgB,CAAC,YAAY,CAAC,MAAM,EAAE,KAAK,CAAC,CAAC;AAC7C,QAAA,OAAO,gBAAgB,CAAC,IAAI,KAAK,KAAK,CAAC;KCxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAmB,CAAC;AAC7B;;ACzDA;AACA,IAAI,qBAA8B,CAAC;;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,GAAG,EAAE,OAAO,qBAAqB,GAAG,IAAI,CAAC;AAC1C,aAAA,CAAC,CACH,CAAC;SACH;AACR,YAAA,qBAAqB,GAAG,qBAAqB,IAAI,KAAK,CAAC;SACxD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAgC,EAAA;AAEhC,IAAA,OAAO,6BAA6B,EAAE,CAAC,OAAO,CAAC,OAAO,CAAC;AACvE;;ACnCA;;;;;

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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.\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) {\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 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 : 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 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 }\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 =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null)\n : null;\n\n while (activeElement && activeElement.shadowRoot) {\n 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 {\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' && !!__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,kBAAA2B,CAAC;AAEhC;AACA;AACA;AACA;AACA;AACA,IAAI;IACF,kBAAkB,GAAG,OAAO,IAAI,KAAK,WAAW,IAAK,IAAY,CAAC,eAAe,CAAC,eAAe,CAAC;AACpF,CAAC;AACD,CAAC;AAAC,CAAC;AAAC,CAAC;AAAC

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!== '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,KAAK,WAAW,IAAK,IAAY,CAAC,eAAe,CAAC;AACpF,CAAC;AAAC,MAAM;IACN,kBAAkB,GAAG,KAAK,CAAC;AAC7B,CAAC;AAED;;;AAGG;MAEU,QAAQ,CAAA;AAuDnB,IAAA,WAAA,CAAyC,WAAmB,EAAA;QAAnB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAQ;;;;;QAlD5D,IAAS,CAAA,SAAA,GAAG,WAAW,CAAC,WAAW,CAAC,WAAW,CAAC,cAAc,CAAC,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC,QAAQ,CAAC,CAAC;;AAG/C,QAAA,IAAA,CAAA,KAAK,GAAG,IAAI,CAAC,CAAC,QAAQ,CAAC,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC,QAAQ,CAAC,CAAC,QAAQ,CAAC,CAAC;;AAGtE

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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 (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.\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`, 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 /** 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\n /** Checks whether the element has the given class. */\n async hasClass(name: string): Promise<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();\n return {width, height, left, top};\n }\n\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],\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> {\n await this._executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n newValue,\n );\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 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 be\n // 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 /** Checks whether this element matches the given selector. */\n async matchesSelector(selector: string): Promise<boolean> {\n await this._stabilize();\n return 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<boolean> {\n await this._stabilize();\n return webdriver.WebElement.equals(\n this.element(),\n this.element().getDriver().switchTo().activeElement(),\n );\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> {\n 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 let 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 if\n // 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 = document.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","/**\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\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 = {\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 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. */\n static getNativeElement(el: TestElement): webdriver.WebElement {\n 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.\n * In most cases it should not be necessary to call this manually. 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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 = document.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","/**\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\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 = {\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 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. 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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT license. See LICENSE file in the project root for details.\r\nimport { Attributes, Span, SpanKind } from \"../AsyncHooksScopeManager\";\r\nimport * as Contracts from \"../../Declarations/Contracts\";\r\nimport * as Constants from \"../../Declarations/Constants\";\r\n\r\nfunction filterSpanAttributes(attributes: Attributes) {\r\n const newAttributes = { ...attributes };\r\n Object.keys(Constants.SpanAttribute).forEach(key => {\r\n delete newAttributes[key];\r\n });\r\n return newAttributes\r\n}\r\n\r\nexport function spanToTelemetryContract(span: Span): (Contracts.DependencyTelemetry & Contracts.RequestTelemetry) & Contracts.Identified {\r\n const id = `|${span.context().traceId}.${span.context().spanId}.`;\r\n const duration = Math.round(span._duration[0] * 1e3 + span._duration[1] / 1e6);\r\n let peerAddress = span.attributes[\"peer.address\"] ? span.attributes[\"peer.address\"].toString() : \"\";\r\n let component = span.attributes[\"component\"] ? span.attributes[\"component\"].toString() : \"\";\r\n\r\n const isHttp: boolean = ((component).toUpperCase() === Constants.DependencyTypeName.Http) || (!!span.attributes[Constants.SpanAttribute.HttpUrl]);\r\n const isGrpc: boolean = (component).toLowerCase() === Constants.DependencyTypeName.Grpc;\r\n if (isHttp) {\r\n // Read http span attributes\r\n const method = span.attributes[Constants.SpanAttribute.HttpMethod] || \"GET\";\r\n const url = new URL(span.attributes[Constants.SpanAttribute.HttpUrl].toString());\r\n const host = span.attributes[Constants.SpanAttribute.HttpHost] || url.host;\r\n const port = span.attributes[Constants.SpanAttribute.HttpPort] || url.port || null;\r\n const pathname = url.pathname || \"/\";\r\n\r\n // Translate to AI Dependency format\r\n const name = `${method} ${pathname}`;\r\n const dependencyTypeName = Constants.DependencyTypeName.Http;\r\n const target = port ? `${host}:${port}`.toString() : host.toString();\r\n const data = url.toString();\r\n const resultCode = span.attributes[Constants.SpanAttribute.HttpStatusCode] || span.status.code || 0;\r\n const success = resultCode < 400; // Status.OK\r\n return {\r\n id, name, dependencyTypeName,\r\n target, data,\r\n success, duration,\r\n url: data,\r\n resultCode: String(resultCode),\r\n properties: filterSpanAttributes(span.attributes)\r\n };\r\n } else if (isGrpc) {\r\n const method = span.attributes[Constants.SpanAttribute.GrpcMethod] || \"rpc\";\r\n const service = span.attributes[Constants.SpanAttribute.GrpcService];\r\n const name = service ? `${method} ${service}` : span.name;\r\n return {\r\n id, duration, name,\r\n target: service.toString(),\r\n data: service.toString() || name,\r\n url: service.toString() || name,\r\n dependencyTypeName: Constants.DependencyTypeName.Grpc,\r\n resultCode: String(span.status.code || 0),\r\n success: span.status.code === 0,\r\n properties: filterSpanAttributes(span.attributes),\r\n }\r\n } else {\r\n const name = span.name;\r\n const links = span.links && span.links.map(link => {\r\n return {\r\n operation_Id: link.context.traceId,\r\n id: link.context.spanId\r\n };\r\n });\r\n return {\r\n id, duration, name,\r\n target: peerAddress,\r\n data: peerAddress || name,\r\n url: peerAddress || name,\r\n dependencyTypeName: span.kind === SpanKind.INTERNAL ? Constants.DependencyTypeName.InProc : (component || span.name),\r\n resultCode: String(span.status.code || 0),\r\n success: span.status.code === 0,\r\n properties: {\r\n ...filterSpanAttributes(span.attributes),\r\n \"_MS.links\": links || undefined\r\n },\r\n };\r\n }\r\n}\r\n"]}

Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT license. See LICENSE file in the project root for details.\r\nimport TelemetryClient = require(\"../../Library/TelemetryClient\");\r\nimport { channel, IStandardEvent } from \"diagnostic-channel\";\r\n\r\n\r\nimport Traceparent = require(\"../../Library/Traceparent\");\r\nimport * as SpanParser from \"./SpanParser\";\r\nimport { Span, AsyncScopeManager, SpanKind } from \"../AsyncHooksScopeManager\";\r\n\r\n\r\nlet clients: TelemetryClient[] = [];\r\n\r\n\r\nexport const subscriber = (event: IStandardEvent<Span>) => {\r\n const span = event.data;\r\n const telemetry = SpanParser.spanToTelemetryContract(span);\r\n const spanContext = span.context();\r\n const traceparent = new Traceparent();\r\n traceparent.traceId = spanContext.traceId;\r\n traceparent.spanId = spanContext.spanId;\r\n traceparent.traceFlag = spanContext.traceFlags.toString();\r\n traceparent.parentId = span.parentSpanId ? `|${spanContext.traceId}.${span.parentSpanId}.` : null;\r\n\r\n\r\n AsyncScopeManager.with(span, () => {\r\n clients.forEach((client) => {\r\n if (span.kind === SpanKind.SERVER) {\r\n // Server or Consumer\r\n client.trackRequest(telemetry);\r\n } else if (span.kind === SpanKind.CLIENT || span.kind === SpanKind.INTERNAL) {\r\n // Client or Producer or Internal\r\n client.trackDependency(telemetry);\r\n }\r\n // else - ignore producer/consumer spans for now until it is clear how this sdk should interpret them\r\n });\r\n });\r\n};\r\n\r\n\r\nexport function enable(enabled: boolean, client: TelemetryClient) {\r\n if (enabled) {\r\n if (clients.length === 0) {\r\n channel.subscribe<any>(\"azure-coretracing\", subscriber);\r\n };\r\n clients.push(client);\r\n } else {\r\n clients = clients.filter((c) => c != client);\r\n if (clients.length === 0) {\r\n channel.unsubscribe(\"azure-coretracing\", subscriber);\r\n }\r\n }\r\n}\r\n"]}

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client);\r\n if (clients.length === 0) {\r\n channel.unsubscribe(\"bunyan\", subscriber);\r\n }\r\n }\r\n}\r\n\r\nexport function dispose() {\r\n channel.unsubscribe(\"bunyan\", subscriber);\r\n clients = [];\r\n}\r\n"]}

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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT license. See LICENSE file in the project root for details.\r\n\r\n// Don't reference modules from these directly. Use only for types.\r\n// This is to avoid requiring the actual module if the NO_DIAGNOSTIC_CHANNEL env is present\r\nimport * as DiagChannelPublishers from \"diagnostic-channel-publishers\";\r\nimport * as DiagChannel from \"diagnostic-channel\";\r\nimport { AsyncScopeManager } from \"../AsyncHooksScopeManager\";\r\nimport Logging = require(\"../../Library/Logging\");\r\n\r\nexport const IsInitialized = !process.env[\"APPLICATION_INSIGHTS_NO_DIAGNOSTIC_CHANNEL\"];\r\nconst TAG = \"DiagnosticChannel\";\r\n\r\nif (IsInitialized) {\r\n const publishers: typeof DiagChannelPublishers = require(\"diagnostic-channel-publishers\");\r\n const individualOptOuts: string = process.env[\"APPLICATION_INSIGHTS_NO_PATCH_MODULES\"] || \"\";\r\n const unpatchedModules = individualOptOuts.split(\",\");\r\n const modules: {[key: string] : any} = {\r\n bunyan: publishers.bunyan,\r\n console: publishers.console,\r\n mongodb: publishers.mongodb,\r\n mongodbCore: publishers.mongodbCore,\r\n mysql: publishers.mysql,\r\n redis: publishers.redis,\r\n pg: publishers.pg,\r\n pgPool: publishers.pgPool,\r\n winston: publishers.winston,\r\n azuresdk: publishers.azuresdk\r\n };\r\n for (const mod in modules) {\r\n if (unpatchedModules.indexOf(mod) === -1) {\r\n modules[mod].enable();\r\n Logging.info(TAG, `Subscribed to ${mod} events`);\r\n }\r\n }\r\n if (unpatchedModules.length > 0) {\r\n Logging.info(TAG, \"Some modules will not be patched\", unpatchedModules);\r\n }\r\n} else {\r\n Logging.info(TAG, \"Not subscribing to dependency autocollection because APPLICATION_INSIGHTS_NO_DIAGNOSTIC_CHANNEL was set\");\r\n}\r\n\r\nexport function registerContextPreservation(cb: (cb: Function) => Function) {\r\n if (!IsInitialized) {\r\n return;\r\n }\r\n const diagChannel = (require(\"diagnostic-channel\") as typeof DiagChannel);\r\n diagChannel.channel.addContextPreservation(cb);\r\n diagChannel.channel.spanContextPropagator = AsyncScopeManager;\r\n}\r\n"]}

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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT license. See LICENSE file in the project root for details.\r\nimport TelemetryClient = require(\"../../Library/TelemetryClient\");\r\nimport {channel, IStandardEvent} from \"diagnostic-channel\";\r\n\r\nimport {mysql} from \"diagnostic-channel-publishers\";\r\n\r\n\r\nlet clients: TelemetryClient[] = [];\r\n\r\nexport const subscriber = (event: IStandardEvent<mysql.IMysqlData>) => {\r\n clients.forEach((client) => {\r\n const queryObj = event.data.query || {};\r\n const sqlString = queryObj.sql || \"Unknown query\";\r\n const success = !event.data.err;\r\n\r\n\r\n const connection = queryObj._connection || {};\r\n const connectionConfig = connection.config || {};\r\n const dbName = connectionConfig.socketPath ? connectionConfig.socketPath : `${connectionConfig.host || \"localhost\"}:${connectionConfig.port}`;\r\n client.trackDependency(\r\n {\r\n target: dbName,\r\n data: sqlString,\r\n name: sqlString,\r\n duration: event.data.duration,\r\n success: success,\r\n /* TODO: transmit result code from mysql */\r\n resultCode: success? \"0\": \"1\",\r\n time: event.data.time,\r\n dependencyTypeName: \"mysql\"\r\n });\r\n });\r\n};\r\n\r\n\r\nexport function enable(enabled: boolean, client: TelemetryClient) {\r\n if (enabled) {\r\n if (clients.length === 0) {\r\n channel.subscribe<mysql.IMysqlData>(\"mysql\", subscriber);\r\n };\r\n clients.push(client);\r\n } else {\r\n clients = clients.filter((c) => c != client);\r\n if (clients.length === 0) {\r\n channel.unsubscribe(\"mysql\", subscriber);\r\n }\r\n }\r\n}\r\n"]}

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**!event.data.err,\r\n /* TODO: transmit result code from redis */\r\n resultCode: event.data.err ? \"1\" : \"0\",\r\n time: event.data.time,\r\n dependencyTypeName: \"redis\"\r\n });\r\n\r\n });\r\n};\r\n\r\nexport function enable(enabled: boolean, client: TelemetryClient) {\r\n if (enabled) {\r\n if (clients.length === 0) {\r\n channel.subscribe<redis.IRedisData>(\"redis\", subscriber);\r\n };\r\n clients.push(client);\r\n } else {\r\n clients = clients.filter((c) => c != client);\r\n if (clients.length === 0) {\r\n channel.unsubscribe(\"redis\", subscriber);\r\n }\r\n }\r\n}\r\n"]}**

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(?:;|\s|$)/,TEXT_TYPE_REGEXP=/^text\//i;function charset(type){if(!type||"string"!=typeof type)return!1;var
match=EXTRACT_TYPE_REGEXP.exec(type),mime=match&&db[match[1].toLowerCase()];return mime&&mime.charset?mime.charset:!
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{lookup:charset},exports.contentType=function contentType(str){if(!str||"string"!=typeof str)return!1;var mime=-1===str.indexOf("/")?
exports.lookup(str):str;if(!mime)return!1;if(-1===mime.indexOf("charset")){var charset=exports.charset(mime);charset&&(mime+=";
charset="+charset.toLowerCase())}return mime},exports.extension=function extension(type){if(!type||"string"!=typeof type)return!1;var
match=EXTRACT_TYPE_REGEXP.exec(type),exts=match&&exports.extensions[match[1].toLowerCase()];if(!exts||!exts.length)return!1;return
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extension=extname("x."+path).toLowerCase().substr(1);if(!extension)return!1;return
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mime=db[type],exts=mime.extensions;if(exts&&exts.length){extensions[type]=exts;for(var i=0;i<exts.length;i++){var
extension=exts[i];if(types[extension]){var
from=preference.indexOf(db[types[extension]].source),to=preference.indexOf(mime.source);if("application/octet-
stream"!==types[extension]&&(from>to||from===to&&"application/"===types[extension].substr(0,12)))continue}types[extension]=type}}))})
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{this.types=Object.create(null),this.extensions=Object.create(null)}Mime.prototype.define=function(map){for(var type in map){for(var
exts=map[type],i=0;i<exts.length;i++)process.env.DEBUG_MIME&&this.types[exts[i]]&&console.warn((this._loading||"define()").replace(/.*\//,"")
,'changes "'+exts[i]+'" extension type from '+this.types[exts[i]]+" to "+type),this.types[exts[i]]=type;this.extensions[type]||
(this.extensions[type]=exts[0])}},Mime.prototype.load=function(file){this._loading=file;var map=
{};fs.readFileSync(file,"ascii").split(/[\r\n]+/).forEach((function(line){var
fields=line.replace(/\s*#.*|^\s*|\s*$/g,"").split(/\s+/);map[fields.shift()]=fields})),this.define(map),this._loading=null},Mime.prototype.lookup=funct
ion(path,fallback){var ext=path.replace(/^.*[\.\/\\]/,"").toLowerCase();return
this.types[ext]||fallback||this.default_type},Mime.prototype.extension=function(mimeType){var type=mimeType.match(/^\s*([^;\s]*)(?:;|\s|$)/)
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