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Revision

786fbd3984e47060e0620c04088aba76b43c5cfb

Dependencies

@aashutoshrathi/word-wrap (1.2.6)

npm+@aashutoshrathi/word-wrap

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Package Info

- Authors: aashutoshrathi@gmail.com
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@angular/animations (17.1.3)

npm+@angular/animations

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@angular/cdk (17.1.2)

npm+@angular/cdk

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@angular/common (17.1.3)

npm+@angular/common

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@angular/compiler (17.1.3)

npm+@angular/compiler

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@angular/core (17.1.3)

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@angular/forms (17.1.3)

npm+@angular/forms

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@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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@angular/platform-browser-dynamic (17.1.3)

npm+@angular/platform-browser-dynamic

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@angular/router (17.1.3)

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@ant-design/colors (7.0.2)

npm+@ant-design/colors

npm+@angular/router

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- Authors: afc163@gmail.com, smith3816@gmail.com, wasd2144@hotmail.com, arvinx@foxmail.com, 1075746765@qq.com
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@ant-design/icons-angular (17.0.0)

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Package Info

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

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Package Info

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

npm+@apidevtools/openapi-schemas

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Package Info

- Authors: me@philsturgeon.uk, j.ames.messinger@gmail.com, james.messinger@gmail.com
 Package Download URL: https://registry.npmjs.org/@apidevtools/openapi-schemas-2.1.0.tgz

@apidevtools/swagger-methods (3.0.2)

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@apidevtools/swagger-parser (10.1.0)

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@aspnet/signalr (3.0.0-preview6.19307.2)

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Package Info

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

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- Authors: npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com,
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@azure/arm-apimanagement (8.1.2)

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- Authors: amarzavery@gmail.com, vlad.barosan@gmail.com, bgye@outlook.com, azure-sdk-npmjs@microsoft.com, npmjs@microsoft.com, npmjs.org/@azure/arm-apimanagement/-/arm-apimanagement-8.1.2.tgz

@azure/arm-appservice (13.0.3)

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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-botservice (2.1.0)

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@azure/arm-resources (5.0.1)

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Package Info

- Authors: amarzavery@gmail.com, vlad.barosan@gmail.com, bggye@outlook.com, azure-sdk-npmjs@microsoft.com
- Package Download URL: https://registry.npmjs.org/@azure/arm-resources/-/arm-resources-5.0.1.tgz

@azure/arm-sql (9.1.0)

npm+@azure/arm-sql

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@azure/arm-storage (17.2.1)

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@azure/arm-subscriptions (5.1.0)

npm+@azure/arm-subscriptions

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@azure/core-asynciterator-polyfill (1.0.2)

npm+@azure/core-asynciterator-polyfill

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@azure/core-auth (1.6.0)

npm+@azure/core-auth

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@azure/core-client (1.8.0)

npm+@azure/core-client

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@azure/core-http (1.2.6)

npm+@azure/core-http

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@azure/core-http (3.0.4)

npm+@azure/core-http

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@azure/core-lro (2.6.0)

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@azure/core-paging (1.5.0)

npm+@azure/core-paging

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@azure/core-rest-pipeline (1.14.0)

npm+@azure/core-rest-pipeline

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

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

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

npm+@azure/core-tracing

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@azure/core-tracing (1.0.1) npm+@azure/core-tracing

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

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@azure/identity (1.5.2)

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

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npm+@azure/identity @azure/identity (3.4.2)

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@azure/keyvault-keys (4.7.2)

npm+@azure/keyvault-keys

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@azure/logger (1.0.4)

npm+@azure/logger

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Package Info

- Authors: amarzavery@gmail.com, billy.trend@gmail.com, billy.t
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@azure/ms-rest-js (2.7.0)

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Package Info

- · Authors: amarzavery@gmail.com, vlad.barosan@gmail.com, bggve@outlook.com, azure-sdk-npmjs@microsoft.com
- 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-browse

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Package Info

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@azure/msal-browser (3.9.0)

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@azure/msal-common (13.3.1)

npm+@azure/msal-common

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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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@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 <a href="mailto:Download URL: nugetaad@microsoft.com, nehaagrawal30@gmail.com, manrath@microsoft.com
 Package nugetaad@microsoft.com

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

npm+@azure/msal-node

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@azure/msal-node (1.18.4)

npm+@azure/msal-node

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@azure/msal-node (2.6.3)

npm+@azure/msal-node

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Package Info

- Authors: npmjs@microsoft.com, npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com, azure-sdk-npmjs@microsoft.com, package Download URL: https://registry.npmjs.org/@azure/storage-blob/-/storage-blob/-12.17.0.tgz

@babel/code-frame (7.23.5)

npm+@babel/code-frame

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Package Info

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

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Package Info

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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)

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

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@dbpiper/timer (1.0.0-beta.2)

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

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

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

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

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@feathersjs/hooks (0.6.5)

npm+@feathersjs/hooks

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Package Info

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

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

- $\textbf{Authors:}\ \underline{devoto13@gmail.com},\ \underline{jon.johnson@ucsf.edu},\ \underline{robmadole@gmail.com},\ \underline{travis@travischase.me},\ \underline{admin@fortawesome.com},\ \underline{devoto13@gmail.com},\ \underline{devo$
- mwilkerson@gmail.com, jason@fontawesome.com
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- · Authors: devoto13@gmail.com, jon.johnson@ucsf.edu, robmadole@gmail.com, travis@travischase.me, admin@fortawesome.com, mwilkerson@gmail.com, jason@fontawesome.com
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@humanwhocodes/object-schema (2.0.2)

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@isaacs/string-locale-compare (1.1.0)

npm+@isaacs/string-locale-compare

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Package Info

Authors: nev.wylie@microsoft.com, appinsightssdk@microsoft.com, npmjs@microsoft.com

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Microsoft Teams Toolkit for Visual Studio Code and Teams Toolkit CLI

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Package Info

- Authors: zhany@microsoft.com, nintan@microsoft.com, npmjs@microsoft.com, npmjs@microsoft.com, npmjs.org/@microsoft/teams-manifest-o.1.3.tgz)

@microsoft/teamsfx-api (0.21.1)

npm+@microsoft/teamsfx-api

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Package Info

- $\bullet \quad \text{Authors: } \underline{\text{zhany@microsoft.com}}, \underline{\text{nintan@microsoft.com}}, \underline{\text{teamsfxnpm@microsoft.com}}, \underline{\text{npmjs@microsoft.com}}, \underline{\text{npmjs@microsoft.com$
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@microsoft/teamsfx-api (0.22.6)

npm+@microsoft/teamsfx-api

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Package Info

- Authors: zhany@microsoft.com, nintan@microsoft.com, teamsfxnpm@microsoft.com, npmjs@microsoft.com
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@microsoft/teamsfx-cli (1.1.5)

npm+@microsoft/teamsfx-cli

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@microsoft/teamsfx-core (1.23.4)

npm+@microsoft/teamsfx-core

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@nodelib/fs.scandir (2.1.5)

npm+@nodelib/fs.scandir

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

@nodelib/fs.stat (2.0.5)

npm+@nodelib/fs.stat

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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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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="mailto:saqu
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@npmcli/installed-package-contents (1.0.7)

npm+@npmcli/installed-package-contents

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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@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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Package Info

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

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Package Info

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

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@npmcli/node-gyp (1.0.3)

npm+@npmcli/node-gyp

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@npmcli/package-json (1.0.1)

npm+@npmcli/package-json

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@npmcli/promise-spawn (1.3.2)

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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
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- Authors: bogdandrutu@gmail.com, github-admin@google.com, node-team-npm+wombot@google.com, isaikevych@google.com, kelvinjin@google.com, mayurkale22@gmail.com, group-of-team-npm+wombot@google.com, mayurkale22@gmail.com, group-of-team-npm+wombot@google.com, group-of-team-npm+wombot@google.com, group-of-team-npm+wombot@google.com, group-of-team-npm+wombot@google.com, group-of-team-npm+wombot@google.com, <a href="mailto:group-of-team-npm-npm-mailto:group-of-team-npm-mailto:group-of-
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Package Info

- Authors: marc.pichler@dynatrace.com, bogdandrutu@gmail.com, dyladan@gmail.com
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@szmarczak/http-timer (4.0.6)

npm+@szmarczak/http-timer

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@tootallnate/once (1.1.2)

npm+@tootallnate/once

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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)

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@types/jwt-decode (3.1.0)

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@types/keyv (3.1.4) npm+@types/keyv

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npm+@types/lodash @types/lodash (4.14.150)

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@types/microsoftteams (1.9.6)

npm+@types/microsoftteams

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@types/node (20.8.4)

npm+@types/node

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@types/node-fetch (2.6.11) npm+@types/node-fetch

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@types/office-js (1.0.372)

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<u>@types/office-js (0.0.51)</u> 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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@types/retry (0.12.5)

npm+@types/retry

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@types/stoppable (1.1.3)

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@types/tunnel (0.0.1) npm+@types/tunnel

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

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@typescript-eslint/eslint-plugin (2.34.0)

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Package Info

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

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@typescript-eslint/typescript-estree (2.34.0)

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@ungap/structured-clone (1.2.0)

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abbrev (1.1.1) npm+abbrev

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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abort-controller (3.0.0) npm+abort-controller

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accepts (1.3.8) npm+accepts

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npm+acorn acorn (7.4.1)

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

acorn (8.11.3) npm+acorn

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- Authors: marijn@haverbeke.berlin, mail@adrianheine.de, me@rreverser.com
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acorn-jsx (5.3.2) npm+acorn-jsx

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- Authors: marijnh@gmail.com, mail@adrianheine.de, me@rreverser.com
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address (1.2.2) npm+address

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adm-zip (0.5.10) npm+adm-zip

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

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Package Info

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

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

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agentkeepalive (4.5.0) npm+agentkeepalive

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aggregate-error (3.1.0)

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<u>ajv (6.12.6)</u> npm+ajv

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- Authors: hello@blakeembrey.com, e.poberezkin@me.com
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<u>ajv (8.12.0)</u> npm+ajv

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<u>ajv-draft-04 (1.0.0)</u> npm+ajv-draft-04

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angular-animations (0.11.0) npm+angular-animations

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- Authors: <u>3.3fullpower@gmail.com</u>
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angular-oauth2-oidc (17.0.0)

npm+angular-oauth2-oidc

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Package Info

- Authors: manfred.steyer@softwarearchitekt.at, alexander.thalhammer@gmail.com
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ansi-escapes (3.2.0) npm+ansi-escapes

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Package Info

· Authors: sindresorhus@gmail.com, npm@josh.junon.me

ansi-styles (2.2.1) npm+ansi-styles

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ansi-styles (3.2.1) npm+ansi-styles

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npm+ansi-styles ansi-styles (4.3.0)

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applicationinsights (1.8.10)

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npm+aproba aproba (2.0.0)

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archiver-utils (2.1.0)

npm+archiver-utils

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are-we-there-yet (3.0.1)

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Package Info

- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy+temp2@github.com, gar+npm@danger.computer, luke@lukekarrys.com
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argparse (1.0.10) npm+argparse

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argparse (2.0.1) npm+argparse

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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.

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array-buffer-byte-length (1.0.1)

npm+array-buffer-byte-length

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array-flatten (1.1.1)

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Package Info

- · Authors: hello@blakeembrey.com
- Package Download URL: https://registry.npmjs.org/array-flatten/-/array-flatten-1.1.1.tgz

array-timsort (1.0.3) npm+array-timsort

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Package Info

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

asap (2.0.6) npm+asap

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Package Info

- Authors: kris.kowal@cixar.com, forbes@lindesay.co.uk
 Package Download URL: https://registry.npmjs.org/asap/-/asap-2.0.6.tgz

asn1 (0.2.6)

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Package Info

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

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Package Info

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

assert-plus (1.0.0) npm+assert-plus

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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 Info

- Authors: chaijs@keithcirkel.co.uk, npm@keithcirkel.co.uk, npm@keithcirkel.co.uk,
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npm+astral-regex astral-regex (1.0.0)

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Package Info

- Authors: kevinmartensson@gmail.com
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async (2.6.4) npm+async

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Package Info

- Authors: beau@beaugunderson.com, com/argasinski.hubert@gmail.com, argasinski.hubert@gmail.com, argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@gmailto:argasinski.hubert@

async (3.2.5) npm+async

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Package Info

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

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Package Info

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

npm+async-limiter

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Package Info

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

npm+async-listener

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Package Info

- $\bullet \quad \text{Authors:} \ \underline{\text{ogd@aoaioxxysz.net}}, \ \underline{\text{admin@stephenbelanger.com}}, \ \underline{\text{w@tson.dk}}$
- 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 Info

- Authors: <a href="mailto:com/cnspeckn@googlemail.com/cnspeckn@goo
- 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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at-least-node (1.0.0) npm+at-least-node

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available-typed-arrays (1.0.6)

npm+available-typed-arrays

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aws-sign2 (0.7.0) npm+aws-sign2

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

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axios (0.21.4) npm+axios

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Package Info

- Authors: mzabriskie@gmail.com, nick.uraltsev@gmail.com, emilyemorehouse@gmail.com, jasonsaayman@gmail.com
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axios (1.6.7) npm+axios

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- Authors: mzabriskie@gmail.com, nick.uraltsev@gmail.com, emilyemorehouse@gmail.com, jasonsaayman@gmail.com
- Package Download URL: https://registry.npmjs.org/axios/-laxios-1.6.7.tgz

axios-retry (3.9.1) npm+axios-ret

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<u>balanced-match (1.0.2)</u> npm+balanced-matcl

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base64-js (1.5.1) npm+base64-js

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Package Info

- Authors: <u>t.jameson.little@gmail.com</u>, <u>feross@feross.org</u>
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bcrypt-pbkdf (1.0.2) npm+bcrypt-pbkdf

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Package Info

- Authors: <u>alex@cooperi.net</u>, <u>dap@cs.brown.edu</u>, <u>josh@sysmgr.org</u>, <u>trentm@gmail.com</u>
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big-integer (1.6.52) npm+big-integer

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Package Info

- Authors: peter.e.c.olson+npm@gmail.com
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bin-links (3.0.3) npm+bin-links

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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npm+binary binary (0.3.0)

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Authors: mail@substack.net

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bl (4.1.0)

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Package Info

- Authors: hello@matteocollina.com, r@va.gg
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bl (5.1.0)

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bluebird (3.4.7)

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Package Info

- Authors: petka antonov@hotmail.com
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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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Package Info

- Authors: ulisesgascondev@gmail.com, doug@somethingdoug.com
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brace-expansion (1.1.11)

npm+brace-expansion

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- Authors: julian@juliangruber.com, i@izs.me
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brace-expansion (2.0.1)

npm+brace-expansion

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- $\textbf{Authors: } \underline{\textit{julian@juliangruber.com}}, \underline{\textit{i@izs.me}}$
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buffer (5.7.1) npm+buffer

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buffer (6.0.3)

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buffer-crc32 (0.2.13) npm+buffer-crc32

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Package Info

- Authors: <u>brianloveswords@gmail.com</u>, <u>iselwin@gmail.com</u>
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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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Package Info

- Authors: sarosia@esterity.info

buffers (0.1.1) npm+buffers

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- · Authors: mail@substack.net
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builtins (1.0.3)

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<u>bytes (3.1.2)</u> npm+bytes

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- Authors: tj@vision-media.ca, doug@somethingdoug.com
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cacache (15.3.0) npm+cacache

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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cacache (16.1.3) npm+cacache

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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cacheable-lookup (5.0.4) npm+cacheable-lookup

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Package Info

- Authors: sindresorhus@gmail.com, <a href="mailto:sz./megistry.npmjs.org/cacheable-lookup/-/cacheable-lookup/

cacheable-request (7.0.4) npm+cacheable-request

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Package Info

- Authors: lukechilds123@gmail.com, me@jaredwray.com, sz.marczak@gmail.com
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call-bind (1.0.6)

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call-me-maybe (1.0.2)

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<u>callsites (3.1.0)</u> npm+callsites

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caseless (0.12.0)

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- Authors: mikeal.rogers@gmail.com, mikeal.rogers@gmail.com
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npm+chai chai (4.4.1)

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Package Info

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chainsaw (0.1.0) npm+chainsaw

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npm+chalk chalk (1.1.3)

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>, <u>npm@josh.junon.me</u>
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chalk (2.4.2) npm+chalk

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chalk (4.1.2) npm+chalk

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npm+chardet chardet (0.7.0)

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charenc (0.0.2)

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- Authors: paul@vorb.de
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check-error (1.0.3) npm+check-error

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child process (1.0.2) npm+child process

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chownr (1.1.4) npm+chownr

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npm+cli-cursor cli-cursor (2.1.0)

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Package Info

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

npm+cli-cursor cli-cursor (3.1.0)

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cli-spinners (2.6.1) npm+cli-spinners

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cli-width (2.2.1) npm+cli-width

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Package Info

- Authors: knownasilya@gmail.com, admin@simonboudrias.com
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cli-width (3.0.0) npm+cli-width

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Package Info

- Authors: knownasilya@gmail.com, admin@simonboudrias.com
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cliui (7.0.4) npm+cliui

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- Authors: bencoe@gmail.com
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cliui (8.0.1)

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npm+clone clone (1.0.4)

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clone (2.1.2)

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clone-response (1.0.3) npm+clone-response

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>, <u>lukechilds123@gmail.com</u>
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cls-hooked (4.2.2)

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- Authors: jlewis@streetconnect.com
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cmd-shim (5.0.0) npm+cmd-shin

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="mailt
- 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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color-convert (2.0.1) npm+color-convert

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color-name (1.1.3) npm+color-name

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Package Info

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

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npm+color-name

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Package Info

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

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combined-stream (1.0.8) npm+combined-stream

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Package Info

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

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Package Info

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

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

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concat-map (0.0.1)

npm+concat-map

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

npm+console-control-strings

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content-disposition (0.5.4)

npm+content-disposition

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content-type (1.0.5) npm+content-type

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continuation-local-storage (3.2.1)

npm+continuation-local-storage

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Package Info

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

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cookie-signature (1.0.6)

npm+cookie-signature

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Package Info

- Authors: natevw@yahoo.com, tj@vision-media.ca, doug@somethingdoug.com
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<u>core-js (2.5.4)</u> npm+core-js

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core-js-pure (3.35.1) npm+core-js-pure

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

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

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crc (3.8.0)

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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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cross-spawn (6.0.5)

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cross-spawn (7.0.3)

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crypt (0.0.2) npm+crypt

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cryptr (6.3.0)

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custom-functions-metadata (1.2.9)

pm+custom-functions-metadata

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dashdash (1.14.1) npm+dashdash

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

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dateformat (4.6.3) npm+dateformat

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Package Info

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

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Package Info

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

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- Authors: npm@josh.junon.me, rhyneandrew@gmail.com, nathan@tootallnate.net, tj@vision-media.ca
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debuglog (1.0.1) npm+debuglog

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decimal.js (10.4.3) npm+decimal.js

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decompress-response (6.0.0)

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deep-eql (4.1.3)

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Package Info

- Authors: chaijs@keithcirkel.co.uk
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deep-equal (1.1.2)

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

deep-extend (0.6.0) npm+deep-exten

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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)

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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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defer-to-connect (2.0.1)

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Package Info

- Authors: sz.marczak@gmail.com
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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/-/define-data-property-1.1.2.tgz

define-lazy-prop (2.0.0)

npm+define-lazy-prop

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define-properties (1.2.1)

npm+define-properties

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delayed-stream (1.0.0)

npm+delegates

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Package Info

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

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Package Info

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

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- Authors: doug@somethingdoug.com
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destroy (1.2.0) npm+destroy

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Package Info

- ${\bf Authors:}\ \underline{doug@somethingdoug.com},\ \underline{jonathanrichardong@gmail.com}$
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detect-libc (2.0.2) npm+detect-libc

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- 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-por

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Package Info

- Authors: fengmk2@gmail.com, xudafeng@126.com, zic.zhu@gmail.com
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dezalgo (1.0.4) npm+dezalgo

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Package Info

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

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- Authors: appinsightssdk@microsoft.com
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diagnostic-channel-publishers (0.4.4)

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Package Info

- Authors: joshgavant@gmail.com, jithomso@microsoft.com, osvaldo@osvaldojr.com, jackpeterhorton@gmail.com, appinsightssdk@microsoft.com, nev.wylie@microsoft.com, hectorjavierhdz@live.com, npmjs@microsoft.com, mkaufman@microsoft.com
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doctrine (3.0.0)

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

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Package Info

- Authors: jacoblowe2.0@gmail.com, scott@scottmotte.com, mot@mot.la, mot@dotenv.org
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duplexer2 (0.1.4) npm+duplexer3

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

ecc-jsbn (0.1.2) npm+ecc-jsbn

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Package Info

- $\textbf{Authors:}\ \underline{duhamelantoine 1995@gmail.com}, \underline{jeremie@jabber.org}, \underline{nomad.ry@gmail.com}$
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ecdsa-sig-formatter (1.0.11)

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- Authors: d2ltravisdeploy@d2l.com
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ee-first (1.1.1) npm+ee-first

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- Authors: jonathanrichardong@gmail.com, doug@somethingdoug.com
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emitter-listener (1.1.2) npm+emitter-listene

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emoji-regex (7.0.3) npm+emoji-regex

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

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

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

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Authors: andris@node.ee

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end-of-stream (1.4.4) npm+end-of-stream

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- Authors: mathiasbuus@gmail.com
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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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err-code (2.0.3) npm+err-code

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Package Info

- 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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es-aggregate-error (1.0.12)

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Package Info

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es-errors (1.3.0)

npm+es-errors

npm+es-aggregate-error

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es-set-tostringtag (2.0.2) npm+es-set-tostringtag

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es-to-primitive (1.2.1)

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escalade (3.1.2) npm+escalade

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Package Info

- Authors: <u>luke@lukeed.com</u>
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escape-html (1.0.3) npm+escape-html

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Package Info

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

escape-latex (1.2.0) npm+escape-lat

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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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escape-string-regexp (4.0.0)

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eslint (8.56.0) npm+eslint

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eslint (6.8.0) npm+eslint

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Package Info

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eslint-config-prettier (6.15.0)

npm+eslint-config-prettier

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Package Info

- Authors: simon.lydell@gmail.com, georgii.dolzhykov@gmail.com, admin@1stg.me
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eslint-plugin-prettier (3.4.1)

npm+eslint-plugin-prettier

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Package Info

- Authors: zertosh@gmail.com, simon.lydell@gmail.com, ben@reload.me.uk, teddy.katz@gmail.com, admin@1stg.me, aosukeke@gmail.com
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eslint-scope (5.1.1) npm+eslint-scope

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Package Info

- Authors: npm@openjsf.org, nicholas@eslint.org, nicholas@nczconsulting.com, ivolodin@gmail.com
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eslint-scope (7.2.2) npm+eslint-scope

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eslint-utils (1.4.3)

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eslint-utils (2.1.0)

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eslint-visitor-keys (1.3.0)

npm+eslint-visitor-keys

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- Authors: npm@openjsf.org, nicholas@eslint.org
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eslint-visitor-keys (3.4.3) npm+eslint-visitor-keys

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

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- Authors: npm@openjsf.org, nicholas@eslint.org
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- Authors: jrfeenst@gmail.com, npm@michael.ficarra.me
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- Authors: utatane.tea@gmail.com, npm@michael.ficarra.me, nicholas@nczconsulting.com
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Package Info

- Authors: npm@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com,
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Package Info

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

- Authors: aslak.hellesoy@gmail.com, espen@hovlandsdal.com
- Package Download URL: https://registry.npmjs.org/eventsource/-/eventsource-1.1.2.tgz

expand-template (2.0.3)

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Package Info

- Authors: ralphtheninja@riseup.net
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express (4.18.2) npm+express

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Package Info

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

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Package Info

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

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Package Info

- Authors: kevin@mrkmg.com
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extsprintf (1.3.0) npm+extsprintf

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Package Info

- Authors: todd.whiteman@joyent.com, kusorbox@gmail.com, wpreul@gmail.com, michael.hicks@joyent.com, bahamat@digitalelf.net, aguycalledrichard@gmail.com, tyler.chameroy@joyent.com, dayne.buell@joyent.com, trentm@gmail.com, dap@cs.brown.edu, josh@sysmgr.org, alex@cooperi.net, cody.mello@joyent.com, kelly.mclaughlin@joyent.com
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fast-deep-equal (3.1.3)

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Package Info

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fast-diff (1.1.2) npm+fast-diff

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fast-diff (1.3.0) npm+fast-diff

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

fast-json-stable-stringify (2.1.0)

npm+fast-json-stable-stringify

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Package Info

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fast-levenshtein (2.0.6)

npm+fast-levenshtein

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fastq (1.17.1)

npm+fasto

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figures (2.0.0) npm+figures

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>
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figures (3.2.0) npm+figures

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

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

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finalhandler (1.2.0) npm+finalhandler

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Package Info

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

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flake8 (7.0.0) pip+flake8

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

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- Authors: me@jaredwray.com
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flat-cache (3.2.0) npm+flat-cache

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flatted (2.0.2)

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flatted (3.2.9) npm+flatted

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Package Info

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for-each (0.3.3) npm+for-each

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Package Info

- Authors: raynos2@gmail.com, lipharb@gmail.com
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forever-agent (0.6.1) npm+forever-agent

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

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Package Info

- Authors: mikeal.rogers@gmail.com, niftylettuce@gmail.com, iam@alexindigo.com, ljharb@gmail.com, pierceydylan@gmail.com, npm@titanism.com
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Package Info

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

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Package Info

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form-data (4.0.0) npm+form-data

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Package Info

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- Authors: doug@somethingdoug.com
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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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<u>fs-constants (1.0.0)</u> npm+fs-constants

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

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

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fs-extra (7.0.1) npm+fs-extra

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- $Authors: \underline{jprichardson@gmail.com}, \underline{opensrc@ryanzim.com}, \underline{manidlou@gmail.com}$
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- $\underline{\textbf{Authors: } \underline{npm-cli+bot@github.com}, \underline{saquibkhan@github.com}, \underline{fritzy@github.com}, \underline{gar+npm@danger.computer}, \underline{luke@lukekarrys.com}, \underline{fritzy@github.com}, \underline{gar+npm@danger.computer}, \underline{luke@lukekarrys.com}, \underline{fritzy@github.com}, \underline{$
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fs.realpath (1.0.0)

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/fs.realpath/-/fs.realpath-1.0.0.tgz

fstream (1.0.12) npm+fstream

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Package Info

- Authors: me@re-becca.org, i@izs.me, ogd@aoaioxxysz.net, kzm@sykosomatic.org
- Package Download URL: https://registry.npmjs.org/fstream/-/fstream-1.0.12.tgz

function-bind (1.1.2)

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Package Info

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

function.prototype.name (1.1.6)

npm+function.prototype.name

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: https://registry.npmjs.org/function.prototype.name/-/function.prototype.name-1.1.6.tgz

functional-red-black-tree (1.0.1)

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Package Info

- Authors: mikolalysenko@gmail.com
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functions-have-names (1.2.3)

npm+functions-have-names

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Package Info

- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/functions-have-names/-/functions-have-names-1.2.3.tgz

gauge (4.0.4)

npm+gauge

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Package Info

- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer, luke@lukekarrys.com Package Download URL: https://registry.npmjs.org/gauge/-/gauge-4.0.4.tgz

get-caller-file (2.0.5)

npm+get-caller-file

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Package Info

- Authors: stefan.penner@gmail.com
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get-func-name (2.0.2)

npm+get-func-name

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Package Info

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

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get-stdin (6.0.0) npm+get-stdin

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

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- Authors: sindresorhus@gmail.com, ehmicky@gmail.com
- Package Download URL: https://registry.npmjs.org/get-stream/-/get-stream-5.2.0.tgz

get-symbol-description (1.0.2)

npm+get-symbol-description

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getpass (0.1.7) npm+getpass

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Package Info

• Authors: alex@cooperi.net

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

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

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Package Info

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- Package Download URL: https://registry.npmjs.org/glob/-/glob-7.2.3.tgz

glob (8.1.0)

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- 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 Info

- $\bullet \quad \text{Authors:} \ \underline{\text{blaine.bublitz@gmail.com}}, \ \underline{\text{yo@contra.io}}, \ \underline{\text{elan.shanker+npm@gmail.com}}, \ \underline{\text{github@sellside.com}}, \ \underline{\text{brian.woodward@gmail.com}}$
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glob-parent (6.0.2)

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Package Info

- Authors: blaine.bublitz@gmail.com, yo@contra.io, elan.shanker+npm@gmail.com, github@sellside.com, brian.woodward@gmail.com
- 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)

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Package Info

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

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Package Info

- $\label{lem:composition} \begin{tabular}{ll} Authors: $\underline{ben@byk.im}$, $\underline{nicholas@nczconsulting.com}$, $\underline{schreck.mathias@gmail.com}$, $\underline{sindresorhus@gmail.com}$, $\underline{position_{composit$

globalthis (1.0.3)

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- · Authors: ljharb@gmail.com
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gopd (1.0.1)

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<u>got (11.8.6)</u> npm+got

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Package Info

- Authors: <u>sindresorhus@gmail.com</u>, <u>sz.marczak@gmail.com</u>
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graceful-fs (4.2.11) npm+graceful-fs

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graphemer (1.4.0) npm+graphemer

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npm+handlebars handlebars (4.7.8)

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

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Package Info

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

har-validator (5.1.5)

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- Authors: ahmad@ahmadnassri.com
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has-ansi (2.0.0) npm+has-ansi

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Package Info

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

has-bigints (1.0.2)

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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has-flag (3.0.0)

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Package Info

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

has-flag (4.0.0)

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- Authors: sindresorhus@gmail.com
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has-own-prop (2.0.0) npm+has-own-prop

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- Authors: sindresorhus@gmail.com
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has-property-descriptors (1.0.1)

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Package Info

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has-proto (1.0.1) npm+has-proto

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Package Info

- Authors: <u>|jharb@gmail.com</u> Package Download URL: <u>https://registry.npmjs.org/has-proto/-/has-proto-1.0.1.tgz</u>

has-symbols (1.0.3) npm+has-symbols

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Package Info

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has-tostringtag (1.0.2) npm+has-tostringtag

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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has-unicode (2.0.1) npm+has-unicode

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Package Info

- Authors: me@re-becca.org
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hasown (2.0.0) npm+hasown

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Package Info

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

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

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Package Info

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

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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)

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Package Info

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

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Package Info

- Authors: npm@egeste.net, doug@somethingdoug.com, jonathanrichardong@gmail.com
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http-proxy-agent (4.0.1)

npm+http-proxy-agent

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http-proxy-agent (5.0.0)

npm+http-proxy-agent

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http-signature (1.2.0)

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Package Info

- Authors: <u>bahamat@digitalelf.net</u>, <u>todd.whiteman@joyent.com</u>, <u>kusorbox@gmail.com</u>, <u>michael.hicks@joyent.com</u>, <u>pmooney@pfmooney.com</u>, mcayage@gmail.com, <u>alex@copperi.net</u>, melloc@writev.jo
- mcavage@gmail.com, alex@cooperi.net, melloc@writev.io
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http2-wrapper (1.0.3)

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Package Info

- Authors: sindresorhus@gmail.com, sz.marczak@gmail.com
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https-proxy-agent (5.0.1) npm+https-proxy-agent

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Package Info

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humanize-ms (1.2.1)

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Package Info

- Authors: <u>dead_horse@qq.com</u>, <u>fengmk2@gmail.com</u>
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iconv-lite (0.4.24)

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iconv-lite (0.6.3) npm+iconv-lite

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- · Authors: ashtuchkin@gmail.com
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<u>ieee754 (1.2.1)</u> npm+ieee754

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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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ignore-walk (4.0.1) npm+ignore-walk

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Package Info

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immediate (3.0.6)

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Package Info

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

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imurmurhash (0.1.4)

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Package Info

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

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<u>infer-owner (1.0.4)</u> npm+infer-owner

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Package Info

- Authors: evilpacket@gmail.com, ahmad@ahmadnassri.com, i@izs.me
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inflight (1.0.6) npm+inflight

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Package Info

- Authors: me@re-becca.org, i@izs.me, ogd@aoaioxxysz.net, kat@sykosomatic.org
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inherits (2.0.3) npm+inherits

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• Authors: i@izs.me

inherits (2.0.4) npm+inherits

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<u>ini (1.3.8)</u> npm+ini

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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<u>ini (2.0.0)</u>

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inquirer (6.5.2) npm+inquirer

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Package Info

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

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inquirer (8.2.6) npm+inquirer

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Package Info

- Authors: admin@simonboudrias.com, chatfielddaniel@gmail.com, mail@michael-kuehnel.de, ruyadorno@hotmail.com
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install (0.13.0) npm+install

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- Authors: <u>bn@cs.stanford.edu</u>
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internal-slot (1.0.7) npm+internal-slot

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Package Info

- Authors: ljharb@gmail.com
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<u>ip (2.0.0)</u>

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Package Info

- Authors: brad@memoryleak.org, fedor.indutny@gmail.com, me@mmalecki.com, blackhole@livebox.sh, charlie.robbins@gmail.com
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<u>ip-regex (4.3.0)</u> npm+ip-regex

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

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is-arguments (1.1.1) npm+is-arguments

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

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Package Info

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

is-bigint (1.0.4)

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

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is-buffer (1.1.6) npm+is-buffer

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<u>is-callable (1.2.7)</u> npm+is-callable

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is-date-object (1.0.5) npm+is-date-object

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Package Info

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

<u>is-docker (2.2.1)</u> npm+is-docke

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Package Info

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

is-extglob (2.1.1) npm+is-extglob

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

is-fullwidth-code-point (2.0.0)

npm+is-fullwidth-code-point

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is-fullwidth-code-point (3.0.0)

npm+is-fullwidth-code-point

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<u>is-glob (4.0.3)</u> npm+is-glob

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- · Authors: blaine.bublitz@gmail.com, github@sellside.com, brian.woodward@gmail.com
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is-interactive (1.0.0) npm+is-interactive

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Package Info

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is-lambda (1.0.1) npm+is-lambda

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is-negative-zero (2.0.2)

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is-number-object (1.0.7)

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is-path-inside (3.0.3) npm+is-path-inside

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is-regex (1.1.4) npm+is-regex

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is-retry-allowed (2.2.0)

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Package Info

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

npm+is-shared-array-buffer

npm+is-retry-allowed

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- Authors: ljharb@gmail.com
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is-string (1.0.7) npm+is-string

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is-symbol (1.0.4)

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Authors: ljharb@gmail.com

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

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Package Info

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is-typedarray (1.0.0)

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Package Info

- Authors: hughskennedy@gmail.com
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is-unicode-supported (0.1.0) npm+is-unicode-supported

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is-weakref (1.0.2) npm+is-weakref

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

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

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isarray (1.0.0) npm+isarray

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isarray (2.0.5) npm+isarray

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isexe (2.0.0) npm+isexe

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isstream (0.1.2) npm+isstream

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javascript-natural-sort (0.7.1)

npm+javascript-natural-sort

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- Authors: khousley@bill4time.com
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<u>js-base64 (3.7.6)</u> npm+js-base6

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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

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

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- Authors: emn178@gmail.com
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j<u>s-tokens (4.0.0)</u> npm+js-tokens

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- Authors: <u>simon.lydell@gmail.com</u>
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js-yaml (3.14.1) npm+js-yaml

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Package Info

- Authors: vitaly@rcdesign.ru
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js-yaml (4.1.0) npm+js-yaml

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- Authors: vitalv@rcdesign.ru
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Package Info

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

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- Authors: andyperlitch@gmail.com
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json-buffer (3.0.1) npm+json-buffer

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Package Info

- Authors: <u>dominic.tarr@gmail.com</u>
- 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-error

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzy@github.com, <a href="https://reggidgithub.c
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- Authors: kriszyp@gmail.com
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json-schema-traverse (0.4.1)

npm+json-schema-traverse

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Package Info

- Authors: <u>e.poberezkin@me.com</u>
- Package Download URL: https://registry.npmjs.org/json-schema-traverse/-/json-schema-traverse-1.0.0.tgz

json-stable-stringify-without-jsonify (1.0.1)

npm+json-stable-stringify-without-jsonify

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- Authors: samneubardt@gmail.com
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json-stringify-nice (1.1.4)

npm+json-stringify-nice

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- Authors: i@izs.me
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json-stringify-safe (5.0.1) npm+json-stringify-safe

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Package Info

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- 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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- Authors: jprichardson@gmail.com, opensrc@ryanzim.com
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jsonfile (4.0.0) npm+jsonfile

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jsonfile (6.1.0) npm+jsonfile

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jsonparse (1.3.1) npm+jsonparse

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- Authors: tim@creationix.com, mail@substack.net
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jsonschema (1.4.1) npm+jsonschema

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Package Info

- Authors: aaa@bzfx.net, tom@degrunt.nl
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jsonwebtoken (8.5.1) npm+jsonwebtoken

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- $\textbf{Authors:} \ \underline{timothy ferrell+npm@gmail.com}, \ \underline{david.renaud@okta.com}, \ \underline{charles.rea@auth0.com}$
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jsonwebtoken (9.0.2)

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Package Info

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

jsprim (1.4.2) npm+jsprim

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Package Info

- Authors: todd.whiteman@joyent.com, kusorbox@gmail.com, wpreul@gmail.com, michael.hicks@joyent.com, bahamat@digitalelf.net, aguycalledrichard@gmail.com, tyler.chameroy@joyent.com, dayne.buell@joyent.com, trentm@gmail.com, dap@cs.brown.edu, josh@sysmgr.org, alex@cooperi.net, cody.mello@joyent.com, kelly.mclaughlin@joyent.com Package Download URL: https://registry.npmjs.org/jsprim/-/jsprim-1.4.2.tgz

jszip (3.10.1) npm+jszip

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Package Info

- Authors: d.duponchel@gmail.com, npm@website.stuartk.com
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junk (2.1.0)

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- Authors: sindresorhus@gmail.com
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j<u>unk (3.1.0)</u> npm+junk

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just-diff (5.2.0) npm+just-diff

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<u>just-diff-apply (5.5.0)</u> npm+just-diff-apply

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<u>jwa (1.4.1)</u> npm+jwa

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Package Info

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

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- $\underline{\text{Authors:}}\ \underline{\text{brianloveswords@gmail.com}}, \underline{\text{owen@omsmith.ca}}, \underline{\text{mikelarssonftw@gmail.com}}$
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jws (4.0.0) npm+jws

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npm+jwt-decode jwt-decode (3.1.2)

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

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keytar (7.9.0) npm+keytar

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

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

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lazystream (1.0.1) npm+lazvstream

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Package Info

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

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levn (0.4.1)

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lie (3.3.0)

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listenercount (1.0.1)

npm+listenercount

npm+locate-path

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locate-path (6.0.0)

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lodash (4.17.21) npm+lodash

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lodash-es (4.17.21)

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

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npm+lodash.difference

lodash.difference (4.5.0)

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lodash.flatten (4.4.0) npm+lodash.flatten

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npm+lodash.isboolean lodash.isboolean (3.0.3)

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lodash.isinteger (4.0.4)

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lodash.isnumber (3.0.3)

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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)

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lodash.once (4.1.1) npm+lodash.once

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lodash.sortby (4.7.0) npm+lodash.sortb

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lodash.union (4.6.0) npm+lodash.union

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log-symbols (4.1.0)

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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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<u>lru-cache (6.0.0)</u>

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<u>lru-cache (7.18.3)</u>

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make-fetch-happen (10.2.1)

npm+make-fetch-happen

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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make-fetch-happen (9.1.0)

npm+make-fetch-happen

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

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- Authors: wjosdejong@gmail.com Package Download URL: https://registry.npmjs.org/mathjs/-/mathjs-9.4.3.tgz

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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Package Info

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

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Package Info

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

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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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- Authors: wes@wesleytodd.com, doug@somethingdoug.com
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mime-types (2.1.35)

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mimic-fn (1.2.0) npm+mimic-fn

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mimic-fn (2.1.0)

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mimic-response (1.0.1) npm+mimic-response

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mimic-response (3.1.0)

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minimatch (3.1.2) npm+minimatch

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minimatch (5.1.6) npm+minimatch

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minimist (1.2.8) npm+minimist

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Package Info

- Authors: npm_j@ruru.gen.nz, ljharb@gmail.com, github@tixz.dk
- Package Download URL: https://registry.npmjs.org/minimist/-/minimist-1.2.8.tgz

minipass (3.3.6) npm+minipass

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minipass (5.0.0)

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minipass-collect (1.0.2)

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minipass-fetch (1.4.1) npm+minipass-fetch

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm@danger.computer
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minipass-fetch (2.1.2) npm+minipass-fetc

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, f
- Package Download URL: https://registry.npmjs.org/minipass-fetch/-/minipass-fetch-2.1.2.tgz

minipass-flush (1.0.5)

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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-ison-stream

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Package Info

- Authors: <u>i@izs.me</u>
- 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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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/minipass-pipeline/-/minipass-pipeline-1.2.4.tgz

minipass-sized (1.0.3)

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- Authors: i@izs.me
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minizlib (2.1.2)

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- Authors: npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer, luke@lukekarrys.com, i@izs.me
- Package Download URL: https://registry.npmjs.org/minizlib/-/minizlib-2.1.2.tgz

mkcert (1.5.1) npm+mkcer

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Package Info

- 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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- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/mkdirp/-/mkdirp-0.5.6.tgz

mkdirp (1.0.4)

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- 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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Package Info

- 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)

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- Package Download URL: https://registry.npmjs.org/mkdirp-infer-owner-2.0.0.tgz

moment (2.30.1) npm+moment

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Package Info

- · Authors: me@iskren.info, washwithcare@gmail.com, mj1856@hotmail.com, maggiepint@gmail.com, marwahaha@berkeley.edu
- Package Download URL: https://registry.npmjs.org/moment/-/moment-2.30.1.tgz

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

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Package Info

Authors: Isimon@commoner.com, Irobinson2011@gmail.com, hank@vercel.com, belen@vercel.com, samko9522@gmail.com, chris@leishman.org, nazareno@basement.studio, shu@chibicode.com, g.cobben@gmail.com, jared@palmer.net, jan.krems@gmail.com, jared@palmer.net, jan.krems@gmail.com,

prateek89born@gmail.com, josefrancisco.verdu@gmail.com, gbmonaco@google.com, houssein.djirdeh@gmail.com, jason@developit.ca, shubhie@gmail.com, npm@keanulee.com, atcastle@gmail.com, janicklasralph036@gmail.com, skllcrn@zeit.co, pvco.coursey@gmail.com, guybedford@gmail.com, ragojosefrancisco@gmail.com, williamli@bbi.io, mail@msweeneydev.com, allenhai03@gmail.com, rabautse@gmail.com, luisito453@gmail.com, mrfix84@gmail.com, jj@jjsweb.site, franco@basement.studio, jyatomi@gmail.com, timer150@gmail.com, ana.trajkovska2015@gmail.com, paulogdemitri@gmail.com, artzbitz@gmail.com, mark.glagola@gmail.com, luc.leray@gmail.com, team@zeit.co, steven@ceriously.com, juancampa@gmail.com, mail@connordav.is, ds303077135@gmail.com, joecohenr@gmail.com, thecodetheory@gmail.com, matheus.frndes@gmail.com, jgor@klopov.com, mindrun@icloud.com, naoyuki.kanezawa@gmail.com, nathan@tootallnate.net, rauchg@gmail.com, tim@timneutkens.nl, javier.velasco86@gmail.com, hello@evilrabb.it

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ms (2.1.2)

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Package Info

- Authors: lsimon@commoner.com, lright:lsimon@commoner.com, lright:lsimon@commoner.com, lright:lsimon@commoner.com, lright:lsimon@commoner.com, lright:lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimon@commoner.com, lsimoner.com, <a href="ma chris@leishman.org, nazareno@basement.studio, shu@chibicode.com, g.cobben@gmail.com, jared@palmer.net, jan.krems@gmail.com, prateek89born@gmail.com, josefrancisco.verdu@gmail.com, gbmonaco@google.com, houssein.djirdeh@gmail.com, jason@developit.ca, shubhie@gmail.com, npm@keanulee.com, atcastle@gmail.com, janicklasralph036@gmail.com, skllcrn@zeit.co, pvco.coursey@gmail.com, guybedford@gmail.com, ragojosefrancisco@gmail.com, williamli@bbi.io, mail@msweeneydev.com, allenhai03@gmail.com, rabautse@gmail.com, luisito453@gmail.com, mrfix84@gmail.com, jj@jjsweb.site, franco@basement.studio, jyatomi@gmail.com, timer150@gmail.com, ana.trajkovska2015@gmail.com, paulogdemitri@gmail.com, artzbitz@gmail.com, mark.glagola@gmail.com, luc.leray@gmail.com, team@zeit.co, steven@ceriously.com, juancampa@gmail.com, mail@connordav.is, ds303077135@gmail.com, joecohenr@gmail.com, thecodetheory@gmail.com, matheus.frndes@gmail.com, igor@klopov.com, mindrun@icloud.com, naoyuki.kanezawa@gmail.com, nathan@tootallnate.net, rauchg@gmail.com, tim@timneutkens.nl, javier.velasco86@gmail.com,
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ms (2.1.3)

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Package Info

Authors: lsimon@commoner.com, lrobinson2011@gmail.com, hank@vercel.com, belen@vercel.com, samko9522@gmail.com, chris@leishman.org, nazareno@basement.studio, shu@chibicode.com, g.cobben@gmail.com, jared@palmer.net, jan.krems@gmail.com, prateek89born@gmail.com, josefrancisco.verdu@gmail.com, gbmonaco@google.com, houssein.djirdeh@gmail.com, jason@developit.ca, shubhie@gmail.com, npm@keanulee.com, atcastle@gmail.com, janicklasralph036@gmail.com, skllcrn@zeit.co, pvco.coursey@gmail.com, guybedford@gmail.com, ragojosefrancisco@gmail.com, williamli@bbi.io, mail@msweeneydev.com, allenhai03@gmail.com, rabautse@gmail.com, luisito453@gmail.com, mrfix84@gmail.com, jj@jjsweb.site, franco@basement.studio, jyatomi@gmail.com, timer150@gmail.com, ana.trajkovska2015@gmail.com, paulogdemitri@gmail.com, artzbitz@gmail.com, mark.glagola@gmail.com, luc.leray@gmail.com, team@zeit.co, steven@ceriously.com, juancampa@gmail.com, mail@connordav.is, ds303077135@gmail.com, joecohenr@gmail.com, thecodetheory@gmail.com, matheus.frndes@gmail.com, jgor@klopov.com, mindrun@icloud.com, naoyuki.kanezawa@gmail.com, nathan@tootallnate.net, rauchg@gmail.com, tim@timneutkens.nl, javier.velasco86@gmail.com, hello@evilrabb.it

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msal (1.4.18)

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- Authors: nugetaad@microsoft.com
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mustache (4.2.0)

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

npm+mute-stream

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Package Info

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mute-stream (0.0.8)

npm+mute-stream

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

npm+nanoid

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Package Info

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

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Package Info

- Authors: jim@inspiredware.com
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natural-compare (1.4.0)

npm+natural-compare

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nconf (0.12.1)

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Package Info

- Authors: jcrugzz@gmail.com, charlie.robbins@gmail.com, matthew.hamann@gmail.com Package Download URL: https://registry.npmjs.org/nconf/-/nconf-0.12.1.tgz

negotiator (0.6.3)

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

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Package Info

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

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

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- Authors: vthinkxie@gmail.com, jackzcs@gmail.com, HsuanGM@gmail.com, 1264578441@qq.com, simplejason.coder@gmail.com, suangm+bot@gmail.com, laffery86@gmail.com, wzhudev@gmail.com
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ngx-quill (24.0.4) npm+ngx-guill

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nice-try (1.0.5) npm+nice-try

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node-abi (3.54.0) npm+node-abi

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node-abort-controller (3.1.1)

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Package Info

- Authors: southpolesteve@gmail.com, <a href="mailto:ethonger:ethonge-etho

node-addon-api (4.3.0)

npm+node-addon-api

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Package Info

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

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

node-forge (1.3.1) npm+node-forge

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- $\textbf{Authors:} \ \underline{\textbf{dil@lehn.org}}, \ \underline{\textbf{msporny@digitalbazaar.com}}, \ \underline{\textbf{dlongley@digitalbazaar.com}}, \ \underline{\textbf{dlongley@digitalbazaar.c$
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node-gyp (8.4.1) npm+node-gyp

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Package Info

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

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node-powershell (3.3.1) npm+node-powershell

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

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Package Info

- Authors: <u>nic.s.pearson@gmail.com</u>
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nopt (5.0.0)

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normalize-path (3.0.0)

npm+normalize-path

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Package Info

- Authors: <u>brian.woodward@gmail.com</u>, <u>github@sellside.com</u>, <u>blaine.bublitz@gmail.com</u>
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normalize-url (6.1.0)

npm+normalize-url

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- Authors: sindresorhus@gmail.com
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npm-bundled (1.1.2)

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npm-install-checks (4.0.0) npm+npm-install-check

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npm-normalize-package-bin (2.0.0)

npm+npm-normalize-package-bin

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="ma
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npm-package-arg (8.1.5)

npm+npm-package-arg

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<u>npm-packlist (3.0.0)</u>

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npm-pick-manifest (6.1.1) npm+npm-pick-manifest

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npm-registry-fetch (12.0.2)

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npmlog (6.0.2)

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Package Info

- $\bullet \quad \text{Authors: } \underline{\text{fritzy@github.com}}, \underline{\text{darcy@darcyclarke.me, quitlahok@gmail.com}}, \underline{\text{gar+npm@danger.computer, luke@lukekarrys.com}} \\$
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oauth-sign (0.9.0)

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

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Package Info

- · Authors: ljharb@gmail.com, github@tixz.dk
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object-is (1.1.5) npm+object-is

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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object-keys (1.1.1) npm+object-keys

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object.assign (4.1.5)

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office-addin-cli (1.0.16) npm+office-addin-cli

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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)

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office-addin-manifest (1.5.13)

npm+office-addin-manifest

npm+office-addin-lint

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office-addin-manifest (1.12.9)

npm+office-addin-manifest

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office-addin-node-debugger (0.4.48)

npm+office-addin-node-debugger

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office-addin-prettier-config (1.0.12)

npm+office-addin-prettier-config

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office-addin-usage-data (1.6.8)

npm+office-addin-usage-data

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office-addin-validator (1.0.5)

npm+office-addin-validator

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Package Info

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

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npm+on-finished on-finished (2.4.1)

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once (1.4.0)

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onetime (2.0.1) npm+onetime

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onetime (5.1.2) npm+onetime

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open (6.4.0) npm+open

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open (7.4.2)

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open (8.4.2)

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openapi-types (7.2.3) npm+openapi-types

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opn (5.5.0)

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- Package Download URL: https://registry.npmjs.org/opn/-/opn-5.5.0.tgz

optionator (0.8.3) npm+optionator

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optionator (0.9.3)

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ora (5.4.1),

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ordereddict (1.1) pip+ordereddict

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os-tmpdir (1.0.2) npm+os-tmpdir

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p-cancelable (2.1.1)

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<u>p-limit (3.1.0)</u> 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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- Authors: fritzy@github.com, gar+npm@danger.computer, saquibkhan@github.com, npm-cli+bot@github.com, reggi@github.com, hashtagchris@github.com
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<u>pako (1.0.11)</u> npm+pako

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parchment (1.1.4) npm+parchment

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Package Info

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

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

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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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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- Authors: com/shtylman@gmail.com, shtylman@gmail.com, shtylman@

path-exists (4.0.0) npm+path-exists

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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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Package Info

- Authors: hello@blakeembrey.com, doug@somethingdoug.com, jonathanrichardong@gmail.com, <a href="mailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonath
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pathval (1.1.1) npm+pathval

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- Authors: chaijs@keithcirkel.co.uk, npm@keithcirkel.co.uk, npm@keithcirkel.co.uk,
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<u>pdf-lib (1.17.1)</u> npm+pdf-lib

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Package Info

- Authors: andrew.dillon.j@gmail.com
- Package Download URL: https://registry.npmjs.org/pdf-lib/-/pdf-lib-1.17.1.tgz

performance-now (2.1.0) npm+performance-now

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Package Info

- 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 Info

- $\label{lem:lem:mathiash} Authors: $$ \underline{npm@lovell.info}$, $\underline{mathiask@hotmail.de}$, $\underline{dev@vincentweevers.nl}$, $\underline{mathiasbuus@gmail.com}$, $\underline{piranna@gmail.com}$, $\underline{lms@linkping.org}$ \\ \underline{Package Download URL: $\underline{https://registry.npmjs.org/prebuild-install/-/prebuild-install/-1.1.1.tgz}}$$

prelude-ls (1.1.2) npm+prelude-ls

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Package Info

- Authors: z@georgezahariev.com
- Package Download URL: https://registry.npmjs.org/prelude-ls/-/prelude-ls-1.1.2.tgz

prelude-ls (1.2.1) npm+prelude-ls

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<u>prettier (1.19.1)</u> npm+prettier

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Package Info

- Authors: longster@gmail.com, simon.lydell@gmail.com, georgii.dolzhykov@gmail.com, vjeuxx@gmail.com, lionkay@gmail.com, me@suchipi.com, lucasds@gmail.com, ikatyang@gmail.com, lucas@azzola.dev, aosukeke@gmail.com, prettier-bot@d0d0.com
- 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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- Authors: ben@reload.me.uk
- Package Download URL: https://registry.npmjs.org/prettier-linter-helpers-1.0.0.tgz

proc-log (1.0.0)

npm+proc-log

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, npm-cli+bot@github.com, saquibkhan@github.com, <a href="mailto:saqui
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process (0.11.10) npm+process

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Package Info

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

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

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Package Info

- Authors: <u>calvin.metcalf@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/process-nextick-args/-/process-nextick-args-2.0.1.tgz

progress (2.0.3) npm+progress

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Package Info

- Authors: scalesjordan@gmail.com, rhyneandrew@gmail.com, me@thejameskyle.com, tj@vision-media.ca
- Package Download URL: https://registry.npmjs.org/progress/-/progress-2.0.3.tgz

promise-all-reject-late (1.0.1)

npm+promise-all-reject-late

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Package Info

- Authors: i@izs.me
- Package Download URL: https://registry.npmjs.org/promise-all-reject-late/-/promise-all-reject-late-1.0.1.tgz

promise-call-limit (1.0.2)

npm+promise-call-limit

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promise-inflight (1.0.1)

npm+promise-inflight

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Package Info

- Authors: me@re-becca.org
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promise-retry (2.0.1)

npm+promise-retry

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Package Info

- Authors: <u>jlageb@gmail.com</u>, <u>andremiguelcruz@msn.com</u>
- 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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Package Info

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

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- 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)

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- · Authors: rob@robwu.nl
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<u>psl (1.9.0)</u> npm+psl

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Package Info

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

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punycode (2.3.1) npm+punycode

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

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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

<u>qs (6.5.3)</u>

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Package Info

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

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Package Info

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

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

quick-Iru (5.1.1)

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quill (1.3.7) npm+quill

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

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Package Info

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

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Package Info

- Authors: doug@somethingdoug.com, jonathanrichardong@gmail.com, <a href="mailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailto:jonathanrichardong@gmailt
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raw-body (2.5.1) npm+raw-body

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

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Package Info

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

read-cmd-shim (3.0.1) npm+read-cmd-shim

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Package Info

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

npm+read-package-json-fast

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- Authors: hashtagchris@github.com, reggi@github.com, npm@danger.computer
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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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readdir-scoped-modules (1.1.0)

npm+readdir-scoped-module

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readline-sync (1.4.10) npm+readline-sync

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reflect-metadata (0.1.14)

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- Authors: rbuckton@chronicles.org
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regexp.prototype.flags (1.5.1)

npm+regexp.prototype.flags

npm+regexpp

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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

<u>regexpp (2.0.1)</u>

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

regexpp (3.2.0) 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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- Authors: fkschott@gmail.com, mikeal.rogers@gmail.com, jnylen@gmail.com, simeonvelichkov@gmail.com
- Package Download URL: https://registry.npmjs.org/request/-/request-2.88.2.tgz

request-promise (4.2.6) npm+request-promis

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Package Info

- Authors: nicolai.kamenzky@testrails.org, mikeal.rogers@gmail.com, jnylen@gmail.com, request@outofindex.com, simeonvelichkov@gmail.com, ty.abonil@gmail.com
- Package Download URL: https://registry.npmjs.org/request-promise/-/request-promise-4.2.6.tgz

request-promise-core (1.1.4)

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Package Info

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require-directory (2.1.1) npm+require-directory

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require-from-string (2.0.2)

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- Authors: <u>floatdrop@gmail.com</u>
- Package Download URL: https://registry.npmjs.org/require-from-string/-/require-from-string-2.0.2.tgz

requires-port (1.0.0) npm+requires-port

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Package Info

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

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resolve-from (4.0.0)

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responselike (2.0.1) npm+responselike

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

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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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• Authors: tim@transloadit.com

reusify (1.0.4) npm+reusify

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rimraf (2.6.3)

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rimraf (2.7.1) npm+rimraf

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<u>run-async (2.4.1)</u> npm+run-async

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Package Info

• Authors: admin@simonboudrias.com

run-parallel (1.2.0) npm+run-parallel

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- Authors: feross@feross.org
- Package Download URL: https://registry.npmjs.org/run-parallel/-/run-parallel-1.2.0.tgz

<u>rxjs (7.8.1)</u> npm+rxjs

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- Authors: nicholas@cartant.com, ben@benlesh.com, kwon.ohjoong@gmail.com
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- Authors: nicholas@cartant.com, ben@benlesh.com, kwon.ohjoong@gmail.com
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- Authors: <u>ljharb@gmail.com</u>
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- Authors: feross@feross.org, mathiasbuus@gmail.com
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Package Info

- Authors: feross@feross.org, mathasbuus@gmail.com
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safe-regex-test (1.0.3) npm+safe-regex-test

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Package Info

- Authors: Ijharb@gmail.com
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safer-buffer (2.1.2) npm+safer-buffer

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Package Info

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sax (1.3.0) npm+sax

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Package Info

• Authors: i@izs.me

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secure-keys (1.0.0)

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Package Info

• Authors: jcrugzz@gmail.com

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seedrandom (3.0.5) npm+seedrandon

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Package Info

Authors: <u>david.bau@gmail.com</u>

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semver (5.7.2) npm+semver

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Package Info

- Authors: fritzy@github.com, gar+npm@danger.computer, saquibkhan@github.com, npm-cli+bot@github.com, reggi@github.com, hashtaqchris@github.com
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semver (6.3.1)

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Package Info

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semver (7.5.4) npm+semver

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send (0.18.0)

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Package Info

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

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Package Info

- Authors: <u>ulisesgascondev@gmail.com</u>, <u>wes@wesleytodd.com</u>, 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
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setimmediate (1.0.5)

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Package Info

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

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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

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shebang-command (2.0.0)

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shebang-regex (1.0.0) npm+shebang-regex

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shebang-regex (3.0.0) npm+shebang-regex

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shimmer (1.2.1) npm+shimmer

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Package Info

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

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signal-exit (3.0.7) npm+signal-exit

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Package Info

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simple-concat (1.0.1) npm+simple-concat

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simple-get (4.0.1) npm+simple-get

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slice-ansi (2.1.0) npm+slice-ansi

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Package Info

• Authors: sindresorhus@gmail.com, josh@junon.me

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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socks-proxy-agent (6.2.1) npm+socks-proxy-agent

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Package Info

- Authors: nathan@tootallnate.net, josefrancisco.verdu@gmail.com
- 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 Info

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

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Package Info

- Authors: tigleym@gmail.com, niklasbaumgardner@gmail.com, eemeli@gmail.com, npm-owners@mozilla.com, mythmon@gmail.com, jkratzer@mozilla.com, factorui.npm@mozilla.com, project-nimbus-publishing@mozilla.com, gijskruitbosch@gmail.com, chevobbe.nicolas@gmail.com, brizental@mozilla.com, aplacitelli@mozilla.com, rhelmer@mozilla.com, ted@knowtheory.net, nfitzgerald@mozilla.com, fitzgen@gmail.com, loganfsmyth@gmail.com, ejpbruel@gmail.com, tom@tromey.com
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sprintf-js (1.0.3) npm+sprintf-js

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Package Info

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sprintf-js (1.1.3) npm+sprintf-js

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sshpk (1.18.0) npm+sshpk

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Package Info

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

ssri (8.0.1) npm+ssri

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
- Package Download URL: https://registry.npmjs.org/ssri/-/ssri-8.0.1.tgz

<u>ssri (9.0.1)</u> npm+ss

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, <a href="mailto:fritzy@g
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stack-chain (1.3.7) npm+stack-chain

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npm+statuses statuses (2.0.1)

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Package Info

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

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- · Authors: nicolai.kamenzky@testrails.org
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stoppable (1.1.0) npm+stoppable

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- Authors: boneskull@boneskull.com, mail@nemethgergely.com, hunter@hunterloftis.com
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string-width (2.1.1) npm+string-width

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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)

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string.prototype.trimend (1.0.7)

npm+string.prototype.trimend

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

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string_decoder (1.1.1) npm+string_decoder

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Package Info

- · Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org, rod@vagg.org, substack@gmail.com
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Package Info

- Authors: calvin.metcalf@gmail.com, hello@matteocollina.com, build@iojs.org, rod@vagg.org, substack@gmail.com Package Download URL: https://registry.npmjs.org/string_decoder/-/string_decoder-1.3.0.tgz

strip-ansi (3.0.1) npm+strip-ansi

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Package Info

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

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strip-ansi (5.2.0) npm+strip-ansi

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strip-ansi (6.0.1) npm+strip-ansi

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strip-bom (4.0.0) npm+strip-bom

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

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

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subsink (1.0.2) npm+subsink

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supports-color (2.0.0) npm+supports-color

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supports-color (5.5.0) npm+supports-color

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

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Package Info

- Authors: sindresorhus@gmail.com, npm@josh.junon.me
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symbol-observable (1.0.1) npm+symbol-observable

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

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Package Info

- Authors: gajus@gajus.com, gajus+table@gajus.com
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<u>tar (6.2.0)</u> npm+tar

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tar-fs (2.1.1) npm+tar-fs

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Package Info

- 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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tedious (14.7.0)

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Package Info

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

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

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through (2.3.8) npm+through

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- Authors: <a href="mailto:dom:dom:noind:dom:noi

tiny-emitter (2.1.0) npm+tiny-emitter

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tmp (0.0.33) npm+tmp

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toidentifier (1.0.1)

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- · Authors: niftylettuce@gmail.com, doug@somethingdoug.com, jonathanrichardong@gmail.com
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toposort (2.0.2) npm+toposort

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Package Info

- Authors: mklehr@gmx.net
- 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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<u>tr46 (0.0.3)</u> npm+tr46

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- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com Package Download URL: https://registry.npmjs.org/tr46/-/tr46-1.0.1.tgz

traverse (0.3.9) npm+traverse

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tree-kill (1.2.2) npm+tree-kill

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Package Info

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

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tslib (2.6.2) npm+tslib

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- Authors: typescript@microsoft.com, wwigham@gmail.com, nathan@shively-sanders.com, andrew@wheream.io, microsoft.com, <a href="m rbuckton@chronicles.org, shkamat@microsoft.com, typescript-design@microsoft.com Package Download URL: https://registry.npmjs.org/tslib/-/tslib-1.14.1.tgz

tsutils (3.21.0) npm+tsutils

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- Authors: klaus.meinhardt1@gmail.com
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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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- Authors: mikeal.rogers@gmail.com, jnylen@gmail.com, fkschott@gmail.com, simeonvelichkov@gmail.com
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type-check (0.3.2) npm+type-chec

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- Authors: z@georgezahariev.com
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type-check (0.4.0) npm+type-check

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type-detect (4.0.8) npm+type-detect

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- Authors: chaijs@keithcirkel.co.uk
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• Authors: sindresorhus@gmail.com

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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)

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typed-array-length (1.0.4)

npm+typed-array-length

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typed-function (2.1.0)

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typedi (0.10.0) npm+typedi

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

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- Authors: typescript@microsoft.com, wwigham@gmail.com, nathan@shively-sanders.com, andrew@wheream.io, mineyalc@microsoft.com, nathan@shively-sanders.com, andrew@wheream.io, mineyalc@microsoft.com, mineyalc@mic rbuckton@chronicles.org, shkamat@microsoft.com, typescript-design@microsoft.com
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uglify-js (3.17.4)

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unbox-primitive (1.0.2) npm+unbox-primitive

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undici-types (5.25.3)

npm+undici-types

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

npm+unique-filename

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unique-filename (2.0.1)

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unique-slug (2.0.2)

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universalify (0.1.2) npm+universalify

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- Authors: opensrc@ryanzim.com
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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)

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Package Info

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

unzipper (0.10.14)

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Package Info

• Authors: ziggy.jonsson.nyc@gmail.com

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<u>uri-js (4.4.1)</u> npm+uri-js

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Package Info

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

<u>url-parse (1.5.10)</u> npm+url-parse

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Package Info

- Authors: npm@unshift.io, nartijn@swaagman.online, npm@3rd-Eden.com, npm@unshift.io, nartijn@swaagman.online, npm@3rd-Eden.com, npm@unshift.io, nartijn@swaagman.online, npm@3rd-Eden.com, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io, npm@unshift.io

util (0.10.4)

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Package Info

- Authors: ljharb@gmail.com, renee@kooi.me, lukechilds123@gmail.com, calvin.metcalf@gmail.com, coolaj86@gmail.com, shtylman@gmail.com
- Package Download URL: https://registry.npmjs.org/util/-/util-0.10.4.tgz

util-deprecate (1.0.2)

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Package Info

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

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Package Info

- 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

uuid (8.3.2)

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Package Info

- Authors: robert@broofa.com, dev@tavan.de
- Package Download URL: https://registry.npmjs.org/uuid/-/uuid-8.3.2.tgz

v8-compile-cache (2.3.0)

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Package Info

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

validate-npm-package-name (3.0.0)

npm+validate-npm-package-name

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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validator (13.11.0)

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Package Info

- Authors: cohara87@gmail.com, prop:org/validator/-/validator-13.11.0.tgz

vary (1.1.2) npm+vary

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verror (1.10.0)

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Package Info

- Authors: todd.whiteman@joyent.com, kusorbox@gmail.com, wpreul@gmail.com, michael.hicks@joyent.com, bahamat@digitalelf.net, aguycalledrichard@gmail.com, tyler.chameroy@joyent.com, dayne.buell@joyent.com, trentm@gmail.com, dap@cs.brown.edu, josh@sysmgr.org, alex@cooperi.net, cody.mello@joyent.com, kelly.mclaughlin@joyent.com
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walk-up-path (1.0.0) npm+walk-up-path

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Package Info

- 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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webidl-conversions (3.0.1)

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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
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whatwg-url (5.0.0) npm+whatwg-url

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Package Info

- Authors: timothygu99@gmail.com, d@domenic.me, sebmaster16@gmail.com, code@zirro.se, tmpvar@gmail.com, joris@jorisvanderwel.com
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whatwg-url (7.1.0)

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Package Info

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

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Package Info

- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, fritzzy@github.com, <a href="mai
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which (2.0.2) npm+which

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- Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com, gar+npm@danger.computer
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which-boxed-primitive (1.0.2)

npm+which-boxed-primitive

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

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

winreg (1.2.5)

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Package Info

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

word-wrap (1.2.5) 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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- 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 Info

- Authors: sindresorhus@gmail.com, josh@junon.me
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wrap-ansi (7.0.0) npm+wrap-ansi

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Package Info

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

wrappy (1.0.2) npm+wrappy

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Package Info

- Authors: <u>i@izs.me</u>, <u>kat@sykosomatic.org</u>
 Package Download URL: <u>https://registry.npmjs.org/wrappy/-/wrappy-1.0.2.tgz</u>

write (1.0.3)

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Package Info

- Authors: brian.woodward@gmail.com, github@sellside.com
- 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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Package Info

- · Authors: hashtagchris@github.com, reggi@github.com, npm-cli+bot@github.com, saquibkhan@github.com, fritzy@github.com,
- Package Download URL: https://registry.npmjs.org/write-file-atomic/-/write-file-atomic-4.0.2.tgz

ws (6.2.2)

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- $\label{lem:authors:einaros@gmail.com,npm@3rd-Eden.com,luigipinca@gmail.com,npmjs@3rd-Eden.com} \\ \text{Package Download URL: } \\ \underline{\text{https://registry.npmjs.org/ws/-/ws-6.2.2.tgz}} \\$

ws (7.5.9)

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Package Info

- Authors: einaros@gmail.com, npm@3rd-Eden.com, luigipinca@gmail.com, npmjs@3rd-Eden.com
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xlsx (0.19.3) npm+xlsx

Package Info

Authors: <u>dev@sheetjs.com</u>

xml2js (0.4.23) npm+xml2js

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Package Info

- Authors: marek@xivilization.net
 Package Download URL: https://registry.npmjs.org/xml2js/-/xml2js-0.4.23.tgz

xml2js (0.5.0) npm+xml2js

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Package Info

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xmlbuilder (11.0.1) npm+xmlbuilder

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Package Info

- 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 Info

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

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Package Info

- Authors: bencoe@gmail.com, andrewbgoode@gmail.com, bencoe+oss-bot@gmail.com
- Package Download URL: https://registry.npmjs.org/y18n/-/y18n-5.0.8.tgz

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

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Package Info

- Authors: i@izs.me
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yaml (2.3.4) npm+yaml

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Package Info

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

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

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- Authors: bencoe@gmail.com, bencoe@gmail.com, bencoe@gmail.com, bencoe+oss-bot@gmail.com
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yargs-parser (20.2.9)

npm+yargs-parser

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Package Info

- Authors: bencoe@gmail.com, <a href="mailto:bencoe@gmailto:bencoe
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yargs-parser (21.1.1)

npm+yargs-parser

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Package Info

- Authors: bencoe@gmail.com, andrewbgoode@gmail.com, bencoe@gmail.com, <a href="mailto:bencoe@gmailto:benc
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yocto-queue (0.1.0) npm+yocto-queue

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zip-a-folder (0.0.12)

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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

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands

Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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

Release Derived Year Owner GPLfrom compatible? (1)

0.9.0 thru 1.2 1991-1995 CWI yes
1.3 thru 1.5.2 1.2 1995-1999 CNRI yes
1.6 1.5.2 2000 CNRI no
2.0 1.6 2000 BeOpen.com no
1.6.1 1.6 2001 CNRI yes (2)
2.1 2.0+1.6.1 2001 PSF no
2.0.1 2.0+1.6.1 2001 PSF yes
2.1.1 2.1+2.0.1 2001 PSF yes
2.1.2 2.1.1 2002 PSF yes
2.1.3 2.1.2 2002 PSF yes
2.2 and above 2.1.1 2001-now PSF yes

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

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

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

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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'',\n'' * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"\,"\n","\names":

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */n\nimport {coerceNumberProperty, coerceElement, NumberInput} from '@angular/cdk/coercion';\nimport {\n AfterContentInit,\n Directive,\n ElementRef,\n EventEmitter,\n Injectable,\n Input,\n NgModule,\n NgZone,\n OnDestroy,\n Output,\n booleanAttribute,\n} from '@angular/core';\nimport {Observable, Subject, Subscription, Observer} from NgZone,\n OnDestroy,\n Output,\n booleanAttribute,\n\} from '@angular/core';\nimport {Observable, Subject, Subscription, Observer} from 'rxjs';\nimport {debounceTime} from 'rxjs/operators';\n\n/**\n * Factory that creates a new MutationObserver and allows us to stub it out in unit tests.\n * @docs-private\n */\n@Injectable({providedIn: 'root'})\nexport class MutationObserverFactory {\n create(callback): MutationObserver | null {\n return typeof MutationObserver === 'undefined' ? null : new MutationObserver(callback);\n }\n\n\n\n\n\n** An injectable service that allows watching elements for changes to their content. */\n@Injectable({providedIn: 'root'})\nexport class ContentObserver mplements OnDestroy {\n | ** Keeps track of the existing MutationObservers so they can be reused. */\n private _observedElements = new Map<\n Element,\in {\n observer: MutationObserver | null;\in readonly stream: Subject<MutationRecord[]>;\in count: number;\in }\n >();\in\n constructor(private _mutationObserverFactory: MutationObserverFactory) {\}\n\n ngOnDestroy() {\n this._observedElements.forEach((_, element) => this._cleanupObserver(element));\in \}\n\n | **\n * Observe content changes on an element.\in * @param element The element to observe for content changes.\n */\n observe(element: Element): Observable<MutationRecord[]>;\n\n /**\n * Observe content changes on an element.\n * @param element The element to observe for content changes.\n */\n observe(element: ElementRef<Element>): Observable<MutationRecord[]>;\n\n observe(elementOrRef: Element | ElementRef<Element>): Observable<MutationRecord[]> {\n const element = coerceElement(elementOrRef);\n\n return new Observable((observer: Observer<MutationRecord[]>) => {\n const stream this._observeElement(element);\n const subscription = stream.subscribe(observer);\n\n return () => {\n subscription.unsubscribe();\n this._unobserveElement(element);\n };\n }),\n }\n\n /*\n * Observes the given element by using the existing MutationObserver if available, or creating a\n * new one if not.\n */\n private_observeElement(element: Element): Subject<MutationRecord∬> {\n if (!this._observedElements.has(element)) {\n const stream = new Subject<MutationRecord[]>();\n const observer = this._mutationObserverFactory.create(mutations => stream.next(mutations));\n if (observer) {\n observer.observe(element, {\n characterData: true,\n childList: true,\n subtree: true,\n });\n }\n this._observedElements.set(element, {observer, stream, count: 1});\n } else {\n this._observedElements.get(element)!.count++;\n }\n return this._observedElements.get(element)!.stream;\n }\n\n /**\n * Un-observes the given element and cleans up the underlying MutationObserver if nobody else isin * observing this element.in */In private
_unobserveElement(element: Element) {\n if (this._observedElements.has(element)) {\n this._observedElements.get(element)!.count--;\n if (!this._observedElements.get(element)!.count) {In this._cleanupObserver(element);In }In }In }In }In In /** Clean up the underlying MutationObserver for the specified element. */In private _cleanupObserver(element) {In if (this._observedElements.has(element)) {In const {observer, observedElements.has(element)) {In const {observer, observer, observ stream} = this. observedElements.get(element)!;\n if (observer) {\n observer.disconnect();\n }\n stream.complete();\n this._observedElements.delete(element);\n }\n }\n }\n/\n\n/**\n * Directive that triggers a callback whenever the content ofin * its associated element has changed.\n */\n@Directive({\in selector: '[cdkObserveContent]',\n exportAs: 'cdkObserveContent',\n standalone: true,\n})\nexport class CdkObserveContent implements AfterContentinit, OnDestroy {\n /** Event emitted for each change in the element's content. */\n @Output('cdkObserveContent') readonly event = new EventEmitter<MutationRecord[]>();\n\n /**\n * Whether observing content is disabled. This option can be used\n * to disconnect the underlying MutationObserver until it is needed.\n */\n @Input({alias: 'cdkObserveContentDisabled', transform: booleanAttribute}}\n get disabled(): boolean {\n return this._disabled;\n }\n set disabled(value: boolean) {\n this._disabled = value;\n this._disabled ? this._unsubscribe() : this._subscribe();\n }\n private _disabled = false;\n\n /** Debounce interval for emitting the changes. */n @Input()\n get debounce(): number {\n return this._debounce;\n }\n set debounce(value: NumberInput) Interval for emitting the changes. In @mput()in get debounce(): number {in return this._debounce; in }in set debounce(value: Number input) {in this._debounce = coerceNumberProperty(value); in this._subscribe(); in }n private _debounce: number; in in private _currentSubscription: Subscription | null = null; in in constructor(in private _contentObserver: ContentObserver, in private _elementRef: ElementRef: HTMLElement>, in private _ngZone: NgZone, in) {}in in gAfterContentInit() {in if (!this._currentSubscription && !this.disabled) {in this._subscribe(); in }in }in }n }in }in }in }in }in in finite can cause this._contentObserver.observe(this._elementRef); in in // TODO(mmalerba): We shouldn't be emitting on this @Output() outside the zone. In // Consider brining it back inside the zone next time we're making breaking changes. In // Bringing it back inside can cause things like infinite change detection loops and changed\n // after checked errors if people's code isn't handling it properly.\n this._ngZone.runOutsideAngular(() => {\n this._currentSubscription = (\n this.debounce ? stream.pipe(debounceTime(this.debounce)) : stream\n).subscribe(this.event);\n });\n` \ln\n private unsubscribe() \ln this. currentSubscription?.unsubscribe();\n \ln\n\m\@NgModule(\ln imports: [CdkObserveContent],\in exports: [CdkObserveContent],In providers: [MutationObserverFactory],In})Inexport class ObserversModule {}In","/**In * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names" [],"mappings":";;;;;AAyBA;;;AAGG;MAEU,uBAAuB,CAAA;AACIC,IAAA,MAAM,CAAC,QAA0B,EAAA;AAC/B,QAAA,OAAO,OAAO,gBAAgB,KAA ĸwaaw,gaag,iaal,gaag,iaal,gbaagb,caac,qaaq,caac,caac,kacxf;qhahu,ubaaub,eaaa,iaaa,eaaa,eaaa,maaa,eaaa,maaa,ea AÁ,CAAÁ,EAAÁ,CAÁA,UAÁA,EÁĂA,CAÁÁ,CAAÁ,EAAÁ;AAAVB,IAAÁ,SAAA,ÍÅAA,CAAA,KAÁA,GAÁA,EAÁA,CAÁA,QBÁAA,CAÁA,EÁAA,UÁAA ,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,uBAAuB,cADX,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACI B,uBAAuB,EAAA,UAAA,EAAA,CAAA;kBADnC,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;AAOhC;MAEa,eAAe,CAAA;AAW1B,IAA A,WAAA,CAAoB,wBAAiD,EAAA;QAAjD,IAAwB,CAAA,wBAAA,GAAxB,wBAAwB,CAAyB;;AAT7D,QAAA,IAAA,CAAA,iBAAiB,GAAG,IAAI,GAAG, EAOhC,CAAC;KAEqE;IAÉzE,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,IBAAIB,CAAC,OAAO,CAAC,CAAC,CAAC,CAAE,OAAO,KAAK,IAAI,CAAC,g GAAG,IAAI,OAAO,EAAOB,CAAC;AAC/C,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,WBAAWB,CAAC,MAAM,CAAC,SAAS,IAAI,MAAM,CAAC,IAAI,CA AC,SAAS,CAAC,CAAC;CAAC;AAC/C,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,WBAAWB,CAAC,MAAM,CAAC,SAAS,IAAI,MAAM,CAAC,IAAI,CA AC,SAAS,CAAC,CAAC,CAAC;AAC;AAC/C3F,IAAI,QAAQ,EAAE;AACZ,gBAAA,QAAQ,CAAC,OAAO,CAAC,OAAO,EAAE;AACXB,OBAAA,aAAa,EAAE,IAAI ;AACnB,oBAAA,SAAS,EAAE,IAAI;AACf,oBAAA,OAAO,EAAE,IAAI;AACd,iBAAA,CAAC,ACAGC,AACJ;AACD,YAAA,IAAI,CAAC,iBAAIB,CAAC,GA ÁG,CAAC,OAAO,EAAÉ,EAAC,QAAQ,EAAE,MAAM,EAAE,KAAK,EAAE,CAAC,EAAC,CAAC,CAAC;SACnE;aAAM;YACL,IAAI,CAAC,iBAAiB,CAA C,GAAG,CAAC,OAAO,ĆAAE,ĆĂAC,ŘAAK,ÉAAE,CAAC;SAC9C;QACD,OAAO,IAAI,CAAC,IBAAIB,CAAC,GAAG,CAAC,OAAÓ,CAAÉ,CAAC,MAA M,CAAC;KACpD;AAED;;;AAGG;AACK,IAAA,IBAAIB,CAAC,OAAgB,EAAA;QACXC,IAAI,IAAI,CAAC,IBAAIB,CAAC,GAAG,CAAC,OAAO,CAAC,EA AÉ;YACVC,IAÀI,CAAC,IBAAIB,CAAC,GAAG,CAAC,OAAO,CAAE,CAAC,KAAK,EAAE,CAAC;AAC7C,YAAA,IAAI,CAAC,IAAI,CAAC,IBAAIB,CAAC, GAAG,CAAC,OAAO,CAAE,CAAC,KAAK,EAAE;AAC/C,gBAAA,IAAI,CAAC,gBAAgB,CAAC,OAAO,CAAC,CAAC;aAChC;SACF;KACF;;AAGO,IAA A,gBAAgB,CAAC,OAAgB,EAAA;QACvC,IAAI,IAAI,CAAC,iBAAiB,CAAC,GAAG,CAAC,OAAO,CAAC,EAAE;AACvC,YAAA,MAAM,EAAC,QAAQ,EA AĒ,MAAM,EAAC,GAAĞ,IAAI,CAAČ,IBAAIB,CAAC,GAAG,CAAC,OAAO,CAAE,CAAC;YAChE,IAAI,QAAQ,EAAE;gBACZ,QAAQ,CAAC,UAAU,EAA E,CAAC;aACvB;YACD,MAAM,CAAC,QAAQ,EAAE,CAAC;AACIB,YAAA,IAAI,CAAC,iBAAiB,CAAC,MAAM,CAAC,OAAO,CAAC,CAAC;SACxC;KAC F;qHAxFU,eAAe,EAAA,IAAA,ÉAAA,ČÀAA,ÉAAA,KAAA,ÉAAA,uBAAA,EAAA,CAAA,EAAA,MAAA,EAAA,CAAA,CAAA,eAAA,CAAA,ÚAAA,EAAA, AAC,CAAC;QAC7C,IAAI,CAAC,UAAU,EAAE,CAAC;KACnB;AAKD,IAAA,WAAA,CACU,gBAAIC,EACjC,WAAoC,EACpC,OAAe,EAAA;QAFf,IAAgB ,CAAA,gBAAA,GAAhB,gBAAgB,CAAiB;QACjC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAYB;QACpC,IAAO,CAAA,OAAA,GAAP,OAAO,CAAQ;;AAȟC a,QAAA,IAAA,CAAA,KAAK,GAAG,IAAI,YAAY,EAAoB,CAAC;QAc3E,IAAS,CAAA,SAAA,GAAG,KAAK,CAAC;QAalB,IAAoB,CAAA,oBAAA,GAAwB ,IAAI,CAAC;KAMrD;IAEJ,KBAAKB,GAAA;QAChB,IAAI,CAAC,IAAI,CAAC,oBAAoB,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;YAChD,IAAI,CAAC,UAA

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licenseln */Inln/**in * Throws an exception when attempting to attach a null portal to a host. In * @docs-private\n */nexport function throwNullPortalError() {\n throw Error('Must provide a portal to attach');\n}\n\n/**\n * Throws an exception when attempting to attach a portal to a host that is already attached. In * @docs-private\n *Inexport function throwPortalAlreadyAttachedError() {In throw Error('Host already has a portal attached');\n}\n\n/**\n * Throws an exception when attempting to attach a portal to an already-disposed host.\n * @docs-private\n */\nexport function throwPortalOutletAlreadyDisposedError() {\n throw Error('This PortalOutlet has already been disposed");\n}\n\n/**\n * Throws an exception when attempting to attach an unknown portal type.\n * @docs-private\n */\nexport function throwUnknownPortalTypeError() {\n throw Error(\n 'Attempting to attach an unknown Portal type. BasePortalOutlet accepts either ' +\n 'a ComponentPortal or a TemplatePortal.',\n);\n}\n\n/**\n * Throws an exception when attempting to attach a portal to a null host.\n * @docsprivate\n */\nexport function throw\nullPortalOutletError() {\n throw Error('Attempting to attach a portal to a null PortalOutlet');\n}\n\n/**\n * Throws an exception when attempting to detach a portal that is not attached.\n \star @docs-private\n \star /\nexport function throwNoPortalAttachedError() {\n throw Error('Attempting to detach a portal that is not attached to a host');\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 ViewContainerRef,\n ElementRef,\n ComponentRef,\n EmbeddedViewRef,In Injector,In ComponentFactoryResolver,In} from '@angular/core';Inimport {In throwNullPortalOutletError,In throwPortalAlreadyAttachedError,In throwNoPortalAttachedError,In throwNoPortalAlreadyDisposedError,In throwNo throwUnknownPortalTypeError,\n} from './portal-errors';\n\n/** Interface that can be used to generically type a class. */\nexport interface ComponentType<T> {\n new (...args: any[]): T;\n}\n\n*\n * \n \text{ Portal}` is something that you want to render somewhere else.\n * \text{ It can be attach to / detached from a `PortalOutlet'.\n */\nexport abstract class Portal<T> {\n private _attachedHost: PortalOutlet | null;\n\n /** Attach this portal to a host. */\n attach(host: PortalOutlet): T {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n if (host == null) {\n} \] throwNullPortalOutletError();\n }\n\n if (host.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n }\n\n this. attachedHost = host;\n return <T>host.attach(this);\in \ln\n /** Detach this portal from its host */\n detach(): void \ln let host = this. attachedHost;\in\n if (host != null) \ln\n this._attachedHost = null;\n host.detach();\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throwNoPortalAttachedError();\n }\n | Interview | Inte the component that will be instantiated for attachment. */In component: ComponentType<T>;\n\n /**\n * Where the attached component should live in Angular's *logical* component tree.\n * This is different from where the component *renders*, which is determined by the PortalOutlet.\n * The origin is necessary when the host is outside of the Angular application context.\n */\n viewContainerRef?: ViewContainerRef | null;\n\n /** Injector used for the instantiation of the component. */\n injector?: Injector | null;\n\n /**\n * Alternate `ComponentFactoryResolver` to use when resolving the associated component.\n * Defaults to using the resolver from the outlet that the portal is attached to.\n */\n componentFactoryResolver?: ComponentFactoryResolver | null;\n\n /**\n * List of DOM nodes that should be projected through `<ng-content>` of the attached component.\n */\n projectableNodes?: Node[[[] | null;\n\n constructor(\n component: ComponentType<T>,\n viewContainerRef?: ViewContainerRef | null,\n injector?: Injector | null,\n componentFactoryResolver?: ComponentFactoryResolver | null,\n projectableNodes?: Node [] | null,\n) {\n super();\n this.component = component;\n this.viewContainerRef = viewContainerRef;\n this.injector = injector;\n this.componentFactoryResolver = componentFactoryResolver;\n this.projectableNodes = projectableNodes;\n ;\n;\n\n\/n\/n*\n * A TemplatePortal` is a portal that represents some embedded template (TemplateRef).in */Inexport class TemplatePortal<C = any> extends Portal<EmbeddedViewRef<C>> {\n constructor(\n /** The embedded template that will be used to instantiate an embedded View in the host. */\n public templateRef: TemplateRef<C>,\n /** Reference to the ViewContainer into which the template will be stamped out. */\n public viewContainerRef: ViewContainerRef,\n /** Contextual data to be passed in to the embedded view. */\n public context?: C,\n /** The injector to use for the embedded view. */\n public injector?: Injector,\n) {\n super();\n }\n\n get origin(): ElementRef {\n return this.templateRef.elementRef;\n }\n\n /**\n * Attach the portal to the provided `PortalOutlet`.\n * When a context is provided it will override the context` property of the `TemplatePortal`\n * instance.\n */\n override attach(host: PortalOutlet, context: C | undefined = this context): EmbeddedViewRef<C> {In this.context = context;In return super.attach(host);In }InIn override detach(): void {In this.context = undefined;In 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>) {In super(); in this.element = element instanceof ElementRef ? element.nativeElement : element; in }\n\n\n** A `PortalOutlet` is an space that can contain a single `Portal`. */\nexport interface PortalOutlet {\n /** Attaches a portal to this outlet. \frac{\text{in} \text{in} BasePortalOutlet implements PortalOutlet {In /** The portal currently attached to the host. */in 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 \bar{l}^{**} Whether this host has an attached portal. */\n hasAttached(): boolean {In return !!this._attachedPortal;In }\n\n attach<T>(portal: ComponentPortal<T>): ComponentRef<T>;In 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 (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 Permanently dispose of this portal host. *In dispose(): void (In if (this.hasAttached()) {In this._detach();in }InIn this._invokeDisposeFn();in this._isDisposed = true;\n }\n\n /** @docs-private */\n setDisposeFn(fn: () => void) {\n this._disposeFn = fn;\n }\n\n private _invokeDisposeFn() {In if (this._disposeFn) {In this._disposeFn();In this._disposeFn = null;In }In }In }In }In }In }In final fi @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 {In private _document: Document;InIn /**In * @param outletElement Element into which the content is projected.In * @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 in * 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) {in 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.in this.outletElement.appendChild(this.getComponentRootNode(componentRef));in this._attachedPortal = portal;In\n return componentRef;\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 *
'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); in 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 h
/**\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
{In return (componentRef.hostView as EmbeddedViewRef<any>).rootNodes[0] as HTMLElement;In }In}InIn/**In * @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:
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]',In exportAs: 'cdkPortalOutlet',In inputs: ['portal: cdkPortalOutlet'],In standalone: true,In})Inexport class CdkPortalOutlet
extends BasePortalOutlet implements Onlnit, OnDestroy {In private _document: Document;\n\n /** Whether the portal component is initialized.
*/In private _isInitialized = false;\n\n /** Reference to the currently-attached component/view ref. */In 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 // lgnore 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
Inln if (this.hasAttached()) {In super.detach();In }Inln if (portal) {In super.attach(portal);In }Inln this._attachedPortal = portal || null;In }Inln |**

Emits when a portal is attached to the outlet. */In @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =In new
EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRef():
CdkPortalOutletAttachedRef {In return this_attachedRef;\n }\n\n ngOnInit() {In this_isInitialized = true;\n }\n\n ngOnDestroy() {In super.dispose();\n this_attachedRef = this_attachedPortal = null;\n }\n\n * Attach the given ComponentPortal to this PortalOutlet using
the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created
component.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n portal.setAttachedHost(this);\n\n // If the
portal specifies an origin, use that as the logical location of the component in // in the application tree. Otherwise use the location of this
PortalOutlet.In const viewContainerRef =\n portal.viewContainerRef != null ? portal.viewContainerRef : this._viewContainerRef;\n\n const
resolver = portal.componentFactoryResolver || this._componentFactoryResolver;\n const componentFactory =
resolver.resolveComponentFactory(portal.component);\n const ref = viewContainerRef.createComponent(\n componentFactory,\n
viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n // If we're using a view
container that's different from the injected one (e.g. when the portalln // specifies its own) we need to move the component into the outlet,
otherwise it'll be rendered\n // inside of the alternate view container.\n if (viewContainerRef !== this._viewContainerRef) {\n
be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal)
```

```
=> {\n || @breaking-change 9.0.0 Remove check and error once the\n || `_document` constructor parameter is required.\n if (!this._document && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor
parameter'); in }inin const element = portal element; in if (!element.parentNode && (typeof ngDevMode === undefined' || ngDevMode)) {in throw
Error('DOM portal content must be attached to a parent node.');\n }\n\n // Anchor used to save the element's previous position so\n // that we
can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n
 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], \in 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 {}\nim@NgModule{{\n imports: [CdkPortal, CdkPortal, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortalOutlet, PortalDirective, PortalHostDirective],\n exports: [CdkPortalOutlet, PortalDirective, PortalDirective],\n exports: [CdkPortalOutlet, PortalDirective],\n exports: [
{}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector} from '@angular/core';\n\n/**\n * Custom injector to be
 used when providing custom\n * injection tokens to components inside a portal.\n * @docs-private\n * @deprecated Use `Injector.create
instead.\n * @breaking-change 11.0.0\n */\nexport class Portallnjector implements Injector {\n constructor(\n private _parentlnjector: Injector,\n
private _customTokens: WeakMap<any, any>,\n) {}\n\n get(token: any, notFoundValue?: any): any {\n const value =
private _customTokens: weakMap<any, any>,in ) {}InIn get(token: any, not-oundvalue?: any): any {in const value = this._customTokens.get(token);\n\n if (typeof value!== 'undefined') {\n return value;\n }\n\n return this._parentlnjector.get<any>(token, notFoundValue);\n }\n\n\n",\"\*\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"], "names":
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```

AA;AACT,oBAAA,QAAQ,EAAE,aAAa;AACvB,oBAAA,QAAQ,EAAE,WAAW;AACrB,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;AAOD;;;AAG G;AAYG,MAAO,uBAAwB,SAAQ,SAAS,CAAA;qHAAzC,uBAAuB,EAAA,IAAA,EAAA,IAAA,EAAA,MAAA,EAAA,CAAA,EAAA,CAAA,CAAA,SAAA,E AAA,CAAA,CAAA,EAAA,AAAvB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAA A,eaaa,eaaa,iaaa,eaaa,ubaaub,earvb,yaaa,eaaa,iaaa,eaaa,qaaa,eaaa,wbaaa,eaaa,saaa,eaaa;aact,yaaa;aace,gbaaa,oaa O,EAAE,SAAS;AACIB,gBAAA,WAAW,EAAE,uBAAuB;AACrC,aAAA;AACF,SAAA,EAAA,QAAA,EAAA,CAAA,WAAA,CAAA,EAAA,EAAA,EAAA,IA AA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAGU,uBAAuB,EAAA,UAAA,EAAA,CAAA;kBAXnC,SAAS;AAAC,YAAA,IAAA,EAAA, CAAA;AACT,oBAAA,QAAQ,EAAE,wBAAwB;AACIC,oBAAA,QAAQ,EAAE,WAAW;AACrB,oBAAA,SAAS,EAAE;AACT,wBAAA;AACE,4BAAA,QAA CAAA;AAC I,0BAAA,QAAQ;EAAE,WBAAWB;AACIC,0BAAA,QAAQ,EAAE,WAAW;AACIB,0BAAA,SAAS,EAAE;AAC I,WBAAA;AACE,4BAAA,OAA
O,EAAE,SAAS;AACIB,4BAAA,WAAW,EAAYB,uBAAA;AACCC,yBAAA;AACC,qBAAA;AACD,0BAAA,UAAU,EAAE,IAAI;AACJB,IBAAA,CAAA;;AAC
D;;;;;;AAMG;AAOG,MAAO,eAAgB,SAAQ,gBAAgB,CAAA;IASND,WACU,CAAA,yBAAMD,EACND,IBAAMC;AAE3C;;;AAGG;IACe,SAAe,EAAA;AA
EjC,QAAA,KAAK,EAAE,CAAC;QATA,IAAYB,CAAA,YBAAA,GAAZB,yBAAYB,CAA0B;QACND,IAAIB,CAAA,IBAAA,GAAJB,IBAAIB,CAAKB;;QAPrC,
IAAC,CAAA,CAAA,GAAG,KAAK,CAAC;;AA6CZ,QAAA,IAAA,CAAA,QAAQ,GACZB,IAAI,YAAY,EAA8B,CAAC;AAYEJD;;;;;AAKG;AACM,QAAA,IAAA ,CAAA,eAAe,GAAG,CAAC,MAAÍB,KAAÍ;;;AAG/C,YAAA,IAAI,CAAC,ÌAAI,ČAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,ĆÀAC,ÉAAE ,AACtÉ,gBAAA,MAAM,KAAK,CAAC,kEAAKE,CAAC,CAAC;aACjF;AAED,YAAA,MAAM,OAAO,GAAG,MAAM,CAAC,OAAO,CAAC;AAC/B,YAAA,IA ÁI,CAAC,OAAO,CAAC,UAAU,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC1E,gBAAA,MAAM,KAAK,CAAC,uDAAuD,CAAC,C AÁC;aAĆtE;;;YAÍD,MAÁM,UAÁU,GAÁG,IAÁÍ,CAAĆ,SAAŚ,CAAĆ,aAÁa,CAÁC,YAÁY,CAAĆ,CAAĆ;AAE9D,YAAA,MAAM,CAAĆ,eAAe,CAÁC,IAÁÍ, CAAC,CAAC;YAC7B,OAAO,CAAC,UAAW,CAAC,YAAY,CAAC,UAAU,EAAE,OAAO,CAAC,CAAC;YACtD,IAAI,CAAC,YAAY,EAAE,CAAC,WAAW,CA AC,OAAO,CAAC,CAAC;AACzC,YAAA,IAAI,CAAC,eAAe,GAAG,MAAM,CAAC;AAE9B,YAAA,KAAK,CAAC,YAAY,CAAC,MAAK;AAC1B,gBAAA,IAAI ,UAAU,CAAC,UAAU,EAAE;oBACzB,UAAU,CAAC,UAAW,CAAC,YAAY,CAAC,OAAO,EAAE,UAAU,CAAC,CAAC;iBAC1D;AACH,aAAC,ČAAC,CAA C;AACL,SAAC,CAAC;AAVIA,QAAA,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;KAC5B;;AAGD,IAAA,IAAI,MAAM,GAAA;QACR,OAAO,IAAI,CAAC,eA Ae,CAAC;KAC7B;IAED,IAAI,MAAM,CAAC,MAA2C,EAAA;;;;;AAKpD,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE,IAAI,CAAC,MAAM,IAAI,CAAC,IAAI,CA AC,cAAc,EAAE;YACzD,OAAO;SACR;AAED,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE,EAAE;YACtB,KAAK,CAAC,MAAM,EAAE,CAAC;SAChB;QAED, AAG,IAAI,CAAC;KAC5B;IAED,WAAW,GAAA;QACT,KAAK,CAAC,OAAO,EAAE,CAAC;QAChB,IAAI,CAAC,YAAY,GAAG,IAAI,CAAC,eAAe,GAAG,I
AAI,CAAC;KAC5D;AAED;;;;;AAKG;AACH,IAAA,qBAAqB,CAAI,MAA0B,EAAA;AACjD,QAAA,MAAM,CAAC,eAAe,CAAC,IAAI,CAAC,CAAC;;;AAI7
B,QAAA,MAAM,gBAAgB,GACpB,MAAM,CAAC,gBAAgB,IAAI,IAAI,GAAG,MAAM,CAAC,gBAAgB,GAAG,IAAI,CAAC,iBAAiB,CAAC;QAErF,MAAM
,QAAQ,GAAG,MAAM,CAAC,wBAAwB,IAAI,IAAI,CAAC,yBAAyB,CAAC;QACnF,MAAM,gBAAgB,GAAG,QAAQ,CAAC,uBAAuB,CAAC,MAAM,CAA
C,SAAS,CAAC,CAAC;QAC5E,MAAM,GAAG,GAAG,GBAAGB,CAAC,eAAe,CAC1C,gBAAgB,EAChB,gBAAgB,CAAC,MAAM,EACVB,MAAM,CAAC, QAAQ,IAAI,gBAAgB,CAAC,QAAQ,EAC5C,MAAM,CAAC,gBAAgB,IAAI,SAAS,CACrC,CAAC;;;;AAKF,QAAA,IAAI,gBAAgB,KAAK,IAAI,CAAC,IBA AiB,EAAE;AAC/C,YAAA,IAAI,CAAC,YAAY,EAAE,CAAC,WAAW,CAAE,GAAG,CAAC,QAAiC,CAAC,SAAS,CAAC,CAAC,CAAC,CAAC,CAAC;SACtF ;QÁED,KAÁK,CAÁC,YAÁY,CÁAC,MÁAM,GAAG,CAAC,ÓAAO,ÉAAE,CAAC,CAAC;ÁÀCXC,QAAA,ÍAAI,CÁAC,eÁAE,GÁAG,MÁAM,CÁAC;AÁC9B, QAAA,ÍAAI,CÁAC,YÁAY,GÁAG,GÁAG,CÁAC;AÁCXB,QÁAA,ÍÁAI,CÁAC,QÁAQ,CÁAC,IAÁÍ,CAAC,GAÁG,CAÁC,CÁAC;AÁEXB,QÁAA,OÁAO,GAÁ G,CAAC;KACZ;AAED;;;;AAIG;AACH,IAAA,0BAA0B,CAAI,MAAyB,EAAA;AAC/C,QAAA,MAAM,CAAC,eAAe,CAAC,IAAI,CAAC,CAAC;AAC7B,QA AA,MAAM,OAAO,GAAG,IAAI,CAAC,IBAAIB,CAAC,kBAAkB,CAAC,MAAM,CAAC,WAAW,EAAE,MAAM,CAAC,OAAO,EAAE;YAC5F,QAAQ,EAAE, MAAM,CAAC,QAAQ;AAC1B,SAAA,CAAC,CAAC;AACH,QAAA,KAAK,CAAC,YAAY,CAAC,MAAM,IAAI,CAAC,iBAAiB,CAAC,KAAK,EAAE,CAAC,C AAC;AAEzD,QAAA,ĨAAI,CAAC,eAAe,GAAG,MAAM,CAAČ;AAC9B,QAAA,IAAI,CAAC,YAAY,GAAG,OAAO,CAAC;AAC5B,QAAA,IAAI,CAAC,QAAQ ,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;AAE5B,QAAA,OAAO,OAAO,CAAC;KAChB;;IAqCO,YAAY,GAAA;QACIB,MAAM,aAAa,GAAS,IAAI,CAAC,i BAAIB,CAAC,OAAO,CAAC,aAAa,CAAC;;;AAIzE,QAAA,QACE,aAAa,CAAC,QAAQ,KAAK,aAAa,CAAC,YAAY;AACnD,cAAE,aAAa;AACf,cAAE,aA Aa,CAAC,UAAW,EACd;KACIB;AAXKU,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,CAAA,CAAA,KBAAA,CAAA,EAAA,UAAA,EAAA,CAAA,CAAA,EAAA,AAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,EAAA,CAAA,E EAAA,CAAA;AACT,OBAAA,QAAQ,EAAE,mBAAmB;AAC7B,OBAAA,QAAQ,EAAE,iBAAiB;OBAC3B,MAAM,EAAE,CAAC,yBAAyB,CAAC;AACnC,O BAAA,UAAU,EAAE,IAAI;AAČjB,iBAAA,CAAA;;0BAKBI,MAAM;2BAAČ,QAAQ,CAAA;yCAgCC,QAAQ,EAAA,CAAA;sBAA1B,MAAM;;AA0HT;;;AA ,EAAA,CAAA,CAAA,EAAA;AAAnB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EA AA,eAAA,EAAA,IAAA,EAAA,mBAAmB,EARnB,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,+BAAA,EAAA,MAAA,EAAA,MAAA,EAAA,AAA,CAAA,eA AA,EAAA,QAAA,CAAA,EAAA,EAAA,SAAA,EAAA;AACT,YAAA;AACE,gBAAA,OAAO,EAAE,eAAe;AACxB,gBAAA,WAAW,EAAE,mBAAmB;AACj AGU,mBAAmB,EAAA,UAAA,EAAA,CAAA;kBAZ/B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,+BAA+B;AACzC,oBAAA, QAAQ,EAAE,eAAe;oBACzB,MAAM,EAAE,CAAC,uBAAuB,CAAC;AACjC,oBAAA,SAAS,EAAE;AACT,wBAAA;AACE,4BAAA,OAAO,EAAE,eAAe;A ACxB,4BAAA,WAAW,EAAqB,mBAAA;AACjC,yBAAA;AACF,qBAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;MAOY,YAAY,CAAA;q CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EA AA,YAAY,EA1OZ,OAAA,EAAA,CAAA,SAAS,EAyCT,eAAe,EApBf,uBAAuB,EA+MvB,mBAAmB,CAAA,EAAA,OAAA,EAAA,CApOnB,SAAS,EAyCT, eAAe,EApBf,uBAAuB,EA+MvB,mBAAmB,CAAA,EAAA,CAAA,CAAA,EAAA;sHAMnB,YAAY,EAAA,CAAA,CAAA,EAAA;;kGAAZ,YAAY,EAAA,UAA A,EAAA,CAAA;kBAJxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OAAO,EAAE,CAAC,SAAS,EAAE,eAAe,EAAE,uBAAuB,EAAE,mBAAmB, A,EARA,CAAA;KBAJXB,QAAQ;RAAC,YAAA,IAAA,EAAA;CAAA;BBACK,OAAO,EARE,CAAC,SAAS,EARE,EARE,EARE,UBAAUB,EARE,MBAAMB, CAAC;OBACNF,OAAO,EARE,CAAC,SAAS,EAAE,EAAE,EAAE,BAAB,EARE,MBAAMB,CAAC;AACPF,IBAAA,CAAA;;;;ACJQD;;;;AAMG;MACU,CAC,CAAA;IACZB,WACU,CAAA,EAAA,EAZB,AAAG,CEAAA;QADhC,IAAE,CAAA,EAAA,GAAf,EAAE,CAAU;QACZB,IAAa,CAAA,AAAA,AAAA,GAAD,AA Aa,CAAMB;KACtC;IAEJ,GAAG,CAAC,KAAU,EAAE,AAAMB,EAAA;QACjC,MAAM,KAAK,GAAG,IAAI,CAAC,AAAA,CAAC,GAAG,CAAC,KAAK,CA AC,CAAC;AAE5C,QAAA,IAAI,OAAO,KAAK,KAAK,WAAW,EAAE;AAChC,YAAA,OAAO,KAAK,CAAC;SACd;QAED,OAAO,IAAI,CAAC,EAAE,CAAC, GAAG,CAAM,KAAK,EAAE,aAAa,CAAC,CAAC;KAC5D;AACF;;AChCD;;AAEG;;;;"}

 $\label{lem:lembeddedViewRef} Embedded ViewRef, \\ ln Injector, \\ ln Component Factory Resolver, \\ ln from \\ \\ lm ln injector, \\ ln Injector, \\ ln Component Factory Resolver, \\ ln from \\ \\ lm ln injector, \\ ln Injector, \\ ln Injector, \\ ln Component Factory Resolver, \\ ln from \\ \\ lm ln injector, \\ ln inj$ throwPortalAlreadyAttachedError,\n throwNoPortalAttachedError,\n throwNullPortalError,\n throwPortalOutletAlreadyDisposedError,\n throwUnknownPortalTypeError,\n\ from './portal-errors';\n\n/* Interface that can be used to generically type a class. */nexport interface ComponentType<T> {\n new (...args: any[]): T;\n}\n\n/** A `Portal` is something that you want to render somewhere else.\n * It can be attach to / detached from a `PortalOutlet`.\n */\nexport abstract class Portal<T> {\n private _attachedHost: PortalOutlet | null;\n\n /** Attach this portal to a host. */\n attach(host: PortalOutlet): T {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n if (host == null) {\n} throwNullPortalOutletError();\n }\n\n if (host.hasAttached()) {\n throwPortalAlreadyAttachedError();\n }\n }\n\n this_attachedHost = host;\n return <T>host.attach(this); in }in\n /** Detach this portal from its host */\n detach(): void {\n let host = this._attachedHost; \n\n if (host != null) {\n} this._attachedHost = null;\n host.detach();\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throwNoPortalAttachedError();\n }\n }Inin /** Whether this portal is attached to a host. */In get is Attached(): boolean {In return this._attachedHost != null;\ln }\ln\n /**In * Sets the PortalOutlet reference without performing `attach()`. This is used directly by\n * the PortalOutlet when it is performing an `attach()` or 'detach()'.\n */\n setAttachedHost(host: PortalOutlet | null) {\n this_attachedHost = host;\in }\n}\n\n/\n*\n * A 'ComponentPortal' is a portal that instantiates some Component upon attachment.\n */\nexport class ComponentPortal<T> extends Portal<ComponentRef<T>> {\n /** The type of the component that will be instantiated for attachment. */In component: ComponentType<T>;InIn /**In * Where the attached component should live in Angular's *logical* component tree.\n * This is different from where the component *renders*, which is determined by the PortalOutlet.\n of the attached component.\n */\n projectableNodes?: Node[[] | null;\n\n constructor(\n component: ComponentType<T>,\n viewContainerRef?: ViewContainerRef | null,\n injector?: Injector | null,\n componentFactoryResolver?: ComponentFactoryResolver | null,\n projectableNodes?: Node[[[] | null,\n) {\n super();\n this.component = component;\n this.viewContainerRef = viewContainerRef;\n this.injector = injector;\n this.componentFactoryResolver = componentFactoryResolver;\n this.projectableNodes = projectableNodes;\n \\n\n\n\n*\n * A `TemplatePortal` is a portal that represents some embedded template (TemplateRef).\n */\nexport class TemplatePortal<C = any> extends Portal<EmbeddedViewRef<C>> {\n constructor(\n /** The embedded template that will be used to instantiate an embedded View in the host. */\n public templateRef: TemplateRef<C>,\n /** Reference to the ViewContainer into which the template will be stamped out. */\n public

```
viewContainerRef: ViewContainerRef,\n /** Contextual data to be passed in to the embedded view. */\n public context?: C,\n /** The injector to
use for the embedded view. */\n public injector?: Injector,\n ) {\n super();\n }\n\n get origin(): ElementRef {\n return
this.templateRef.elementRef;\n \\n\n /**\n * Attach the portal to the provided `PortalOutlet`.\n * When a context is provided it will override the
 context` property of the `TemplatePortal`\n * instance.\n */\n override attach(host: PortalOutlet, context: C | undefined = this.context):
EmbeddedViewRef<C> {\n this.context = context;\n return super.attach(host);\n }\n\n override detach(): void {\n this.context = undefined;\n return super.detach();\n }\n}\n\n/**\n * 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> {\ln | ** DOM node hosting the portal's content. */\ln readonly element: T;\ln\ln constructor(element: T | ElementRef<T>) {\ln super();\ln this.element = element instanceof ElementRef? element.nativeElement : element;\ln
| Institute | Price | 
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.in */\nexport abstract class
BasePortalOutlet implements PortalOutlet {In /** The portal currently attached to the host. */in 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. */in private _isDisposed: boolean = false;in = 1 whether this host has an attached portal. */in hasAttached():
boolean {In return !!this._attachedPortal;In }InIn attach<T>(portal: ComponentPortal<T>): ComponentRef<T>;In attach<T>(portal:
TemplatePortal<T>): EmbeddedViewRef<T>;\n attach(portal: any): any;\n\n /** Attaches á portal. */\n attach(portal: Portal<any>): any {\n if
(typeof naDevMode ==
                                 = 'undefined' || ngDevMode) {\n if (!portal) {\n throwNullPortalError();\n }\n\n if (this.hasAttached()) {\n
throwPortalAlreadyAttachedError(); in }lnln if (this._isDisposed) {In throwPortalOutletAlreadyDisposedError(); In }ln }lnln 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>;Inlin abstract attachTemplatePortal<C>(portal: ComponentPortal<T>): ComponentPortal<T>;Inlin abstract attachTemplatePortal<T>): ComponentPortal<T>;Inlin abstract attachTemplatePortal<T>;Inlin abstract attachTemplatePortal<T</T>;Inlin abstract attachTemplatePortal<T</T>;In
TemplatePortal<C>): EmbeddedViewRef<C>;\n\n /l @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\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()
@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 LICENSÉ 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 =
&& !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). In // 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) {In 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.in this.outletElement.appendChild(this._getComponentRootNode(componentRef));in this._attachedPortal = portal;\n\n
return componentRef;\n \\n\n /**\n * Attaches a template portal to the DOM as an embedded view.\n * @param portal Portal to be attached.\n
@returns Reference to the created embedded view.\n */\n attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n let
viewContainer = portal.viewContainerRef;\n let viewRef = 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
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:
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 Onlnit, OnDestroy {In private _document: Document;\n\n /** Whether the portal component is initialized.
*/\n private _isInitialized = false;\n\n /** Reference to the currently-attached component/view ref. */\n private _attachedRef:
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,in ) {in super();in this._document = _document;in }\n\n /** Portal associated with the Portal outlet. */in get portal(): Portal<any> | null {in return this._attachedPortal;in }\n\n set portal(portal: Portal<any> | null | undefined | ") {in // Ignore the cases
where the `portal` is set to a falsy value before the lifecycle hooks haveln // 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>= in new EventEmitter<CdkPortalOutletAttachedRef>();\n\n /** Component or view reference that is attached to the portal. */\n get attachedRefo():
CdkPortalOutletAttachedRef {In return this._attachedRef; In }InIn ngOnInit() {In this._isInitialized = true; In }InIn ngOnDestroy() {In
super.dispose();\n this._attachedRef = this._attachedPortal = null;\n }\n\n /**\n * Attach the given ComponentPortal to this PortalOutlet using
the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created
component.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n portal.setAttachedHost(this);\n\n // If the
portal specifies an origin, use that as the logical location of the component in // in the application tree. Otherwise use the location of this
PortalOutlet.\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 PortalHost as an embedded View.\n * @param portal Portal to be attached.\n * @returns Reference to the created embedded view.\n */\n
attachTemplatePortal<C>(portal: TemplatePortal<C>): EmbeddedViewRef<C> {\n portal.setAttachedHost(this);\n const viewRef =
this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n super.setDisposeFn(() =>
this._viewContainerRef.clear());\n\n this._attachedPortal = portal;\n this._attachedRef = viewRef;\n this.attached.emit(viewRef);\n\n return
viewRef;\n }\n\n /**\n * Attaches the given DomPortal to this PortalHost by moving all of the portal content into it.\n * @param portal Portal to
be attached.in * @deprecated To be turned into a method.in * @breaking-change 10.0.0in */in override attachDomPortal = (portal: DomPortal) => {\n // @breaking-change 9.0.0 Remove check and error once the\n // `_document` constructor parameter is required.\n if (!this._document && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw Error('Cannot attach DOM portal without _document constructor
parameter');\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\// Anchor used to save the element's previous position so\n // that we
can restore it when the portal is detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n
this._attachedPortal = portal;\n\n super.setDisposeFn(() => {\n if (anchorNode.parentNode) {\n anchorNode.parentNode!.replaceChild(element,
anchorNode);\n }\n }\;\n\n /** Gets the root node of the portal outlet. */\n private _getRootNode(): HTMLElement {\n const nativeElement:
Node = this. viewContainerRef.element.nativeElement:\n\n\n\lambda / The directive could be set on a template which will result in a comment\n\lambda / 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 {}\text{Ninio@NgModule{{\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective],\n exports: [CdkPortalOutlet, PortalDirective],\n exports: [CdkPortalDirective],\n exports: [CdkPortalDirective],\n exports: [CdkPortalDirective],\n exports: [Cd
{}\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
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C,CAAC;;;;;AAMH,QAAA,OAAO,CAAC,SAAS,CAAC,OAAO,CAAC,QAAQ,IAAI,IAAI,CAAC,aAAa,CAAC,WAAW,CAAC,QAAQ,CAAC,CAAC,CAAC;
;;;QAKhF,OAAO,CAAC,aAAa,EAAE,CAAC;AAExB,QAAA,IAAI,CAAC,YAAY,CAAC,MAAK;YACrB,IAAI,KAAK,GAAG,aAAa,CAAC,OAAC,CAAC,
AO,CAAC,CAAC;AAC3C,YAAA,IAAI,KAAK,KAAK,CAAC,CAAC,EAAE;AAChB,gBAAA,aAAa,CAAC,MAAM,CAAC,KAAK,CAAC,CAAC;aAC7B;AA
CH,SAAC,CAAC,CAAC;AAEH,QAAA,IAAI,CAAC,eAAe,GAAG,MAAM,CAAC;;AAG9B,QAAA,OAAO,OAAO,CAAC;KAChB;AAoCD;;AAEG;IACM,O
AAO,GAAA;QACd,KAAK,CAAC,OAAO,EAAE,CAAC;AAChB,QAAA,IAAI,CAAC,aAAa,CAAC,MAAM,EAAE,CAAC;KAC7B;;AAGO,IAAA,qBAAqB,
CAAC, YAA+B, EAAA; QAC3D, OAAQ, YAAY, CAAC, QAAIC, CAAC, SAAS, CAAC, CAAC, CAAGB, CAAC; KACpF; AACF, CAAA; AAED;;; AAGG; AACG, MA
AO, aAAc, SAAQ, eAAe, CAAA; AAAĞ; ACXKrD;;; AAĞG; AAMG, MAAO, SAAU, SAAQ, cAAc, CAAA; IAC3C, WAAY, CAAA, WAA6B, EAAE, gBAAKC, EAA
A;AAC3E,QAAA,KAAK,CAAC,WAAW,EAAE,gBAAgB,CAAC,CAAC;KACtC;gHAHU,SAAS,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EÃAA,EAAA,C
AA,CAAA,EAAA,YGAAT,SAAS,ÉAAA,YAAA,ÉAAA,IAAA,EAAA,QAAA,EAAA,AAA,EAAA,QAAA,EAAA,CAAA,WAAA,CAAA,EAAA,EAAA,EAAA,I
AAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAAT,SAAS,EAAA,UAAA,EAAA,CAAA;kBALrB,SAAS;AAAC,YAAA,IAAA,EAAA,CA
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G;AAYG,MAAO,uBAAwB,SAAQ,SAAS,CAAA;qHAAzC,uBAAuB,EAAA,IAAA,EAAA,IAAA,EAAA,MAAA,EAAA,CAAA,CAAA,eAAA,CAAA,SAAA,E
AAA,CAAA,CAAA,EAAA;AAAvB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAA
A,eAAA,EAAA,IAAA,EAAA,uBAAuB,EARvB,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,WBAAA,EAAA,SAAA,EAAA;AACT,YAAA;AACE,gBAAA,OAA
O,EAAE,SAAS;AACIB,gBAAA,WAAW,EAAE,uBAAUB;AACrC,aAAA;AACF,SAAA,EAAA,QAAA,EAAA,CAAA,WAAA,CAAA,EAAA,EAAA,EAAA,IA
AA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAGU,uBAAuB,EAAA,UAAA,EAAA,CAAA;kBAXnC,SAAS;AAAC,YAAA,IAAA,EAAA,
CAAA;AACT,0BAAA,QAAQ,EAAE,wBAAwB;AACIC,0BAAA,QAAQ,EAAE,WAAW;AACrB,0BAAA,SAAS,EAAE;AACT,wBAAA;AACE,4BAAA,OAA
O,EAAE,SAAS;AACIB,4BAAA,WAAW,EAAyB,uBAAA;AACrC,yBAAA;AACF,qBAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;AAQ
D;;;;;;AAMG;AAOG,MAAO,eAAgB,SAAQ,gBAAgB,CAAA;IASnD,WACU,CAAA,yBAAmD,EACnD,iBAAmC;AAE3C;;;AAGG;IACe,SAAe,EAAA;AA
EjC,QAAA,KAAK,EAAE,CAAC;QATA,IAAYB,CAAA,YBAAA,GAAAZB,YBAAYB,CAAOB;QACnD,IAAIB,CAAA,IBAAA,GAAJB,IBAAIB,CAAKB;;QAPrC,IAAc,CAAA,cAAA,GAAG,KAAK,CAAC;;AA6CZ,QAAA,IBAAA,CAAA,IAAA,CAAA,QAAQ,GACZB,IAAI,YAAY,EAA8B,CAAC;AAYEJD;;;;;AAKG;AACM,QAAA,IAAA
,CAAA,eAAe,GAAG,CAAC,MAAÍB,KAAÍ;;;AAG/C,YAAA,IAAI,CAAC,ÌAAI,ČAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,ĆÀAC,ÉAAE
;AACtÉ,qBAAA,MAAM,KAAK,CAAC,kEÁÁKE,CAAC,CAAC;aACjF;AAED,YAAA,MAAM,OAAÓ,GAAG,MAAM,CAAC,OAAÓ,CAAC;AAC/B,YAAA,IA
ÁI,CAAC,OAAO,CAAC,UAAU,KAAK,OAAO,SÁAS,KÁAK,WÁAW,IÁAI,SAÁS,CAÁC,EAÁE;AAC1E,gBÁAA,MÁAM,KÁAK,CÁAC,uĎAAuD,CAAC,C
AAC;aACtE;;;YAID,MAAM,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,YAAY,CAAC,CAAC;AAE9D,YAAA,MAAM,CAAC,eAAe,CAAC,IAAI,
CAAC,CAAC;YAC7B,OAAO,CAAC,UAAW,CAAC,YAAY,CAAC,UAAU,EAAE,OAAO,CAAC,CAAC;YACtD,IAAI,CAAC,YAAY,EAAE,CAAC,WAAW,CA
AC,OAAO,CAAC,CAAC;AACzC,YAAA,IAAI,CAAC,eAAe,GAAG,MAAM,CAAC;AAE9B,YAAA,KAAK,CAAC,YAAY,CAAC,MAAK;AAC1B,gBAAA,IAAI
,UAAU,CAAC,UAAU,EAAE;oBACzB,UAAU,CAAC,UAAW,CAAC,YAAY,CAAC,OAAO,EAAE,UAAU,CAAC,CAAC;iBAC1D;AACH,aAAC,ČAAC,CAA
C;AACL,SAAC,CAAC;AAvIA,QAAA,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;KAC5B;;AAGD,IAAA,IAAI,MAAM,GAAA;QACR,OAAO,IAAI,CAAC,eA
Ae,CAAC;KAC7B;IAED,IAAI,MAAM,CAAC,MAA2C,EAAA;;;;;AAKpD,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE,IAAI,CAAC,MAAM,IAAI,CAAC,IAAI,CA
AC,CAAC,EAAE;YACZD,OAAO;SACR;AAED,QAAA,IAAI,IAAI,CAAC,WAAW,EAAE,EAAE;YACtB,KAAK,CAAC,MAAM,EAAE,CAAC;SAChB;QAED,
,QAAQ,GAAG,MAAM,CAAC,wBAAwB,IAAI,IAAI,CAAC,yBAAyB,CAAC;QACnF,MAAM,gBAAgB,GAAG,QAAQ,CAAC,uBAAuB,CAAC,MAAM,CAAC,
C,SAAS,CAAC,CAAC;QAC5E,MAAM,GAAG,GAAG,gBAAgB,CAAC,eAAe,CAC1C,gBAAgB,EAChB,gBAAgB,CAAC,MAAM,EACvB,MAAM,CAAC,
QAAQ,IAAI,gBAAgB,CAAC,QAAQ,EAC5C,MAAM,CAAC,gBAAGB,IAAI,SAAS,CACrC,CAAC;;;;AAKF,QAAA,IAAI,gBAAGB,KAAK,IAAI,CAAC,iBA
AiB,EAAE;AAC/C,YAAA,IAAI,CAAC,YAAY,EAAE,CAAC,WAAW,CAAE,GAAG,CAAC,QAAiC,CAAC,SAAS,CAAC,CAAC,CAAC,CAAC,CAAC;SACtF
;QAED,KAAK,CAAC,YAAY,CAAC,MAAM,GAAG,CAAC,OAAO,EAAE,CAAC,CAAC;AACXC,QAAA,IAAI,CAAC,eAae,GAAG,MAAM,CAAC;AAC9B,
QAAA,IAAI,CAAC,YAAY,GAAG,GAAG,CAAC;AACxB,QAAA,IAAI,CAAC,QAAQ,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC;AAExB,QAAA,OAAO,GAA
Ğ,CAÁC;KÁCZ;AÁED;;;;AAIG;ÁACH,ÍÁAA,oBAAOB,CAAI,MAAYB,EAAÁ;AAC/C,QAÁA,MÁAM,CAAC,eÁAe,CÁAC,IAÁI,CAAC,CAAC;AAC7B,QA
AA,MAAM,OAAO,GAAG,IAAI,CAAC,IBAAIB,CAAC,KBAAKB,CAAC,MAAM,CAAC,WAAW,EAAE,MAAM,CAAC,OAAO,EAAE;YAC5F,QAAQ,EAAÈ,
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BAAIB,CAAC,OAAO,CAAC,aAAa,CAAC;;;AAIzE,QAAA,QACE,aAAa,CAAC,QAAQ,KAAK,aAAa,CAAC,YAAY;AACnD,cAAE,aAAa;AACf,cAAE,aA
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,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,eAAe,0FAiBhB,QAAQ,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,S
BAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;:0BAkBI,MAAM;2BAAC,QAAQ,CAAA;VCAqCC,QAAQ,EAAA,CAAA;sBAA1B,MAAM;;AA0HT;;;AA
,EAAA,CAAA,CAAA,EAAA;AAAnB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EA
AA,EAAA,EAAA,IAAA,EAAA,mBAAmB,EARnB,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,+BAAA,EAAA,MAAA,EAAA,MAAA,EAAA,AAA,CAAA,eA
AA,EAAA,QAAA,CAAA,EAAA,EAAA,SAAA,EAAA;AACT,YAAA;AACE,gBAAA,OAAO,EAAE,eAAe;AACxB,gBAAA,WAAW,EAAE,mBAAmB;AACj
AGU,mBAAmB,EAAÁ,UAAÁ,EAAÁ,CAAÁ;kBAZ/B,SAÁS;AAÁC,YAÁA,IAÁA,EAÁA,CAÁA;AACT,oBÁAA,QÁAQ,EÁAE,+BAA+B;AACZĆ,oBAÁA,
QAAQ,EAAE,eAAe;oBACzB,MAAM,EAAE,CAAC,uBAAuB,CAAC;AACjC,oBAAA,SAAS,EAAE;AACT,wBAAA;AACE,4BAAA,OAAO,EAAE,eAAe;A
ĂCxB,4BAAA,WAAW,EAAqB,mBAAA;AACjC,yBAAA;AACF,qBAAA;AÂCD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;MAOY,YAAY,CAAA;q
CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAĀA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EA
AA,YAAY,EA1OZ,OAAA,EAAA,CAAA,SAAS,EAyCT,eAAe,EApBf,uBAAuB,EA+MvB,mBAAmB,CAAA,EAAA,OAAA,EAAA,CApOnB,SAAS,EAyCT,
eAAe,EApBf,uBAAuB,EA+MvB,mBAAmB,CAAA,EAAA,CAAA,CAAA,EAAA;sHAMnB,YAAY,EAAA,CAAA,CAAA,EAAA;;kGAAZ,YAAY,EAAA,ÚAA
A,EAAA,CAAA;kBAJxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OAAO,EAAE,CAAC,SAAS,EAAE,eAAe,EAAE,uBAAuB,EAAE,mBAAmB,
Aa,CAAmB;KACtC;IAEJ,GAAG,CAAC,KAAU,EAAE,aAAmB,EAAA;QACjC,MAAM,KAAK,GAAG,IAAI,CAAC,aAAa,CAAC,GAAG,CAAC,KAAK,CA
```

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n ApplicationRef,\n ComponentFactoryResolver,\n ComponentRef,\n
EmbeddedViewRef, In Injector, In} from '@angular/core'; Inimport {BasePortalOutlet, ComponentPortal, DomPortal, TemplatePortal} from
'./portal';\n\n/**\n * A PortalOutlet for attaching portals to an arbitrary DOM element outside of the Angular\n * application context.\n */\nexport
class DomPortalOutlet extends BasePortalOutlet {\n private _document: Document;\n\n /**\n * @param outletElement Element into which the
content is projected.\n * @param _componentFactoryResolver Used to resolve the component factory.\n * Only required when attaching
component portals.\n * @param _appRef Reference to the application. Only used in component portals when there\n * is no
 ViewContainerRef` available.\n * @param _defaultInjector Injector to use as a fallback when the portal being attached doesn't\n * have one.
Only used for component portals. In * @param _document Reference to the document. Used when attaching a DOM portal. Will eventually\n *
become a required parameter. In */In constructor(In /** Element into which the content is projected. */In public outletElement: Element, In 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>): ComponentRefsT> {\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) {in 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) {In 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(() => {\ln // 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.In viewRef.rootNodes.forEach(rootNode => this.outletElement.appendChild(rootNode));\n\n // Note that we want to detect changes
after the nodes have been moved so that In // any directives inside the portal that are looking at the DOM inside a lifecycle\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.rémove(index);\n }\n }\;\n\n this._attachedPortal = portal;\n\n // TODO(jelbourn): Return locals from view.\n´ return viewRef;\n´
Inln /**\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; in if (!element.parentNode && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw Error('DOM portal content must be
attached to a parent node.');\n }\n\n // Anchor used to save the element's previous position so\n // that we can restore it when the portal is
detached.\n const anchorNode = this._document.createComment('dom-portal');\n\n element.parentNode!.insertBefore(anchorNode, element);\n
detached.in constranchornode = this_document.createComment('dom-portai'); inin element, parentnode:.insertBefore(anchorNode, element); in this.outletElement.appendChild(element); in this._attachedPortal = portal; inin super.setDisposeFn(() => {in // We can't use `replaceWith` here because IE doesn't support it.\in if (anchorNode.parentNode) {in anchorNode.parentNode.replaceChild(element, anchorNode); in }\n\ \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{!n} \rangle \text{
 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, In }, In ], In standalone: true, In}) In export class TemplatePortalDirective extends CdkPortal {}In \n/**In * 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 inputs: ['portal: cdkPortalOutlet'],\n standalone: true,\n})\nexport class CdkPortalOutlet
extends BasePortalOutlet implements Onlnit, OnDestroy {\n private _document: Document;\n\n | ** Whether the portal component is initialized.

*/\n private _islnitialized = false;\n\n | ** Reference to the currently-attached component/view ref. */\n private _attachedRef:
CdkPortalOutletAttachedRef;\n\n constructor(\n private _componentFactoryResolver: ComponentFactoryResolver,\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
}In\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 {In return this._attachedRef;In }In\n ngOnInit() {In this._isInitialized = true;In }In\n ngOnDestroy() {In
super.dispose();\n this._attachedRef = this._attachedPortal = null;\n }\n\n /**\n * Attach the given ComponentPortal to this PortalOutlet using the ComponentFactoryResolver.\n *\n * @param portal Portal to be attached to the portal outlet.\n * @returns Reference to the created
component.\\\\n *\\\n attachComponentPortal<br/>To the component of the component in \(^1\) in the application tree. Otherwise use the logical location of the component\(^1\) in the application tree. Otherwise use the location of this
Portal Outlet.\In const viewContainerRef =\n portal.viewContainerRef |= null ? portal.viewContainerRef : this._viewContainerRef;\text{in\n const resolver} = portal.componentFactoryResolver || this._componentFactoryResolver;\text{in const componentFactory} =
resolver.resolveComponentFactory(portal.component);in const ref = viewContainerRef.createComponent(in componentFactory,in viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.injector || viewContainerRef.length,in portal.inje
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]);in }\n\n super.setDisposeFn(() => ref.destroy());in
```

```
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)
Error('DOM portal content must be attached to a parent node.');In JInIn // Anchor used to save the element's previous position soln // 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\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
cdkPortalHost"],\n providers: [in {\n provide: CdkPortalOutlet,\n useExisting: PortalHostDirective,\n },\n ],\n standalone: true,\n}\\nexport class
PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective,
PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalDirective, PortalDirective, PortalDirective], In exports: [CdkPortalDirective, PortalDirective, PortalDirectiv
{\n',"\n'\n * @licensein * Copyright Google LLC All Rights Reserved.in *in * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {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>,in ) {\landamap<any, any>,in ) {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} {\landamap} 
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;;;AAMG;AAOG,MAAO,eAAgB,SAAQ,gBAAgB,CAAA;IASnD,WACU,CAAA,yBAAmD,EACnD,iBAAmC;AAE3C;;;AAGG;IACe,SAAe,EAAA;AA EjC,QAAA,KAAK,EAAE,CAAC;QATA,IAAyB,CAAA,yBAAA,GAA2B,yBAAyB,CAA0B;QACnD,IAAIB,CAAA,IBAAA,GAAjB,IBAAIB,CAAkB;;QAPrC, IAAC,CAAA,CAAA,GAAG,KAAK,CAAC;;AA6CZ,QAAA,IAAA,CAAA,QAAQ,GACZB,IAAI,YAAY,EAA8B,CAAC;AAyEjD;;;;;AAKG;AACM,QAAA,IAAA,CAAA,QAAQ,GACZB,IAAI,YAAY,EAA8B,CAAC;AAYEjD;;;;;AAKG;AACM,QAAA,IAAA,CAAA,QAAQ,GACZB,IAAI,YAAY,EAA8B,CAAC;AAYEjD;;;;;AAKG;AACM,QAAA,IAAI,CAAC,AAA,QAAC,AAA,QAAQ,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,IA AI,CAAC,OAAO,CAAC,UAAU,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC1E,gBAAA,MAAM,KAAK,CAAC,uDAAuD,CAAC,C AAC;aACte;;;YAID,MAAM,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,aAAa,CAAC,YAAY,CAAC,CAAC;AAE9D,YAAA,MAAM,CAAC,eAAe,CAAC,IAAI,CAAC,CAAC;YAC7B,OAAO,CAAC,UAAW,CAAC,YAAY,CAAC,UAAU,EAAE,OAAO,CAAC;YAC1D,IAAI,CAAC,YAAY,EAAE,CAAC,WAAW,CA 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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
}Inln if (this.hasAttached()) {In super.detach();In }Inln if (portal) {In super.attach(portal);In }Inln this._attachedPortal = portal || null;In }Inln !**
Emits when a portal is attached to the outlet. */In @Output() readonly attached: EventEmitter<CdkPortalOutletAttachedRef> =In new
EventEmitter<CdkPortalOutletAttachedRef>();In\n /** Component or view reference that is attached to the portal. */\n get attachedRef():
CdkPortalOutletAttachedRef {In return this._attachedRef;\n }\n\n ngOnlnit() {In this._isInitialized = true;\n }\n\n ngOnDestroy() {In super.dispose();\n this._attachedRef = this._attachedPortal = null;\n }\n\n /**\n * Attach the given ComponentPortal to this PortalOutlet using
the ComponentFactoryResolver.in *in * @param portal Portal to be attached to the portal outlet.in * @returns Reference to the created component.in */in attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {in portal.setAttachedHost(this); inin // 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; in const componentFactory =
resolver.resolveComponentFactory(portal.component);\n const ref = viewContainerRef.createComponent(\n componentFactory,\n
 viewContainerRef.length,\n portal.injector || viewContainerRef.injector,\n portal.projectableNodes || undefined,\n );\n\n // If we're using a view
container that's different from the injected one (e.g. when the 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._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
attach Template Portal < C>(portal: Template Portal < C>): Embedded View Ref < C> \{ ln portal. set Attached Host (this); ln const view Ref = Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Construction of the Con
this._viewContainerRef.createEmbeddedView(portal.templateRef, portal.context, {\n injector: portal.injector,\n });\n super.setDisposeFn(() =>
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\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], | nexportAs: 'cdkPortalHost',\n inputs: ['portal:
 cdkPortalHost"],\n providers: [\n {\n provide: CdkPortalOutlet,\n useExisting: PortalHostDirective,\n },\n ],\n standalone: true,\n}\nexport class
PortalHostDirective extends CdkPortalOutlet {}\n\n@NgModule({\n imports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective,
PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortal, CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalOutlet, TemplatePortalDirective, PortalHostDirective], In exports: [CdkPortalDirective, PortalDirective, PortalDirective], 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 {\njector} 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 \linetian tokens to components inside a portal.\n * @docs-private\n * @deprecated Use \linetian tokens to components inside a portal.\n * @breaking-change 11.0.0\n */\nexport class Portallnjector implements Injector {\n constructor(\n private _parentlnjector: Injector,\n
private _customTokens: WeakMap<any, any>,in ) {}Inin get(token: any, notFoundValue?: any): any {in 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);in }in}in","/**in * Generated bundle index. Do not edit.in */in\nexport * from './index';\n"],"names":
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```
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this._customTokens.get(token);\n\n if (typeof value !== 'undefined') {\n return value;\in }\n\n return this._parentlnjector.get<any>(token,
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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 {Platform, normalizePassiveListenerOptions} from '@angular/cdk/platform';\nimport {\n Directive,\n ElementRef,\n EventEmitter,\n Injectable,\n NgZone,\n OnDestroy,\n OnInit,\n Output,\n} from '@angular/core';\nimport {coerceElement} from '@angular/cdk/coercion';\nimport {EMPTY, Observable, Subject} from 'rxjs';\n\n/** An event that is emitted when the autofill state of an input changes. */nexport type Autofillevent = {\n /** The element whose autofill state changes. */nexport type Autofilled: boolean;\n};\n\n/** Whether the element is currently autofilled. */\n isAutofilled: boolean;\n};\n\n/** Used to track info about currently monitored elements. */\ntype Whether the elements currently automet. In Sautomet. Boolean, Inf, Illin Section and about currently informed elements. Mily Monitored ElementInfo = {\n readonly subject: Subject<AutofillEvent>;\n unlisten: () => void;\n};\n\n/** Options to pass to the animationstart listener. */\nconst listenerOptions = normalizePassiveListenerOptions({passive: true});\n\n/**\n * An injectable service that can be used to monitor the autofill state of an input.\n * Based on the following blog post:\n * https://medium.com/@brunn/detecting-autofilled-fields-injavascript-aed598d25da7\n */\n@Injectable({providedIn: 'root'})\nexport class AutofillMonitor implements OnDestroy {\n private monitoredElements = new Map<Element, MonitoredElementInfo>();\n\n constructor(\n private_platform: Platform, h private_partor:
NgZone,\n) {}\n\n *\mathre{m} *\mathre{m} \text{Monitor for changes in the autofill state of the given input element.\n * @param element The element to monitor.\n * @return A stream of autofill state changes.\n */\n monitor(element: Element): Observable<AutofillEvent>;\n\n /**\n * Monitor for changes in the autofill state of the given input element.\n * @param element The element to monitor.\n * @return A stream of autofill state changes.\n */\n monitor(element: ElementRef<Element>): Observable<AutofillEvent>;\n\n monitor(elementOrRef: Element | ElementRef<Element>): Observable<AutofillEvent> {\n if (!this._platform.isBrowser) {\n return EMPTY;\n }\n\n const element = coerceElement(elementOrRef);\n const info = this._monitoredElements.get(element);\n\n if (info) {\n return info.subject;\n }\n\n const result = new Subject<AutofillEvent>();\n const cssClass = 'cdk-text-field-autofilled';\n const listener = ((event: AnimationEvent) => {\n // Animation events fire on initial element render, we check for the presence of the autofill\n // CSS class to make sure this is a real change in state, not just the initial render before\n // we fire off events.\n if (\n event.animationName === 'cdk-text-field-autofill-start' &&\n !element.classList.contains(cssClass)\n) {\n events.in if (in event.animationName ==== cuk-text-neid-autonii-start &&in !element.classList.contains(cssClass); in } {in element.classList.contains(cssClass); in this._ngZone.run(() => result.next({target: event.target as Element, isAutofilled: true})); in } else if (in event.animationName === 'cdk-text-field-autofill-end' &&in element.classList.contains(cssClass); in } {in element.classList.remove(cssClass); in this._ngZone.run(() => result.next({target: event.target as Element, isAutofilled: false})); in }in }) as EventListenerOrEventListenerObject; inin this._ngZone.runOutsideAngular(() => {in element.addEventListener('animationstart', listener, listenerOptions); in element.classList.add('cdk-text-field-autofill-monitored'); in }); inin this._monitoredElements.set(element, {in subject: result, in unlisten: () => {in element.removeEventListener('animationstart', listener, listenerOptions); in }, in }); inin return result; in }inin /**in * Stop monitoring the autofill state of the given input element.in * @param element The element to stop monitoring.in */in stopMonitoring(element: Element): void; inin /**in * Stop monitoring the autofill state of the given input element.\n * @param element The element to stop monitoring.\n *\n stopMonitoring(element: ElementRef<Element>): void;\n\n stopMonitoring(elementOrRef: Element | ElementRef<Element>): void {\n const element = coerceElement(elementOrRef); in const info = this._monitoredElements.get(element); in if (info) {in info.unlisten(); in info.subject.complete();\n`element.classList.remove('cdk-text-field-autofill-monitored');\n element.classList.remove('cdk-text-field-autofilled');\n this._monitoredElements.delete(element);\n }\n }\n\n`ngOnDestroy() {\n this._monitoredElements.forEach((_info, element) => this.stopMonitoring(element));\n }\n}\n\n/** A directive that can be used to monitor the autofill state of an input. */\n@Directive({\n selector: [cdkAutofill]',In standalone: true,In})Inexport class CdkAutofill implements OnDestroy, OnInit {In /** Emits when the autofill state of the element changes. */\n @Output() readonly cdkAutofill = new EventEmitter<AutofillEvent>();\n\n constructor(\n private _elementRef: ElementRef<HTMLElement>,\n private _autofillMonitor: AutofillMonitor,\n) {}\n\n ngOnInit() {\n this._autofillMonitor\n ElementRet-RTMLElements, in private _autonimonitor: Autonimonitor, in } {\text{inin ngOnint() {in this._autonimonitor(n ...monitor(this._elementRef)|n .subscribe(event => this.cdkAutofill.emit(event));\n }\n\n ngOnDestroy() {\n this._autonimonitoring(this._elementRef);\n }\n\n\n\n\n\n\end{elementRef}.

this._autofillMonitor.stopMonitoring(this._elementRef);\n }\n\n\n\n\n\n\end{elementRef}.

this source 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 ElementRef,\n Input,\n AfterViewInit,\n DoCheck,\n OnDestroy,\n NgZone,\n Optional,\n Inject,\n booleanAttribute,\n} from '@angular/core';\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 {\n Directive,\n Subject} from 'rxjs/perators';\nimport {\n DoCument} from 'rxjs/perators';\n import {\n DoCument} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n Document} from 'rxjs';\n import {\n from '@angular/common':\n\n/** Directive to automatically resize a textarea to fit its content. */\n@Directive({\n selector: 'textarea[cdkTextareaAutosize]',\n exportAs: 'cdkTextareaAutosize',\n host: {\n 'class': 'cdk-textarea-autosize',\n // Textarea elements that have the directive applied should have a single row by default.\n // Browsers normally show two rows by default and therefore this limits the minRows binding.in 'rows': '1',\n '(input)': '_noopinputHandler()',\n },in standalone: true,\n})lnexport 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
In return this_enabled;\n }\n set enabled(value: boolean) {\n' \text{Only act if the actual value changed. This specifically helps to not runh // resizeToFitContent too early (i.e. before ngAfterViewInit)\n if (this._enabled !== value) {\n' \text{(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 HTMLTextAreaElement;\n
In this 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 if (minHeight) {\n this_textareaElement.style.minHeight}px`: null;\n\n if (minHeight)px`: null;\n\n if (minHeight)px`: null;\n\n if (maxHeight)px`: ._textareaElement.style.maxHeight = maxHeight;\text{if }\text{if is.resizeToFitContent(true);\n }\n }\n\n ngOnDestroy() {\n this._textareaElement.removeEventListener('focus', this._handleFocusEvent);\n this._textareaElement.removeEventListener('focus', this._handleFocusEvent);\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.in */in private _cacheTextareaLineHeight(): void {in if (this._cachedLineHeight) {in return; in }in // Use a clone element because
we have to override some styles. In let textareaClone = this._textareaElement.cloneNode(false) as HTMLTextAreaElement; In textareaClone.rows
 = 1;\n\n // Use `position: absolute` so that this doesn't cause a browser layout and use\n // `visibility: hidden` so that nothing is rendered. Clear
any other styles that In // would affect the height. In textarea Clone. style. position = 'absolute'; In textarea Clone. style. visibility = 'hidden'; In
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();\in`}\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 =
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 | I | f 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));in } else {\n setTimeout(() => this_scrollToCaretPosition(textarea));\n }\n
 });In\n this._previousValue = value;In this._previousMinRows = this._minRows;\n }\n\n /**\n * Resets the textarea to its original size\n */\n reset()
 (in // Do not try to change the textarea, if the initialHeight has not been determined yet\n // This might potentially remove styles when reset() is
called before ngAfterViewInit\n if (this._initialHeight !== undefined) {\n this._textareaElement.style.height = this._initialHeight;\n }\n }\n\n
_noopInputHandler() {\n // no-op handler that ensures we're running change detection on input events.\n }\n\n /** Access injected document if
available or fallback to global document reference */\n private _getDocument(): Document {\n return this._document || document;\n }\n\n |**
Use defaultView of injected document if available or fallback to 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 \ln l selection range. Setting the selection range on a non-focused textarea will cause \ln l it to receive
 focus on IE and Edge.\n if (!this._destroyed.isStopped && this._hasFocus) {\n textarea.setSelectionRange(selectionStart, selectionEnd);\n }\n
\ln\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {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;AAEzE;;;;AAIG;MAEU,eA
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F;AAAM,iBAAA,IACL,KAAK,CAAC,aAAa,KAAK,6BAA6B;gBACrD,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC,QAAQ,CAAC,EACpC;AACA,gBAAA,
OAAO,CAAC,SAAS,CAAC,MAAM,CAAC,QAAQ,CAAC,CAAC;gBACnC,IAAI,CAAC,OAAO,CAAC,GAAG,CAAC,MAAM,MAAM,CAAC,IAAI,CAAC,E
AAC,MAAM,EAAE,KAAK,CAAC,MAAIB,EAAE,YAAY,EAAE,KAAK,EAAC,CAAC,CAAC,CAAC;aAC7F;AACH,SAAC,CAAUC,CAAC,AAEzC,QAAA,I
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A,OÁAO,CÁAC,SÁAS,CÁAC,GÁAC,GÁAC,MCÁAMC,CAAC,CAAC,ÃAC7Ď,SÁAC,CÁAC,CÁAC,AAÉH,QAÁA,IAAÍ,CAAC,kBAÁkB,CÁAC,GÁAC,GAAC,AAC,OAAO,EAAE;AACnC,YAAA,OAAO,EAAE,MAAM;YACf,QAAQ,EAAE,MAAK;gBACb,OAAO,CAAC,MBAAMB,CAAC,gBAAgB,EAAE,QAAQ,E
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CAÁA, eAÁA, CAÁA, UAÁA, EAÁA, CAÁA, CAÁÀ, EAÁA; AAÁf, IAAÁ, SAAÁ, IAAÁ, CAAÁ, KAAÁ, GAAÁ, CAAÁ, QBAÁA, CAÁA, EAÁA, UAÁA, EAÁ
A,QAÁA,EAÁA,OAÁA,EAÁA,eAÁA,EAÁA,QAÁA,EAÁA,EAÁA,EAÁA,EÁÁA,EÁÁA,eAÁB,CAÓH,MAÁM,EAÁA,CAÁA,CAÁA,EAAÁ;;kGÁCIB,eÁAe,E
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АА,КААА,ЕААА,ЕААА,СААА,ИААА,ЕААА,ЕААА,ЕААА,КААА,ЕААА,еААА,ЕААА,СААА,ЕААА,МААА,ЕААА,СААА,СААА,еААА,СААА,
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ÁAOB, CAAC, KAAK, CAAC, CAAC; QAC5C, IAAI, CAAC, AAAa, EAAE, CAAC; KACtB;; AAGD, IAAA, IACI, OAAO, GAAA; QACT, OAAO, IAAI, CAAC, QAAQ,
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GAAĞ,SAAS,CAAC;QAE1C,IAĂI,KAĂK,EAAE;YACT,IAAI,CAAC,gBAAgB,CAAC,YAAY,CAAC,aAAa,EAAE,KAAK,CAAC,CAAC;SAC1D;aAAM;AA
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,GAAT,SAAS,CAAU;QACnB,IAAO,CAAA,OAAA,GAAP,OAAO,CAAQ;AA/ER,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAO,EAAQ,CAAC;QAI1C,IA
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C,OAAO,GAAG,IAAI,CAAC,IBAAIB,CAAA,EAAA,CAAI,GAAG,IAAI,CAAC;QAE/F,IAAI,SAAS,EAAE;YACD,IAAI,CAAC,GBAAGB,CAAC,KAAK,CAA
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;gBACXE,IAAÍ,CAAC,gBAAgB,CAAC,gBAAgB,CAAC,MAAM,EAAÉ,IAAI,CAAC,IBAAIB,CĂAC,CAAC;AACZE,aAAC,CAAC,CAAC,AAEH,YAAA,IA
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,SAAS;AAC9B,cAAE,yCAAyC;cACzC,iCAAiC,CAAC;;;;QAKtC,IAAI,iBAAiB,EAAE;YACrB,OAAO,CAAC,KAAK,CAAC;YAAY,GAAG,GAAG,OAAO,
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GAAÁ;QACŕC,IAAI,CAAC,IAAI,CAAC,aÁAa,IAÁI,IAAI,CAAĆ,wBAÁWB,IÁAI,SAÁS,EAAÉ;YACŕÉ,OAAÓ;SACŔ;AAĆD,QAÁA,IAAI,CAAC,IAAI,CAÁ
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BĂAWB,GAAG,IAAI,CAAC,oBAAoB,EAAE,CĂAC;AĂC5D,QAAA,IAAI,CAAC,gBAAgB,CĂAC,KAAK,GAAG,KAAK,CAAC;KACrČ;IAOD,SAAS,GAA
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CAAC, CAAC, CAAC, SAC1D; KACF, IAED, IBAAIB, GAAA; KAEHB;; IAGO, YAAY, GAAA; AACIB, QAAA, OAAO, IAAI, CAAC, SAAS, IAAI, QAAQ, CAAC; KA
CnC;;IAGO,UAAU,GAAA;AAChB,QAAA,MAAM,GAAG,GAAG,IAAI,CAAC,YAAY,EAAE,CAAC;AAChC,QAAA,OAAO,GAAG,CAAC,WAAW,IAAI,MA
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```

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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, In ElementRef, In Input, In AfterViewInit, In DoCheck, In OnDestroy, In NgZone, In Optional, In Inject, In booleanAttribute, In} 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.
 */In@Directive({In selector: 'textarea[cdkTextareaAutosize]',In exportAs: 'cdkTextareaAutosize',In host: {In 'class': 'cdk-textarea-autosize',In //
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')In get minRows(): number {In return this._minRows; In } In set minRows(value: NumberInput) {In 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);\in this._setMaxHeight();\in }\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
 (in return this._textareaElement.placeholder;\n }\n set placeholder(value: string) {in this._cachedPlaceholderHeight = undefined;\n\n if (value)
{In 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
Cached height of a textarea with only the placeholder. */in private _cachedHaceholderHeight?: number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; number; 
 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
 \in \in\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 //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | //\n | /
= 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();\in`}\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
a 2px padulity to whatourid at rissue with Chronie,ii // 50 we account for interests space here by subtracting 4 (2px top + 2px bottom). In const scrollHeight = element.style.marginBottom = previousMargin;in }\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 /**\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 |i | 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 in
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(); in return doc.defaultView || window; in } in / /* the caret position. On Firefox resizing the textarea
```

Π."mappings" ;;;;;;AAoCA;AACA,MAAM,eAAe,GAAG,+BAA+B,CAAC,EAAC,OAAO,EAAE,IAAI,EAAC,CAAC,CAAC;AAEzE;;;;AAIG;MAEU,eA Ãe, CAAA; IAG1B, WACU, CAAA, SAAMB, EACNB, OAAe, EAAA; QADÍ, IAAS, CAAA, SAAA, GAAT, SAAS, CAAU; QACNB, IAAO, CAAA, OAAA, GAAP, OAA O,CAAQ;AAJjB,QAAA,IAAA,CAAA,kBAAkB,GAAG,IAAI,GAAG,EAAIC,CAAC;KAKIE;AAgBJ,IAAA,OAAO,CAAC,YAA2C,EAAA;AACjD,QAAA,IAA I,ĆAAC,ĬÁAI,ĆAÁC,SAÁS,CÁAC,SÁAS,EAAÉ;AAC7B,YÁAA,OAAO,KAÁK,CAÁC;SAĆd;ÃAED,QAÁA,MAÁM,OAÁO,GAÁG,aAAá,CAÁĆ,ŶAAY,CA AC,CAAC;QAC5C,MAAM,IAAI,GAAG,IAAI,CAAC,KBAAKB,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC;QAEID,IAAI,IAAI,EAAE;YACR,OAAO,IAAI,CA AC,OAAO,CAAC;SACrB;AAED,QAAA,MAAM,MAAM,GAAG,IAAI,OAAO,EAAIB,CAAC;QAC5C,MAAM,QAAQ,GAAG,2BAA2B,CAAC;AAC7C,QAA A,MAAM,QAAQ,IAAI,CAAC,KAAqB,KAAI;;;;AAI1C,YAAA,IACE,KAAK,CAAC,aAAa,KAAK,+BAA+B;gBACvD,CAAC,OAAO,CAAC,SAAS,CAAC,Q AAQ,CAAC,QAAQ,CAAC,EACrC;AACA,gBAAA,OAAO,CAAC,SAAS,CAAC,GAAG,CAAC,QAAQ,CAAC,CAAC,gBAChC,IAAI,CAAC,OAAO,CAAC, GAĂĞ,CAAC,MAĂM,MAAM,CAAC,IAAI,ČAAC,EAAC,MAAM,EAAE,KAAK,CAAC,MAAİB,EĂAE,ŸAAY,EAAE,IAĂİ,EAAC,CAAC,CAAC,CAAC;aAC\$ F;AAAM,iBAAA,IACL,KAAK,CAAC,aAAa,KAAK,6BAA6B;gBACrD,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC,QAAQ,CAAC,EACpC;AACA,gBAAA, AAE,eAAe,CAAC,CAAC;aACC1E;AACE,SAAA,CAAC,CAAC;AAEH,QAAA,OAAO,MAAM,CAAC;KACf;AAcD,IAAA,CAAC,CAAC;AAAC;AAAC;AAC D,QAAA,MAAM,OAAO,GAAG,aAAC,CAAC,YAAY,CAAC,CAAC;QAC5C,MAAM,IAAI,GAAG,IAAI,CAAC,KBAAKB,CAAC,GAAG,CAAC,OAAO,CAAC, CAAC;QAEID,IAAI,IAAI,EAAE;YACR,IAAI,CAAC,QAAQ,EAAE,CAAC;AACHB,YAAA,IAAI,CAAC,QAAQ,CAAC,QAAQ,EAAE,CAAC;AACxB,YAAA, AACtD, YAAA, IAAI, CAAC, KBAAKB, CAAC, MAAM, CAAC, OAAO, CAAC, CAAC; SACzC; KACF; IAED, WAAW, GAAA; AACT, QAAA, IAAI, CAAC, KBAAKB, CAAC,OAAO,CAAC,CAAC,KAAK,EAAE,OAAO,KAAK,IAAI,CAAC,cAAc,CAAC,OAAO,CAAC,CAAC,CAAC;KACnF;qHA]GU,eAAe,EAAA,IAAA,EA ΑΑ, CΑΑΑ, ΕΑΑΑ, ΚΑΑΑ, ΕΑΑΑ, ΕΑΑΑ, CΑΑΑ, QΑΑΑ, ΕΑΑΑ, ΕΑΑΑ, ΚΑΑΑ, ΕΑΑΑ, CΑΑΑ, ΜΑΑΑ, ΕΑΑΑ, CΑΑΑ, ΕΑΑΑ, ΜΑΑΑ, ΕΑΑΑ, CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA;AAAf,IAAA,SAAA,IAAA,CAAA,KAAA,GAAA,EAAA,CAAA,qBAAA,CAAA,EAAA,UAAA,EAA A,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,eAAe,cADH,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,eAAe,E ÁÄA,UÁÁA,EÁÁA,CAÁA;KBÁD3B,ÚAAU;MBAAĆ,EAAĆ,UAAÚ,EAAÉ,MAÁM,EAÁC,CAÁA;;AÁqGhC;MAKa,WAAW,CAAÁ;IAItB,WACU,CÁAA,WA AOC,EACPC,gBAAiC,EAAA;QADjC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAyB;QACPC,IAAgB,CAAA,gBAAA,GAAhB,gBAAgB,CAAiB;;AAJxB,QA AA,IAAA,CAAA,WAAW,GAAG,IAAI,YAAY,EAAiB,CAAC;KAK/D;IAEJ,QAAQ,GAAA;AACN,QAAA,IAAI,CAAC,gBAAgB;AACIB,aAAA,OAAO,CAAC, AA;AACT,OBAAA,QAAQ,EAAE,eAAe;AACZB,OBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;0GAGOB,WAAW,EAAA,CAAA;sBAA7B,MAAM;;;AC 9HT;MAaa,mBAAmB,CAAA;;AAoB9B,IAAA,IACI,OAAO,GAAA;QACT,OAAO,IAAI,CAAC,QAAQ,CAAC;KACtB;IACD,IAAI,OAAO,CAAC,KAAkB,EA AA;ÁAC5B,QAAA,IAÁI,CAAĆ,QAAQ,GAAG,oBAÁoB,CÁAC,KÁAK,CÁAC,CÁAC;QAC5Ć,ÌAAI,CÁAC,aÁAa,EÁAE,CÁAC;KACtB;;AAGÓ,IAAA,IÁC I,OAAO,GAAA;QACT,OAAO,IAAI,CAAC,QAAQ,CAAC;KACtB;IACD,IAAI,OAAO,CAAC,KAAKB,EAAA;AAC5B,QAAA,IAAI,CAAC,QAAQ,GAAG,oB ÁAoB, CAAC, KÁAK, CAAC, CAAC; QAC5C, IAAI, CAAC, ÁAA, EÁAE, CAAC; KACtB;; AAGD, IAAA, IACI, OÁAO, GÁÀA; QÁCT, ÓAAO, IÁAI, CÁAC, QÁAQ, CAAC;KACtB;IACD,IAAI,OAAO,CAAC,KAAc,EAAA;;;AAGxB,QAAA,IAAI,IAAI,CAAC,QAAQ,KAAK,KAAK,EAAE;YAC3B,CAAC,IAAI,CAAC,QAAQ ,GAAG,KAAK,IAAI,IAAI,CAAC,kBAAkB,CAAC,IAAI,CAAC,GAAG,IAAI,CAAC,KAAK,EAAE,CAAC;SACXE;KACF;AAED,IAAA,IACI,WAAW,GAAA;A ACb,QAAA,OAAO,IAAI,CAAC,gBAAgB,CAAC,WAAW,CAAC;KAC1C;IACD,IAAI,WAAW,CAAC,KAAa,EAAA;AAC3B,QAAA,IAAI,CAAC,wBAAwB, GAAĞ,SAAS,CAAC;QAE1C,IAAI,KAAK,EAAE;YACT,IAAI,CAAC,gBAAgB,CAAC,YAAY,CAAC,aAAa,EAAE,KAAK,CAAC,CAAC;SAC1D;aAAM;AA CL,YAAA,IAAI,CAAC,gBAAgB,CAAC,eAAe,CAAC,aAAa,CAAC,CAAC;SAC1D;QAED,IAAI,CAAC,+BAA+B,EAAE,CAAC;KACxC;AAcD,IAAA,WAA A,CACU,WAAoC,EACpC,SAAmB,EACnB,OAAe;;IAEO,QAAc,EAAA;QAJpC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAyB;QACpC,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACnB,IAAO,CAAA,OAAA,GAAP,OAAO,CAAQ;AA/ER,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAO,EAAQ,CAAC;QAI1C,IA AQ,CAAA,QAAA,GAAY,IAAI,CAAC;AAEjC;;;;AAIG;QACK,IAAG,CAAA,gBAAA,GAAW,CAAC,CAAC,CAAC;QA+D9B,IAAa,CAAA,AAAA,GAAG,K
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KACIB; IACD, IAAI, OAAO, CAAC, KAAKB, EAAA; AAC5B, QAAA, IAAI, CAAC, QAAQ, GAAC; KACIB; IACD, IAAA, IACLI, OAAO, GAAA, IAAI, CAAC, QAAQ, CAAC; KACIB; IACD, IAAA, IACLI, OAAO, GAAA; QACT, OAAO, IAAI, CAAC, QAAQ, CAAC; KACIB; IACD, IAAI, OAAO, CAAC, KAAKB, EAAA; AAC5B, QAAA, IAAI, CAAC, QAAQ, GAAG, OBAAOB, CAAC, KAAKB, CAAC, CAAC; QAC5C, IAAI, CAAC, QAAQ, CAAC; KACIB; IACD, IAAA, IACI, OAAO, GAAA; QACT, OAAO, IAAI, CAAC, QAAQ, CAAC; KACIB; IACD, IAAI, OAAO, CAAC; KACIB; IACD, IAAI, OAAO, CAAC; KACIB; IACD, IAAI, OAAO, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAACB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAAC, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, KAAKB, CAACB, CAACB, KAAKB, CAACB, CA ACb,QAAA,OAAO,IAAI,CAAC,gBAAgB,CAAC,WAAW,CAAC;KAC1C;IACD,IAAI,WAAW,CAAC,KAAa,EAAA;AAC3B,QAAA,IAAI,CAAC,wBAAwB, GAAG,SAAS,CAAC;QAE1C,IAAI,KAAK,EAAE;YACT,IAAI,CAAC,gBAAgB,CAAC,YAAY,CAAC,aAAa,EAAE,KAAK,CAAC,CAAC;SAC1D;aAAM;AA CL,YAAA,IAAI,CAAC,gBAAgB,CAAC,eAAe,CAAC,aAAa,CAAC,ČAAC;ŠACtD;QAED,IAAI,CAAC,+BAA+B,EAAE,CAAC;KACxC;AAcD,IAAA,WAA A,CACU,WAAOC,EACPC,SAAmB,EACnB,OAAe;;IAEO,QAAC,EAAA;QAJPC,IAAW,CAAA,WAAA,GAAX,WAAW,CAAyB;QACPC,IAAS,CAAA,SAAA ,GAAT,SAAS,CAAU;QACnB,IAAO,CAAA,OAAA,GAAP,OAAO,CAAQ;AA/ER,QAAA,IAAA,CAAA,UAAU,GAAG,IAAI,OAAÒ,EAAQ,CAAC;QAI1C,IA ÁQ,CÁAA,QÁAA,GÁÀY,IAAÍ,CAAĆ;AAEjC;;;;AÁIG;QÁCK,IAÁgB,CÀAA,gBÁÀA,GÁAW,CAAC,CAAC;CAAC;QA+D9B,IAÁa,CAÀÁ,aAAÁ,GAAG,K AAK,CAAC;;AA0JtB,QAAA,IAAA,CAAA,iBAAiB,GAAG,CAAC,KAAiB,KAAI;YAChD,IAAI,CAAC,SAAS,GAAG,KAAK,CAAC,IAAI,KAAK,OAAO,CA AC;AAC1C,SAAC,CAAC;AAnJA,QAAA,IAAI,CAAC,SAAS,GAAG,QAAQ,CAAC;QAE1B,IAAI,CAAC,gBAAgB,GAAG,IAAI,CAAC,WAAW,CAAC,aAA oC,CAAC;KAC/E;;IAGD,aAAa,GAAA;QACX,MAAM,SAAS,GACb,IAAI,CAAC,OAAO,IAAI,IAAI,CAAC,iBAAIB,GAAG,GAAG,IAAI,CAAC,OAAO,GAA G,IÁAI,CAAC,IBAAIB,CAAA,EAAA,CAAI,GAAG,IAAI,CAAC;QAE/F,IAAI,SAAS,EAAE;YACb,IAAI,CAAC,gBAAgB,CAAC,KAAK,CAAC,SAAS,GAA G,SAAS,CAAC;SACnD;KACF;;IAGD,aAAa,GAAA;QACX,MAAM,SAAS,GACb,IAAI,CAAC,OAAO,IAAI,IAAI,CAAC,iBAAiB,GAAG,GAAG,IAAI,CAA AAC, KBAAKB, CAAC, IAAI, CAAC, CAAC, CAAC, gBAEID, IAAI, CAAC, gBAAgB, CAAC, gBAAgB, CAAC, OAAO, EAAE, IAAI, CAAC, iBAAiB, CAAC, CAAC ;gBACxE,IAAI,CAAC,gBAAgB,CAAC,gBAAgB,CAAC,MAAM,EAAE,IAAI,CAAC,iBAAiB,CAAC,CAAC;AACzE,aAAC,CAAC,CAAC,AAEH,YAAA,IA AI,CAAC,AAAA,GAAG,IAAI,CAAC;AAC1B,YAAA,IAAI,CAAC,kBAAKB,CAAC,IAAI,CAAC,CAAC;SAC/B;KACF;IAED,WAAW,GAAA;QACT,IAAI,CAA C,gBAAgB,CAAC,mBAAmB,CAAC,OAAO,EAAE,IAAI,CAAC,iBAAiB,CAAC,CAAC;QAC3E,IAAI,CAAC,gBAAgB,CAAC,mBAAmB,CAAC,MAAM,E AÃE,IAAĬ,CAAC,IBAAIB,CAAC,CAAC;AAC1E,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,EAAE,CAAC;AACVB,QAĀA,IAAI,CAAC,UAAÚ,CAAC,QAAQ,E

AAE,CAAC;KAC5B;AAED;;;;;AAMG;IACK,wBAAwB,GAAA;AAC9B,QAAA,IAAI,IAAI,CAAC,iBAAiB,EAAE;YAC1B,OAAO;SACR;;QAGD,IAAI,aAA a,GAAG,IAAI,CAAC,gBAAgB,CAAC,SAAS,CAAC,KAAK,CAAwB,CAAC;AACIF,QAAA,aAAa,CAAC,IAAI,GAAG,CAAC,CAAC;;;;AAKvB,QAAA,aA Aa,CAAC,KAAK,CAAC,QAAQ,GAAG,UAAU,CAAC;AAC1C,QAAA,aAAa,CAAC,KAAK,CAAC,UAAU,GAAG,QAAQ,CAAC;AAC1C,QAAA,aAAa,CA AC,KAAK,CAAC,MAAM,GAAG,MAAM,CAAC;AACpC,QAAA,aAAa,CAAC,KAAK,CAAC,OAAO,GAAG,GAAG,CAAC;AACIC,QAAA,aAAa,CAAC,KA AK,CAAC,MAAM,GAAG,EAAE,CAAC;AAChC,QAAA,aAAa,CAAC,KAAK,CAAC,SAAS,GAAG,EAAE,CAAC;AACnC,QAAA,aAAa,CAAC,KAAK,CA AC,SAAS,GAAG,EAAE,CAAC;;;;;;AAOnC,QAAA,aAAa,CAAC,KAAK,CAAC,QAAQ,GAAQ,QAAQ,CAAC;QAExC,IAAI,CAAC,gBAAgB,CAAC,UAA AAIB,EAAE;AAC1B,YAAA,OAAO,CAAC,KAAK,CAAC,YAAY,GÀAG,CAAC,CAAC;SAC7C;AAED,QAAA,OAAO,YAAY,CAAC,KAC1B;IÀEO,+BAA+B, GAAÁ;QACÍC,IAAI,CAAC,IAAI,CAAC,aÁAa,IAÁI,IAAI,CAAĆ,WBAÁWB,IÁAI,SAÁS,EAAÉ;YACÍÉ,OAAÓ;SACŔ;AAĆD,QAÁA,IAAI,CAAĆ,IAAI,CAÁ C,WAAW,EAAE;AACrB,YAAA,IAAI,CAAC,wBAAwB,GAAG,CAAC,CAAC;YACIC,OAAO;SACR;AAED,QAAA,MAAM,KAAK,GAAG,IAAI,CAAC,gBA AgB,CAAC,KAAK,CAAC;QAE1C,IAAI,CAAC,gBAAgB,CAAC,KAAK,GAAG,IAAI,CAAC,gBAAgB,CAAC,WAAW,CAAC;AAChE,QAAA,IAAI,CAAC,w BĂAWB,GAAG,IAAI,CAAC,oBAAoB,EAAE,CĂAC;AĀC5D,QAAA,IAAI,CAAC,gBAAgB,CĀAC,KAAK,GAAG,KAAK,CAAC;KACrC;IAOD,SAAS,GAA A;AACP,QAAA,IAAI,IAAI,CAAC,SAAS,CAAC,SAAS,EAAE;YAC5B,IAAI,CAAC,kBAĂKB,EAAE,CAAC;SAC3B;KACF;AAED;;;;AAIG;IACH,kBAAKB, CAAC,QAAIB,KAAK,EAAA;;AAEvC,QAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;YACIB,OAAO;SACR;QAED,IAAI,CAAC,wBAAwB,EAAE,CAAC;Q AChC,IAAI,CAAC,+BAA+B,EAAE,CAAC;;;AAIvC,QAAA,IAAI,CAAC,IAAI,CAAC,iBAAiB,EAAE;YAC3B,OAAO;SACR;AAED,QAAA,MAAM,QAAQ,G ACID, IAAI, CAAC, +BAA+B, EAAE, CAAC;;;AAIVC, QAAA, IAAI, CAAC, IBAAIB, EAAE; YAC3B, OAAO; SACR;AAED, QAAA, MAAM, QAAQ, GAAG, IAAI, CAAC, WAAW, CAAC, AAAC, CAAC, AACC, CAAC, IACH,KAAK,GAAA;;;AAGH,QAAA,IAAI,IAAI,CAAC,CAAc,KAAK,SAAS,EAAE;YACrC,IAAI,CAAC,gBAAgB,CAAC,KAAK,CAAC,MAAM,GAAG,IAAI, CAAC, CAAC, CAAC, SAC1D; KACF; IAED, IBAAIB, GAAA; KAEHB; ; IAGO, YAAY, GAAA; AACIB, QAAA, OAAO, IAAI, CAAC, SAAS, IAAI, QAAQ, CAAC; KA CnC;;IAGO,UAAU,GAAA;AAChB,QAAA,MAAM,GAAG,GAAG,IAAI,CAAC,YAAY,EAAE,CAAC;AAChC,QAAA,OAAO,GAAG,CAAC,WAAW,IAAI,MA AM,ĆAAC;KACIC;AAED;;;;AAIG;AACK,IAAA,sBAAsB,CAAC,QAA6B,EAAA;AAC1D,QAAA,MAAM,EAAC,CAAc,EAAE,YAAY,EAAC,GAAG,QAAQ, ;QAQhD,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,SAAS,IAAI,IAAI,CAAC,SAAS,EAAE;AAChD,YAAA,QAAQ,CAAC,iBAAiB,CAAC,cAAc,EA AE,YAAY,CAAC,CAAC;SAC1D;KACF;AA3UU,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,MBAAmB,0FAqFR,QAAQ,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAA Á,EAAÁ,EAAÁ,CAAÁ,GAAÁ,CAAÁ,SAAÁ,EAAÁ,CAAÁ,CAÁÁ,EAÁÁ,AAFFNB,IAAÁ,SÁÄA,IÃAA,CAÁÁ,IAÁA,GAÁA,EAÁA,CAÁA,CAÁA,CAÁA,C ААА,UААА,EAAA,QAAA,EAAA,OAAA,EAAA,eAAA,EAAA,IAAA,EAAA,mBAAmB,+MAwCmB,gBAAgB,CAAA,EAAA,WAAA,EAAA,aAAA,EAAA,EAAA, ΑΑΑ,ΙΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,UAAA,ΕΑΑΑ,ΕΑΑΑ,ΜΑΑΑ,ΕΑΑΑ,GAAA,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΟΑΑΑ,ΕΑΑΑ,qBAAA,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ A,UBAAA,EAAA,CAAA,EAAA,CAAA,CAAA,QBAAA,CAAA,AAA,QAAA,EAAA,EAAA,CAAA,CAAA,EAAAA;;kGAXCtD,mBAAmB,EAAA,UAA
A,EAAA,CAAA;kBAZ/B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA,AAA,QAAQ,EAAE,+BAA+B;AACZC,oBAAA,QAAQ,EAAE,qBAAqB;AAC/
B,oBAAA,IAAI,EAAE;AACJ,wBAAA,OAAO,EAAE,uBAAuB;;;AAGhC,wBAAA,MAAM,EAAE,GAAG;AACX,wBAAA,SAAS,EAAE,qBAAqB;AACjC,q
BAAA;AACD,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;;0BAsFI,QAAQ;;0BAAI,MAAM;2BAAC,QAAQ,CAAA;yCAhE1B,OAAO,EAAA,CAAA
;SBADV,KAAK;uBAAC,oBAAoB,CAAA;gBAWVB,OAAO,EAAA,CAAA;SBADV,KAAK;uBAAC,OBAAOB,CAAA;gBAWVB,OAAO,EAAA,CAAA;SBAD AAA,EAAA;AAAA,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,EAAA,eAAe,YAHhB,WAAW,EAAE,mBAAmB,CAChC,EAAA,OAAA,EAAA,CAAA,WAAW,EAAE,mBAAmB,CAAA, ÈAAA,CAAA,CAAA,EAAA;sHAE/B,eAÁe,EAÁA,CAAÁ,CAAÁ,EAAÁ;;kGAAf,eAAe,EAÁA,UAÁA,EAÁA,CAÁA;kBÁJ3B,QÁAQ;ÁAAC,YAAÁ,IAAÁ, EAAA,CAAA;AACR,oBAAA,OAAO,EAAE,CAAC,WAAW,EAAE,mBAAmB,CAAC;AAC3C,oBAAA,OAAO,EAAE,CAAC,WAAW,EAAE,mBAAmB,CA AC;AAC5C,iBAAA,CAAA;;;ACfD;;AAEG;;;"}

Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {BehaviorSubject, Observable} from 'rxjs';\nimport {ProxyZone, ProxyZoneStatic} from './proxy-zone-types';\n\n/** Current state of the intercepted zone. */\nexport interface TaskState {\n /** Whether the zone is stable (i.e. no microtasks and macrotasks). */In stable: boolean;\n}\n\n/** Unique symbol that is used to patch a property to a proxy zone. */Inconst stateObservableSymbol = Symbol('ProxyZone_PATCHED#stateObservable');\n\n/** Type that describes a potentially patched proxy zone instance. */Intype PatchedProxyZone = ProxyZone & {In [stateObservableSymbol]: undefined | Observable<TaskState>;In};InIn/**In Interceptor that can be set up in a 'ProxyZone' instance. The interceptor\n * will keep track of the task state and emit whenever the state changes.\n *\n * This serves as a workaround for https://github.com/angular/angular/issues/32896.\n */\nexport class TaskStateZoneInterceptor {In /** Subject that can be used to emit a new state change. */In private readonly_stateSubject = new BehaviorSubject<TaskState>(In this._lastState ? this._getTaskStateFromInternalZoneState(this._lastState) : {stable: true},\in);\n\n /** Public observable that emits whenever the task state changes. */\n readonly state: Observable<TaskState> = this._stateSubject;\n\n constructor(private _lastState: HasTaskState | null) {}\n\n /** This will be called whenever the task state changes in the intercepted zone. */\n onHasTask(delegate: ZoneDelegate, current: Zone, target: Zone, hasTaskState: HasTaskState) {\n if (current === target) {\n this._stateSubject.next(this._getTaskStateFromInternalZoneState(hasTaskState));\n }\n }\n\n \n \rightarrow \text{Gets the task state from the internal ZoneJS} task state. */\n private _getTaskStateFromInternalZoneState(state: HasTaskState): TaskState {\n return {stable: !state.macroTask && !state.microTask};\n }\nin /**\n * Sets up the custom task state Zone interceptor in the `ProxyZone`. Throws if\n * no `ProxyZone` could be found.in * @returns an observable that emits whenever the task state changes.in */in static setup(): Observable<TaskState> {in if (Zone === undefined) {in throw Error(in 'Could not find ZoneJS. For test harnesses running in TestBed, ' +in 'ZoneJS needs to be installed.',in);in }in\n // tslint:disable-next-line:variable-namein const ProxyZoneSpec = (Zone as any)['ProxyZoneSpec'] as ProxyZoneStatic | undefined;in\n // if there is no \"ProxyZoneSpec\" installed, we throw an error and recommend\n \" setting up the proxy zone by pulling in the testing bundle.\n if \(\text{(!ProxyZoneSpec) } \) \(\text{(n throw Error(\n 'ProxyZoneSpec is needed for the test harnesses but could not be found. ' +\n 'Please make sure that your environment includes zone.js/dist/zone-testing.js',\n);\n }\n\n // Ensure that there is a proxy zone instance set up, and get\n // a reference to the instance if present.\n const zoneSpec = ProxyZoneSpec.assertPresent() as PatchedProxyZone;\n\n // If there already is a delegate registered in the proxy zone, and it\n // is type of the custom task state interceptor, we just use that state\n // observable. This allows us to only intercept Zone once per test\n // (similar to how `fakeAsync` or `async` work).\n if (zoneSpec[stateObservableSymbol]) {\n return zoneSpec[stateObservableSymbol]!;\n }\n\n // Since we intercept on environment creation and the fixture has been\n // created before, we might have missed tasks scheduled before. Fortunately\n // the proxy zone keeps track of the previous task state, so we can just pass\n // this as initial state to the task zone interceptor. In const interceptor = new TaskStateZoneInterceptor(zoneSpec.lastTaskState); In const zoneSpecOnHasTask = zoneSpec.onHasTask.bind(zoneSpec);\n\n // We setup the task state interceptor in the `ProxyZone`. Note that we cannot register\n // the interceptor as a new proxy zone delegate because it would mean that other zone\n // delegates (e.g. FakeAsyncTestZone` or `AsyncTestZone`) can accidentally overwrite/disable\n // our interceptor. Since we just intend to monitor the task state of the proxy zone, it is\n // sufficient to just patch the proxy zone. This also avoids that we interfere with the task\n // queue scheduling logic.\n Note: We cannot determine the position of the mouse event based on the screen\n // because the dimensions and position of the browser window are not available\n // To provide reasonable `screenX` and `screenY` coordinates, we simply use the\n // client coordinates as if the browser is opened in fullscreen.\n const screenX = clientX;\n const screenY = clientY;\n\n const event = new MouseEvent(type, {\n bubbles:

```
true,\n cancelable: true,\n composed: true, // Required for shadow DOM events.\n view: window,\n detail: 1,\n relatedTarget: null,\n screenX,\n
 screenY,\n clientX,\n clientY,\n ctrlKey: modifiers.control,\n altKey: modifiers.alt,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n
 button: button, in buttons: 1, in }); in in // The `MouseEvent` constructor doesn't allow us to pass these properties into the constructor. In //
 Override them to `1`, because they're used for fake screen reader event detection.\n if (offsetX != null) {\n defineReadonlyEventProperty(event,
 "offsetX", offsetX); \\ ln \\ ln \\ if (offsetY != null) \\ \\ ln \\ defineReadonlyEventProperty(event, 'offsetY', offsetY); \\ ln \\ ln \\ return event; \\ ln \\ ln \\ ln \\ ln' * Creates \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ ln' \\ 
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 * 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 *\n \text{kn-kport} function createPointerEvent(\n type: string,\n clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n options: PointerEvent\nit =
 {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('UlEvent');\n const touchDetails =
 {pageX, pageY, clientX, clientY, identifier: uniquelds++};\n\n // TS3.6 removes the initUIEvent method and suggests porting to \"new
 ÜlEvent()\".\n (event as any).initUlEvent(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]);in defineReadonlyEventProperty(event, 'changedTouches',
 [touchDetails]);In\n return event;In}\n\n/**\n * Creates a keyboard event with the specified key and modifiers.\n * @docs-private\n */Inexport
 function\ create Keyboard Event (ln\ type:\ string, ln\ keyCode:\ number=0, ln\ key:\ string=", ln\ modifiers:\ Modifier Keys=\{\}, ln)\ \{ln\ return\ newfine the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of the location of 
 KeyboardEvent(type, {In bubbles: true, In cancelable: true, In composed: true, I/ Required for shadow DOM events. In view: window, In keyCode:
keyCode,\n key: key,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n altKey: modifiers.alt,\n ctrlKey: modifiers.control,\n });\n}\n\n\n\n*\n * Creates a fake event object with any desired event type.\n * @docs-private\n */\nexport function createFakeEvent(type: string, bubbles =
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.ln *\n * Use of this source 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 {In 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 offsetX?: number,\n offsetY?: number,\n button?: number,\n modifiers?: ModifierKeys,\n): MouseEvent {\n return}
dispatchEvent(\()\(\text{n node,\n createMouseEvent(type, clientX, clientY, offsetX, offsetY, button, modifiers),\(\text{n \);\(\text{ln}\)\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\)}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\})\(\text{n\}}\(\text{n\}
 clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n options?: PointerEventInit,\n): PointerEvent {\n return dispatchEvent(\n
node, in createPointerEvent(type, clientX, clientY, offsetX, offsetY, options), in ) as PointerEvent; in in in the third is patch 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 3
 @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
 found in the LICENSE file at https://angular.io/license\n */\n\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 (leventFired) {\n
 dispatchFakeEvent(element, event);in }\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 = () =>
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\n\** @docs-private */\nexport function triggerFocus(element: HTMLElement) {\n triggerFocusChange(element, 'focus');\n]\n\n\n\** @docs-private */\nexport function triggerBlur(element: HTMLElement) {\n triggerFocusChange(element, 'focus');\n]\n\n\n\** @docs-private */\nexport function triggerBlur(element: HTMLElement) {\n triggerFocusChange(element, 'focus');\n\n\n\** @dicense\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. */\nconstitute\n\ \nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes\nodes
 '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
wade. If we want is the content of the content is the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of the content of 
 typelnElement(\n element: HTMLElement,\n modifiers: ModifierKeys,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\nexport
 function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {\n const first = modifiersAndKeys[0];\n let modifiers:
 ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (in first !== undefined &&\n typeof first !== 'string' &&\n
 first.keyCode === undefined &&in first.key === undefinedin ) {in modifiers = first;in rest = modifiersAndKeys.slice(1);in } else {in modifiers =
 {};\n rest = modifiersAndKeys;\n }\n const isInput = isTextInput(element);\n const inputType = element.getAttribute('type') || 'text';\n const keys:
\{\text{keyCode?: number; key?: string}\} = rest\n .map(k =>\n typeof k === 'string'\n ? k.split(").map(c => (\{\text{keyCode: c.toUpperCase().charCodeAt(0), key: c}\})\n : [k],\n )\n .reduce((arr, k) => arr.concat(k), []);\n\n /I Throw an error if no keys have been specified. Calling this function with no\n //
keys should not result in a focus event being dispatched unexpectedly. In if (keys.length === 0) {In throw getNoKeysSpecifiedError(); In }In\n // We simulate the user typing in a value by incrementally assigning the value below. The problem\n // is that for some input types, the browser
 won't allow for an invalid value to be set via the\n // \value\ property which will always be the case when going character-by-character. If we
 detect\n // such an input, we have to set the value all at once or listeners to the `input` event (e.g.\n // the `ReactiveFormsModule` uses such an
approach) won't receive the correct value.In const enterValueIncrementally =In inputType === 'number'in ? // 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.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCode, key.keyCo
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-
privateIn */nexport function clearElement(element, hiput);in HTMLInputElement | HTMLInputElement) {In triggerFocus(element as HTMLElement);in element.value = ";in dispatchFakeEvent(element, 'input');in|in,"/**in * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n// These are
private APIs that are used both by the public APIs inside of this package, as well\n// as in unit tests of other entry-points, hence why we need to re-export them through here.\nexport * from './dispatch-events';\nexport * from './event-objects';\nexport * from './element-focus';\nexport * from './type-in-element';\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an
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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.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [TestKey.TAB]: {keyCode: keyCodes.TAB, key: 'Tab'},\n [TestKey.ENTER]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [TestKey.Code: keyCodes.SHFT, 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.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}: {keyCode: keyCodes.BOM_ARROW]: {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.DOW_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {key: 'ArrowDown'},\n [TestKey.NSEDT]; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: keyCodes.BOM_ARROW}; {keyCode: ke
[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]: {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]: {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: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: ke
modifiers?: ModifierKeys): Promise<void>;in /**\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>
(In this._dispatchPointerEventifSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n await this._stabilize();\n }\n\n'** Moves the mouse away from the element. */\n async
mouseAway(): Promise<void> {In this._dispatchPointerEventIfSupported('pointerleave'); In dispatchMouseEvent(this.element, 'mouseout'); In
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
__gerextwini_xcidued_lement.\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 !== " && contenteditableValue: string):

!== '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):
                                                                                                                                                                                                                && contenteditableAttr
Promise<string | null> {In await this._stabilize();\n return this.element.getAttribute(name);\n }\n\n\** Checks whether the element has the given class. *\n async hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n\** Gets the dimensions of the element. *\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return this.element.getBoundingClientRect();\n }\n\n\n\** Gets the value of a property of an element. *\n async getProperty<T = any>(name: string):
Promise<T> (In await this._stabilize(); In return (this.element as any)[name]; In }InIn /** Sets the value of a property of an input. */In async
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
 the specified indexes inside of a native `select` element. */\n async selectOptions(...optionIndexes: number[]): Promise<void> {\n let
hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to
 remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
 'change');in }\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
the element is focused. "An async is-ocused): Promise-boolean { in await this._stabilize(); in Ptulin document.activeElement ---
this.element; in } in /**In * Dispatches an event with a particular name. In * @param name Name of the event to be dispatched. In */In async dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {In const event = createFakeEvent(name); Inln if (data) { In //I tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object. In Object.assign(event, data); In } Inln /**In * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventIfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?
number,\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 * 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?] |
[ˈcenterˈ, ModifierKeys?] | [number, number, ModifierKeys?],ın button?: number,ln ) {in let clientX: number | undefined = undefined,in 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); In I\n\n this. dispatchPointerEventlfSupported(\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',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,in offsetY,in button,in modifiers,in j;in }Inin // This call to _stabilize should not be needed since the callers will already do that them-in // selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigatedin // why removing breaks those tests.in // See: https://github.com/angular/components/pull/20758/files#r520886256.in await this._stabilize();in }in\n","/**in * @licensein * Copyright Google LLC All Rights Reserved.in *in * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://langular.io/licensein */Ininimport {in ComponentHarness,in ComponentHarnessConstructor,in handleAutoChangeDetectionStatus,in
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In} from '@angular/cdk/testing'; Inimport {ComponentFixture, flush} from '@angular/core/testing'; Inimport {Observable} from 'rxjs'; Inimport {takeWhile} from 'rxjs/operators'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} from 'rxjs'; Inimport {Diservable} f
TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */inlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\nconst activeFixtures =
new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n *
@param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
\overline{\text{ComponentFixture}} (\{\overline{\text{ComponentFixture}}, \overline{\text{ComponentFixture}}) = \overline{\text{ComponentFixture}} (\{\overline{\text{ComponentFixture}}, \overline{\text{ComponentFixture}}) = \overline{\text{ComponentFixture}}
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\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
change detection batching for.in "Annunction uninstall AutoChangeDetectionStatus and the (fixture: Componente-Extures with a currently in the fake async zone. *Infunction isInFakeAsyncZone() {In return Zonel.current.get('FakeAsyncTestZoneSpec') != null;in}\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: ComponentEixture<unknown>) {In fixture.detectChanges();\n if (isInFakeAsyncZone()) {In 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');in }\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. In * In most cases it should not be necessary to call this manually. However, there may be some edge In * 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 // \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\flush // wait in 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;in }Inin /** Creates a `TestElement' from a raw element. */in protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */in
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n`}\n\n'*\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
                           ;;;AAiBÀ;AÁCÀ,MAAM,qBAAqB,GAAG,MAAM,CAÁC,mCÁAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASn
AAC,UAAU,GAAG,IAAI,CAAC,kCAAKC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAAA
 ,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGvD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACvF,
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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) {\ln // We cannot use the `TouchEvent` or `Touch` because Firefox and Safari lack support.\n // TODO: Switch to the constructor API when it is available for Firefox and Safari.\n const event = document.createEvent('UlEvent');\n const touchDetails =
 {pageX, pageY, clientX, clientY, identifier: uniqueIds++};\n\n // TS3.6 removes the initUIEvent method and suggests porting to \"new
 ÜlEvent()\".\n (event as any).initUlEvent(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(In type: string,In keyCode: number = 0,In key: string = ",In modifiers: ModifierKeys = {},In) {In return new KeyboardEvent(type, {In bubbles: true,In cancelable: true,In composed: true, // Required for shadow DOM events.In view: window,In keyCode:
keyCode,\n key: key,\n shiftKey: modifiers.shift,\n metaKey: modifiers.meta,\n altKey: modifiers.alt,\n ctrlKey: modifiers.control,\n });\n}\n\n\n\n+\n * Creates a fake event object with any desired event type.\n * @docs-private\n */\nexport function createFakeEvent(type: string, bubbles =
false, cancelable = true, composed = true) {In return new Event(type, {bubbles, cancelable, composed});\n}\n\n/**\n * 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*\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*\n * Shorthand to dispatch a keyboard event with a specified key code and\n * optional modifiers.\n * @docs-private\n *\nexport function dispatchEvent\n *\nexport function dispatch a keyboard event with a specified key code and\n * optional modifiers.\n *\nexport function dispatchEvent\n *\nexport function dispatchEvent\n *\nexport function dispatchEvent\n *\nexport function dispatchEvent\n *\nexport function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function dispatch function di
*/Inexport function dispatchKeyboardEvent(In node: Node,In type: string,In keyCode?: number,In key?: string,In modifiers?: Modifiers(ys,In): KeyboardEvent (In return dispatchEvent(node, createKeyboardEvent(type, keyCode, key, modifiers));In}InIn/**In * Shorthand to dispatch a
mouse event on the specified coordinates. In * @docs-privatelu */nexport function dispatchMouseEvent(In node: Node,In type: string,In clientX = 0,In clientY = 0,In offsetX?: number,In offsetY?: number,In button?: number,In modifiers?: ModifierKeys,In): MouseEvent {In return
dispatchEvent(\n node,\n createMouseEvent(type, clientX, clientY, offsetX, offsetY, button, modifiers),\n );\n\\\n\*\n * Shorthand to dispatch a
pointer event on the specified coordinates. In * @docs-private\n */Inexport function dispatchPointerEvent(\n node: Node, \n type: string, \n
 clientX = 0,In clientY = 0,In offsetX?: number,In offsetY?: number,In options?: PointerEventInit,In): PointerEvent {In return dispatchEvent(In
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 *
  @licenseln * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source 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') {in let eventFired = false;\n const handler = () => (eventFired = true);\n
element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (leventFired) {\n
dispatchFakeEvent(element, event);\n }\n\n\n'*\n * Patches an elements focus and blur methods to emit events consistently and
predictably.\n * This is necessary, because some browsers can call the focus handlers asynchronously,\n * while others won't fire them at all if the browser window is not focused.\n * @docs-private\n */\n// TODO: Check if this element focus patching is still needed for local testing,\n//
where browser is not rocused.\(\text{in} = \text{@uccs-private}\) in this element focus patching is still needed for local testing,\(\text{in}\) where browser is not necessarily focused.\(\text{lnexport function patchElementFocus}(element: HTMLElement, focus');\(\text{in}\) needed.\(\text{lnexport function dispatchFakeEvent(element, 'blur');\(\text{in}\)\(\text{ln}\) nin/\(\text{in}\) docs-private */\(\text{lnexport function triggerFocus}(element: HTMLElement) \{\text{ln triggerFocusChange}(element, 'blur');\(\text{ln}\)\(\text{ln}\)\(\text{ln}\)\(\text{in}\) * @docs-private */\(\text{lnexport function triggerBlur(element: HTMLElement)}\) \{\text{ln triggerFocusChange}(element, 'blur');\(\text{ln}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{ln'}\)\(\text{
Reserved. In *In * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from
 @angular/cdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from './dispatch-events';\nimport {triggerFocus} from
 '.lelement-focus';\n\n/** Input types for which the value can be entered incrementally. */Inconst incrementallnputTypes = new Set([\n 'text',\n
 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docs-
private\n */nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement (In 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
dispatchesin * the Input event, simulating the user typing.in * @param element Element onto which to set the value.in * @param modifiers Modifier keys that are held while typing.in * @param keys The keys to send to the element.in * @docs-privateln */inexport function typelnElement(in element: HTMLElement,in modifiers: ModifierKeys,in ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\nexport function typelnElement(element: HTMLElement, ...modifiersAndKeys: any[]) {in const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (\n first !== undefined &&\n typeof first !== 'string' &&\n first.keyCode === undefined &&\n first.key === undefined \( \) {\n 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}[] = restln .map(k =>\n typeof k === 'string\n ? k.split(").map(c => {{keyCode: c.toUpperCase().charCodeAt(0), key: c})\n : [k],\n )\n .reduce((arr, k) => arr.concat(k), []);\n\n /I Throw an error if no keys have been specified. Calling this function with no\n /I
keys should not result in a focus event being dispatched unexpectedly. In if (keys.length === 0) {In throw getNoKeysSpecifiedError(); In } In II
 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 (islnput && key.key && key.key.length === 1) {\n if (enterValueIncrementally) {\n (element a 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
(lenterValueIncrementally) {In dispatchFakeEvent(element, 'input');In }In}InNIn/*In * Clears the text in an input or textarea element.\n *@docs-privateIn */Inexport function clearElement(element: HTMLInputElement | HTMLTextAreaElement) {In triggerFocus(element as HTMLElement);\n
element.value = ";\n dispatchFakeEvent(element, 'input');\n\n\n',"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n \tuse of this source 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.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},\n [1estKey.IAB]: {keyCode: keyCodes.IAB, key: 'IAB],\n [TestKey.ENTER]: {keyCode: keyCodes.SHIFT, key: 'Shift'},\n [TestKey.ENTER]: {keyCode: keyCodes.CONTROL]: {keyCode: keyCodes.ALT, key: 'Alt'},\n [TestKey.ENTE]: {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.END, key: 'End'},\n [TestKey.HOME]: {keyCode: keyCodes.END, key: 'End'},\n [TestKey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.HOME]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.HOME]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.HOME]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.HOME]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\n [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'PageDown'},\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
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>,in /**\n * Click the element at the specified coordinates relative to the top-left of the element.in *
@param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along
the Y-axis at which to click in * @param modifiers Modifier keys held while clicking in */in click(relativeX: number, relativeY: number,
modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number,
ModifierKeys?]\n): Promise<void> {\n const isDisabled = (this.element as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the
element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary
to keep the behavior\n // consistent with an actual user interaction. The click event is not necessarily\n // automatically prevented by the
browser. There is mismatch between Firefox and Chromium:\n // https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await this._dispatchMouseEventSequence(isDisabled ? null : 'click', args,
0);\n await this._stabilize();\n \\n\n /**\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>; in async rightClick(n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?] | 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>
{in this._dispatchPointerEventIfSupported('pointerenter');\in dispatchMouseEvent(this.element, 'mouseover');\in
dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n /** Moves the mouse away from the element. */\n async
mouseAway(): Promise<void> {In this_dispatchPointerEventIfSupported('pointerleave');In dispatchMouseEvent(this.element, 'mouseout');In dispatchMouseEvent(this.element, 'mouseleave');In await this_stabilize();In }In I **In * 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> {In 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?: xclude) {\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; In } In I /** Gets the value for the given attribute from the element. */In async getAttribute(name: string):
Promise<string | null> {\n await this._stabilize();\n return this.element.getAttribute(name);\n }\n\n /** Checks whether the element has the given
class. */\n async hasClass(name: string): Promise<boolean> {\n await this._stabilize();\n return this.element.classList.contains(name);\n }\n\n
/** Gets the dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> {In await this._stabilize();\n return (this.element as any)[name];\n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {\n (this.element as any).value = value;\n await this._stabilize();\n }\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */\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.in option.selected = indexes.has(i);inin if (option.selected !== wasSelected) {in hasChanged = true;in dispatchFakeEvent(this.element,
'change');\in }\in }\in\n if (hasChanged) {\in await this._stabilize();\in }\in }\in\n h\in\n /** Checks whether this element matches the given selector. */\in async matchesSelector(selector: string): Promise<br/>boolean> {\in await this._stabilize();\in const elementPrototype = Element.prototype as any;\in return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(\in this.element,\in selector,\in );\in }\in\n /** Checks whether
the element is focused. */in async isFocused(): Promise<boolean> {in await this._stabilize(); in 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 _dispatchPointerEventlfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?: number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this, In // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {In dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {In isPrimary:
PointerEvent :== undefined & PointerEvent) {in dispatchPointerEvent(Inis.element, name, clientX, clientX, clientX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offsetX, offse
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 clientY,\n clientY,\n offsetY,\n offsetY,\n button,\n );\n
dispatchMouseEvent((In this element,In 'mousedown',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );In
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
https://langular.io/licenseln */In/lnimport {In ComponentHarness,In ComponentHarnessConstructor,In handleAutoChangeDetectionStatus,In HarnessEnvironment,In HarnessLoader,In stopHandlingAutoChangeDetectionStatus,In TestElement,In} from '@angular/cdk/testing';Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
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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\*\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n *\nconstant ctiveFixtures = 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 \text{ 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); In if (!activeFixtures.size) {In stopHandlingAutoChangeDetectionStatus(); In }In}InIn/In** Whether we are currently in
the fake async zone. */Infunction isInFakeAsyncZone() {\in return Zone!.current.get('FakeAsyncTestZoneSpec') != null;\n}\n\n*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for.\n *\nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */\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(() => {\nuninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given
fixture's root element. */In static loader(In fixture: ComponentFixture-unknown-,In options?: TestbedHarnessEnvironmentOptions,In ):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el.element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\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) {In throw Error('Harness is attempting to use a fixture that has already been destroyed.');in }In\n await detectChanges(this._fixture);\n }\n }\n\n *\waits for all scheduled or running async tasks to complete. This allows harness\n * authors to
wait for async tasks outside of the Angular zone.\n *\n async waitForTasksOutsideAngular(): Promise<void> {\n // If we run in the fake async
zone, we run \"flush\" to run any scheduled tasks. This\n // ensures that the harnesses behave inside of the FakeAsyncTestZone similar to
the\n // \"AsyncTestZone\" and the root zone (i.e. neither fakeAsync or async). Note that we\n // cannot just rely on the task state observable to
become stable because the state will\n // never change. This is because the task queue will be only drained if the fake async\n // zone is being
flushed.\n if (isInFakeAsyncZone()) {\n flush();\n }\n\n // Wait until the task queue has been drained and the zone is stable. Note that\n // we
cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this._taskState.pipe(takeWhile(state =
!state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return
document.body;\n \\\n\ \n'* Creates a `TestElement` from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n \\\n\ \n'* Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n }\n\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
Array.from(this_options.queryFn(selector, this.rawRootElement));\n }\n}\n",\names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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 '.levent-objects';\n\n/**\n * Utility to dispatch any event on a Node.\n * @docs-private\n */\nexport function dispatchEvent<T extends Event>(node: Node | Window, event: T): T {\n node.dispatchEvent(event);\n return event;\n}\n\n*\n * Shorthand to dispatch a fake event on a specified node.\n * @docs-private\n */\nexport function dispatchFakeEvent(node: Node | Window, type: string, bubbles?: boolean): Event {In return dispatchEvent(node, createFakeEvent(type, bubbles));\n}\n\n/**\n * Shorthand to dispatch a keyboard event with a specified key code and\n * optional modifiers.\n * @docs-private\n *\nexport function dispatchKeyboardEvent(\n node: Node,\n type: string,\n keyCode?: number,\n key?: string,\n modifiers?: ModifierKeys,\n): KeyboardEvent {\n return dispatchEvent(node, createKeyboardEvent(type, keyCode, key, modifiers));\n}\n\n!*\n * Shorthand to dispatch a mouse event on the specified coordinates.\n * @docs-private\n */\nexport function dispatchMouseEvent(\n node: Node,\n type: string, In clientX = 0, In clientY = 0, In offsetX?: number, In offsetY?: number, In button?: number, In modifiers?: ModifierKeys, In): MouseEvent {In return dispatchEvent(\n node,\n createMouseEvent(type, clientX, clientY, offsetX, offsetY, button, modifiers),\n);\n\\\n\/*\n * Shorthand to dispatch a pointer event on the specified coordinates. In * @docs-private In */Inexport function dispatch Pointer Event (In node: Node, In type: string,\n clientX = 0,\n clientY = 0,\n offsetX?: number,\n offsetY?: number,\n options?: PointerEventInit,\n): PointerEvent {\n return string,in clientX = 0,in clientY = 0,in offsetX?: number,in offsetY; number,in options?: PointerEventinit,in): PointerEvent (in return dispatchEvent(In node, in createPointerEvent(type, clientX, clientY, offsetY, options),in) as PointerEvent;in]in]in]**in * Shorthand to dispatch a touch event on the specified coordinates. In * @docs-privateln */Inexport function dispatchTouchEvent(In node: Node, in type: string, in pageX = 0, in pageY = 0, in clientX = 0, in clientY = 0, in) {in return dispatchEvent(node, createTouchEvent(type, pageX, pageY, clientX, clientY));in]in]**in * @licensein * Copyright Google LLC All Rights Reserved.in * in * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/licensein */Ininimport {dispatchExent} from './dispatchevents';inInfunction triggerFocusChange(element: HTMLElement, event: 'focus' | 'blur') {in let eventFired = false;in const handler = () => (eventFired = true);in element addEvent istener(event handler);in element addEvent istener(eve (eventFired = true);\n element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (leventFired) {\n dispatchFakeEvent(element, event);\n }\n\\n*\n * 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/l 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. In *In * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at

```
https://angular.io/license\n */\n\nimport {getNoKeysSpecifiedError, ModifierKeys} from '@angular/cdk/testing';\nimport {PERIOD} from
 '@angular/cdk/keycodes';\nimport {dispatchFakeEvent, dispatchKeyboardEvent} from './dispatch-events';\nimport {triggerFocus} from
 '.lelement-focus';\n\n/** Input types for which the value can be entered incrementally. */\nconst incrementallnputTypes = new Set([\n 'text',\n
 'email',\n 'hidden',\n 'password',\n 'search',\n 'tel',\n 'url',\n]);\n\n/**\n * Checks whether the given Element is a text input element.\n * @docs-
private\n */\nexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement {\n const nodeName =
element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n\\n\n/*\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the
value.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function typeInElement(\n element: HTMLElement,\n ...keys: (string | {keyCode?: number; key?: string})[\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its value and
dispatchesin * the `input` event, simulating the user typing.in * @param element Element onto which to set the value.in * @param modifiers Modifier keys that are held while typing.in * @param keys The keys to send to the element.in * @docs-privatein */inexport function
typelnElement(In element: HTMLElement,In modifiers: ModifierKeys,In ...keys: (string | {keyCode?: number; key?: string})[]in): void;\n\nexport function typelnElement(element: HTMLElement, ...modifiersAndKeys: any[]) {\n const first = modifiersAndKeys[0];\n let modifiers
ModifierKeys; In let rest: (string | {keyCode?: number; key?: string})[]; In if (In first !== undefined &&In typeof first !== 'string' &&In
first.keyCode === undefined &&in first.key === undefined\n ) {In modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {In 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 In // 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 : incrementallnputTypes.has(inputType);\n\n triggerFocus(element);\n\n // When we aren't entering the value incrementally, assign it all at once ahead\n // of time so that any listeners to the key events below will have access to it.\n if (lenterValueIncrementally) {\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, 'keydown', key.keyCode, key.key, modifiers);\n if (isInput && key.key && key.key.length === 1) {\n if (enterValueIncrementally) {\n (element as HTMLInputElement |
 HTMLTextAreaElement).value += key.key;\n dispatchFakeEvent(element, 'input');\n }\n }\n kn ln patchKeyboardEvent(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 * 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 AllRights Reserved.\n *\n * Use of
this source 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/l 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: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyCode: keyC
 [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]: {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'}, In [TestKey.F10]: {keyCode: keyCodes.F10, key: 'F10'}, In [TestKey.F11]: {keyCode: keyCodes.F11, key: 'F11'}, In [TestKey.F12]: {keyCode: keyCodes.F11, key: 'F11'}, In [TestKey.F12]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.META]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F12]: {keyCode: keyCodes.K12, key: 'F12'}, In [TestKey.META]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F12]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.F12, key: 'F12'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCode: keyCodes.META, key: 'Meta'}, In [TestKey.F13]: {keyCodes.META,  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.In */In click(modifiers?: ModifierKeys): Promise<void>;In /** Click the element at the element's center. */In click(location: 'center'
modifiers?: ModifierKeys): Promise<void>,\in /**\n * Click the element at the specified coordinates relative to the top-left of the element.\in *
@param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along
 the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n click(relativeX: number, relativeY: number,
modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number,
ModifierKeys?]\n): Promise<void> {\n const isDisabled = (this.element as Partial<{disabled?: boolean}>).disabled === true;\n\n // If the
 element is `disabled` and has a `disabled` property, we emit the mouse event\n // sequence but not dispatch the `click` event. This is necessary
to keep the behavior\n // consistent with an actual user interaction. The click event is not necessarily\n // automatically prevented by the
browser. There is mismatch between Firefox and Chromium:\n // https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n //
https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await this._dispatchMouseEventSequence(isDisabled ? null : 'click', args,
0);\n await this_stabilize();\n }\n\n *Right clicks on the element at the specified coordinates relative to the top-left of it.\n *@param relativeX Coordinate within the element, along the X-axis at which to click.\n *@param relativeY Coordinate within the element, along the Y-axis at which to click.\n *@param modifiers Modifier keys held while clicking\n *\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?]| ["center', ModifierKeys?]| [number, number, ModifierKeys?]\n):

**Represented of the property of the context of the property of the context of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the property of the proper
Promise<void> {\n await this._dispatchMouseEventSequence('contextmenu', args, 2);\n await this._stabilize();\n }\n\n }\n\n /** Focus the element.
*/\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** 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>
 (in this._dispatchPointerEventIfSupported('pointerenter');in dispatchMouseEvent(this.element, 'mouseover');in
 dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\n'** Moves the mouse away from the element. */\n async
mouseAway(): Promise<void> {In this._dispatchPointerEventIfSupported('pointerleave'); In dispatchMouseEvent(this.element, 'mouseout'); In dispatchMouseEvent(this.element, 'mouseleave'); In await this._stabilize(); In } In } \n \} \]
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> {In 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. In * @param value Value to be set on the element. In */In async setContenteditable value (value: string):
```

```
Promise<void> {In const contenteditableAttr = await this.getAttribute('contenteditable'); InIn 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. */In async hasClass(name: string): Promise<boolean> {In await this._stabilize();In return this.element.classList.contains(name);In }InIn
/** 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> {In await this._stabilize();In return (this.element as any)[name];In }InIn /** Sets the value of a property of an input. */In async
setInputValue(value: string): Promise<void> {\n`(this.element as any).value = value;\n await this._stabilize();\n`}\n\n /** Selects the options at
the specified indexes inside of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes inside of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise-evoid-{ (in let the specified indexes) in let the specified indexes in side of a native `select` element. */In async selectOptions(...optionIndexes) in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes in let the specified indexes
remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');in }\n }\n\n if (hasChanged) {\n`await this._stabilize();\n }\n }\n\n /** Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> {\n await this._stabilize();\n const elementPrototype = Element.prototype as any;\n
return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call((n this.element, in selector, in ); in } in /in /i* 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 _dispatchPointerEventlSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\n offsetY?: number,\
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12 does not have support for this,\n // so we need to conditionally create and dispatch these events based on feature detection.\n if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
true, In button, In }); In }In }In }In In /**In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary event
at the end, if speciifed in */in private async_dispatchMouseEventSequence(in primaryEventName: string | null,in 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\in // Round the computed click position as decimal pixels are not\n
// supported by mouse events and could lead to unexpected results.\n clientX = Math.round(left + offsetX);\n clientY = Math.round(top + offsetY);\n }\n\n this._dispatchPointerEventIfSupported(\n 'pointerdown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n );\n
dispatchMouseEvent(In this.element,In 'mousedown',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );In
this._dispatchPointerEventIfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n 'mouseup',\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.in offsetY.in button.in modifiers.in ):in \init in I his call to stabilize should not be needed since the callers will already do that them-in //
selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See:
https://github.com/angular/components/pull/20758/files#r520886256.\n await this._stabilize();\n \\n\\n","**\n * @license\n * Copyright Google
LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment,\n HarnessLoader,\n stopHandlingAutoChangeDetectionStatus,\n TestElement,\n} from '@angular/cdk/testing';\nimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */\nexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements.
*/\n queryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;\n}\n\n/** The default environment options. */\nconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =>
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */Inlet disableAutoChangeDetection =
false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */\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
Uninstalls a handler for change detection batching status changes for a specific fixture. In * @param fixture The fixture to stop handling
change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
the fake async zone. */Infunction isInFakeAsyncZone() {\n return Zone!.current.get('FakeAsyncTestZoneSpec') != null;\n}\n\n*\n * Triggers
change detection for a specific fixture.\n * @param fixture The fixture to trigger change detection for \n */nasync function
detectChanges(fixture: ComponentFixture<unknown>) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
fixture.whenStable();\n }\n}\n\n/** A `HarnessEnvironment` implementation for Angular's Testbed. */\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\n\** Creates a `HarnessLoader` rooted at the given
fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }InIn /** 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. In */In async forceStabilize(): Promise<void> {in if (!disableAutoChangeDetection) {In if
(this_destroyed) {In throw Error('Harness is attempting to use a fixture that has already been destroyed.');In }In\ nawait detectChanges(this_fixture);In }In\ hashin /*In * 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 */In 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
```

protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
[],"mappings":";;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;AAKG;MACU,wBAAwB,CAAA;AASn C,IAAA,WAAA,CAAOB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C AAC,UAAU,GAAG,IAAI,CAAC,kCAAKC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAAA ,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGvD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACvF, QAAA,IAAI,OAAO,KAAK,MAAM,EAAE;AACtB,YAAA,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,IAAI,CAAC,KCAAKC,CAAC,YAAY,CAAC,CAAC,CAAC;S AChF;KACF;;AAGO,IAAA,kCAAkC,CAAC,KAAmB,EAAA;AAC5D,QAAA,OAAO,EAAC,MAAM,EAAE,CAAC,KAAK,CAAC,SAAS,IAAI,CAAC,KAAK ,CAAC,SAAS,EAAC,CAAC;KACvD;AAED;;;;AAIG;AACH,IAAA,OAAO,KAAK,GAAA;AACV,QAAA,IAAI,IAAI,KAAK,SAAS,EAAE;YACIB,MAAM,KA ÁK,CACT,gEÁAgE;ÁAC9D,gBAAA,+BAA+B,CACIC,CAAC;SAĆH;;AAGD,QAAA,MAAM,aAAa,GAAI,IAAY,CAAC,eÁAe,CÁAgC,ĆAAC;;;QAIpF,ÍAAI ,CAAC,aAÃa,EAÃÉ;YACIB,MAAM,KAAK,CACT,yEAÁYE;AACVE,gBAAA,8ĚAA8É,CACjF,CAAC;SACH;;;AAID,QAAA,MAAM,QAAQ,GÂAG,aAÂa,C AAC,AAAA,EAASB,CAAC;;;;;AAMnE,QAAA,IAAÍ,QAAQ,CAAC,qBAAqB,CAAC,EAAE;AACnC,YAAA,OAAO,QAAQ,CAAC,qBAAqB,CAAE,CAAC;S AAC,EACV,SAAA,GAA0B,EAAE,;;;;IAM5B,MAAM,OAAO,GAAG,OAAO,CAAC;IACXB,MAAM,OAAO,GAAG,OAAO,CAAC,AACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAG,OAAO,CAACXB,MAAM,OAAO,GAAGXB,MAAM,AAACXB,MAAM,AAACXB,MAAAXB,MAAMAAAACXB,MAAAXB,MAAMAAAACXB,MAAAX ,QAAA,IAAI,EAAE,MAAM;AACZ,QAAA,MAAM,EAAE,CAAC;AACT,QAAA,aAAa,EAAE,IAAI;QACnB,OAAO;QACP,OAAO;QACP,OAAO;QACP,OAA O;QACP,OAAO,EAAE,SAAS,CAAC,OAAO;QAC1B,MAAM,EAAE,SAAS,CAAC,GAAG;QAC1B,QAAQ,EAAE,SAAS,CAAC,KAAK;QAC2B,OAAO,EA AE,SAAS,CAAC,IAAI;AACVB,QAAA,MAAM,EAAE,MAAM;AACd,QAAA,OAAO,EAAE,CAAC;AACX,KAAA,CAAC,CAAC;;;AAIH,IAAA,IAAI,OAAO,I AAÍ,IAAI,ÉAAE;ÁACnB,QAAÁ,2BAÁ2B,CAÁC,KAÁK,EAÁE,SAÁŠ,EAAÉ,OAÁO,CAÁC,CAÁC;KAĆXD;AAÉD,IAÁA,IAAÍ,ÓAAO,IAAI,ÍAAI,ÉAAE;Á ACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,OAAO,CAAC,CAAC;KACxD;AAED,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;;;;;; ASG;AACG,SAAU,kBAAkB,CAChC,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OAAO,GAAG,CAAC,EACX,OAAgB,EAChB,OAAgB,EAChB,UAA4B,E AAC,SAAS,EAAE,IAAI,EAAC,EAAA;AAE7C,IAAA,MAAM,KAAK,GAAG,IAAI,YAAY,CAAC,IAAI,EAAE;AACnC,QAAA,OAAO,EAAE,IAAI;AACb,QAA A,UAAU,EAAE,IAAI;QAChB,QAAQ,EAAE,IAAI;AACd,QAAA,IAAI,EAAE,MAAM;QACZ,OAAO;QACP,OAAO;AACP,QAAA,GAAG,OAAO;AACX,KA AA,CAAC,CAAC;AAEH,IAAA,IAAI,OAAO,IAAI,IAAI,EAAE;AACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,OAAO,CAAC,CAAC;KACxD; AAED,IAAA,IAAI,OAAO,IAAI,IAAI,EAAE;AACnB,QAAA,2BAA2B,CAAC,KAAK,EAAE,SAAS,EAAE,OAAO,CAAC,CAAC;KACxD;AAED,IAAA,OAA O,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;SACa,gBAAgB,CAAC,IAAY,EAAE,KAAK,GAAG,CAAC,EAAE,KAAK,GAAG,CAAC,EAAE,HAAD,GAA G,CAAC,EAAE,OAAO,GAAG,CAAC,EAAE,;;IAGGF,MAAM,KAAK,GAAG,QAAQ,CAAC,WAAW,CAAC,SAAS,CAAC,CAAC;AAC9C,IAAA,MAAM,YA AY,GAAG,EAAC,KAAK,EAAE,KAAK,EAAE,OAAO,EAAE,OAAO,EAAE,UAAU,EAAE,SAAS,EAAE,EAAC,CAAC;;AAG9E,IAAA,KAAA,CAAC,WAAW ,CAAC,IAAI,EAAE,IAAI,EAAE,IAAI,EAAE,MAAM,EAAE,CAAC,CAAC,CAAC;;IAIXD,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,gBAAgB,EA AE,CAAC,YAAY,CAAC,CAAC,CAAC;AAErE,IAAA,OAAO,KAAK,CAAC;AACf,CAAC;AAED;;;AAGG;AACa,SAAA,mBAAmB,CAC[C,IAAY,EACZ,OA
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AM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AACH,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAaxE,IAA
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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 {dispatchFakeEvent} from './dispatch-events';\n\nfunction element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (!eventFired) {\n element.addEventListener(event, handler);\n element[event]();\n element.removeEventListener(event, handler);\n if (!eventFired) {\n element.removeEventListener(event, handler);\n if (!eventFired) {\n element.removeEventListener(event, handler);\n if (!eventFired) {\n element.removeEventListener(event, handler);\n e dispatchFakeEvent(element, event);in \in\in\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) {in 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 incrementallnputTypes = new Set([\n 'text',\n == 'textarea';\n}\n\n/**\n * If keys have been specified, focuses 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 * ff 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 typelnElement(\n element: HTMLElement,\n modifiers: ModifierKeys,\n ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\nexport function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {In const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | {keyCode?: number; key?: string})[];\n if (in first !== undefined &&\n typeof first !== 'string' &&\n first.keyCode === undefined &&\n first.key === undefined\n) {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers = {};\n rest = modifiersAndKeys;\n }\n const isInput = isTextInput(element);\n const inputType = element.getAttribute('type') || 'text';\n const keys: {keyCode?: number; key?: string}[] = rest\n .map(k =>\n typeof k === 'string'\n ? k.split(").map(c => ({keyCode: c.toUpperCase().charCodeAt(0), key: c}))\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 In // is that for some input types, the browser won't allow for an invalid value to be set via the\(\text{ln}\) invalue property which will always be the case when going character-by-character if we detect\(\text{ln}\) is such an input, we have to set the value all at once or listeners to the `input` event (e.g.\(\text{ln}\) if the `ReactiveFormsModule` uses such an approach) won't receive the correct value.\(\text{ln}\) const enterValueIncrementally =\(\text{ln}\) inputType === 'number'\(\text{ln}\)? If the value can be set character by character in number inputs if it doesn't have any decimals.\(\text{ln}\) keys.every(key => key.key !== '.' && key.key !== '.' && key.keyCode !== PERIOD)\(\text{ln}\) : 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 || "), ");In }In\n for (const key of keys) {In dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n dispatchKeyboardEvent(element, 'keydown', key.keyCode, key.key, modifiers);\n if (isInput && key.key && key.key.length === 1) {In if (enterValueIncrementally) {In (element as HTMLInputElement | HTMLTextAreaElement).value += key.key;\n dispatchFakeEvent(element, 'input');\n }\n }\n h }\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 * @docsprivate\n */Inexport 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 this source code is governed by an Mil-style license that can bein * found in the LICENSE file at https://angular.io/license\n*/\n\n// Inese 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 './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\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 dispatchPointerEvent,\n isTextInput,\n triggerBlur,\n triggerBlocus,\n typeInElement,\n dispatchEvent,\n dispatchEvent,\n dispatchPointerEvent,\n | \frac{\n}{\n} \fra events';\n\n/** Maps 'TestKey' constants to the 'keyCode' and 'key' values used by native browser events. */\nconst keyMap = {\lambda | [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'},\in [TestKey.ALT]: {keyCode: keyCodes.ALT, key: 'Alt'},\in [TestKey.ESCAPE]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_UP]: {keyCodes.PAGE_UP, key: 'PageUp'},\in [TestKey.PAGE_ 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'},\in [TestKey.LEFT_ARROW]: {keyCode: keyCodes.LEFT_ARROW, key: 'ArrowLeft'},\in [TestKey.UP_ARROW]: {keyCode: keyCode: keyCode: keyCodes.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowDown'},\in [TestKey.DOWN_ARROW]: {keyCode: keyCodes.DOWN_ARROW, key: 'ArrowDown'},\in [TestKey.DOWN_ARROW]: {keyCode: keyCodes.DOWN_ARROW, key: 'ArrowDown'},\in [TestKey.DOWN_ARROW]: {keyCodes.DOWN_ARROW, keyCodes.DOWN_ARROW, keyCodes.DOWN_ARROW, keyCodes.DOWN_ARROW]: {keyCodes.DOWN_ARROW, keyCodes.DOWN_ARROW, NSERT]: {keyCode: keyCodes.INSERT, key: 'Insert'},\n [TestKey.DELETE]: {keyCode: keyCodes.DELETE, key: 'Delete'},\n 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)`

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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>,in /**in * Click the element at the specified coordinates relative to the top-left of the element.in *
@param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n click(relativeX: number, relativeY: number,
modifiers?: ModifierKeys): Promise<void>;\n async click(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n 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 clickingin *\n rightClick(relativeX: number, relativeY: number, modifiers?:
ModifierKeys): Promise<void>;in async rightClick(in ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?] | Promise<void> {in await this._dispatchMouseEventSequence('contextmenu', args, 2);in await this._stabilize();in }\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>
(in this._dispatchPointerEventIfSupported('pointerenter'); in dispatchMouseEvent(this.element, 'mouseover'); in
dispatchMouseEvent(this.element, 'mouseenter'); In await this._stabilize(); In }In\n /** Moves the mouse away from the element. */In async
mouseAway(): Promise<void> {In this._dispatchPointerEventIfSupported('pointerleave');In dispatchMouseEvent(this.element, 'mouseout');In
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>\in | **\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 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 \frac{\text{*\n'}}{\text{*\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> {In 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; In }InIn /** Gets the value for the given attribute from the element. */In async getAttribute(name: string):
Promise<string | null> {\n await this._stabilize();\n return this.element.getAttribute(name);\n }\n\n /** Checks whether the element has the given
class. */In async hasClass(name: string): Promise<boolean> {In await this._stabilize();In return this.element.classList.contains(name);In }InIn
/** 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; In const options = this.element.querySelectorAll('option'); In const indexes = new Set(optionIndexes); // Convert to a set to
remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
'change');in }\n }\n\n if (hasChanged) {\n await this._stabilize();\n }\n }\n\n /** Checks whether this element matches the given selector. */\n
async matchesSelector(selector: string): Promise<br/>boolean> {\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 _dispatchPointerEventlfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?: number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also n // need to support Safari 12 at time of writing. Safari 12 does not have support for this, n // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
true.\n button,\n });\n }\n \n\n * Dispatches all the events that are part of a mouse event sequence\n * and then emits a given primary event
at the end, if 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;
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\n // Round the computed click position as decimal pixels are not\n
number); n offsetY = args[0] ==
// supported by mouse events and could lead to unexpected results.in clientX = Math.round(left + offsetX);in 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',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,in offsetY,in button,in modifiers,in );in }ini / This call to _stabilize should not be needed since the callers will already do that them-in // selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigatedin // why removing breaks those tests.in // See: https://github.com/angular/components/pull/20758/files#r520886256.in await this._stabilize();in }in]in","/**in * @licensein * Copyright Google
LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In from '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport
TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */\nexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements.
*/\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 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>) {\ln}
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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._taskBilizeCallback = () => this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n /** Creates a `HarnessLoader` rooted at the given
fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options); In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el element;\n }\n
throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\n }\n\n /**\n * Creates an instance of the given harness
type, using the fixture's root element as the\n * harness's host element. This method should be used when creating a harness for the root
element\n * of a fixture, as components do not have the correct selector when they are created as the root\n * of the fixture.\n */\n static async
harnessForFixture<T extends ComponentHarness>(\n fixture: ComponentFixture<unknown>,\n harnessType:
ComponentHarnessConstructor<T>,\n options?: TestbedHarnessEnvironmentOptions,\n): Promise<T> {\n const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.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. In */In async forceStabilize(): Promise<void> (in if (!disableAutoChangeDetection) (In 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
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":
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```

,IAAI,EAAE;;AAER,YAAA,MAAM,CAAC,MAAM,CAAC,KAAK,EAAE,IAAI,CAAC,CAAC;SAC5B;AAED,QAAA,aAAa,CAAC,IAAI,CAAC,OAAO,EAAE ,KAAK,CAAC,CAAC;AACnC,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;KACzB;AAED;;;;;;AAMG;IACK,gCAAgC,CACtC,IAAY,EACZ,OAAgB,E AChB,OAAgB,EAChB,OAAgB,EAChB,OAAgB,EAChB,MAAe,EAAA;;;;;AAMf,QAAA,IAAI,OAAO,YAAY,KAAK,WAAW,IAAI,YAAY,EAAE;AACvD,YA AA,0BAA0B,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE;AAC3E,gBAAA,SAAS,EAAE,IAAI; gBACf,MAAM;AACP,aAAA,CAAC,CAAC;SACJ;KACF;AAED;;;AAGG;AACK,IAAA,MAAM,2BAA2B,CACvC,gBAA+B,EAC/B,IAAmF,EACnF,MAAe, ĔAAA;QAEf,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAuB,SAAS,CAAC;QAC5C,IAAI,O C,IAAI,GAAG,OAAO,CAAC,CAAC;YACrC,OAAO,GAAG,IAAI,CAAC,KAAK,CAAC,GAAG,GAAG,OAAO,CAAC,CAAC;SACrC;AAED,QAAA,IAAI,CA AC, gCAAgC, CACnC, aAAa, EACb, OAAO, EACP, OAAO, EACP, OAAO, EACP, OAAO, EACP, MAAM, CACP, CAAC; AACF, QAAA, kBAAkB, CAChB, IAAI, C AAC,OAAO,EACZ,WAAW,EACX,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;AACF,QAAA,IAAI,CAAC, gCAÁgC,CÁAC,WAAW,EÁAE,OÁAO,EÁAE,OÁAO,EÁAE,OÁAO,EÁAE,OÁAO,EÁAE,MAAM,CAAC,ĆÁAC;ÁAC/F,QAAA,KBAAKÈ,CAĆhB,IÁAI,CA ĂC,OĂAO,EACZ,SAAS,EACT,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;;AAGF,QAAA,IAAI,gBAAgB, KAAK,IAAI,EAAE;AAC7B,YAAA,kBAAkB,CAChB,IAAI,CAAC,OAAO,ÉACZ,gBAAgB,EAChB,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP ,MAAM,EACN,SAAS,CACV,CAAC;SACH;;;;;AAMD,QAAA,MAAM,IAAI,CAAČ,UAAŬ,EAAE,CAAC;KACzB;AACF;;AChXD;AACA,MAAM,yBAAyB,G ÁAqC;ÁACIE,ÍAAA,ÓAAO,ÉAAE,ĆAAC,QÁAgB,EÁÀE,IAAa,KAAK,IAÁI,CAAĆ,gBAAgB,CAAC,QAAQ,CAAC;CAC9E,CAAC;AAEF;AACA,IAAI,0B AA0B,GAAG,KAAK,CAAC;AAEvC;;AAEĞ;AĀCH,MAAM,cAAc,GAAG,IAAI,GAAĞ,EAĀ6B,CAAC;AAE5D;;;AAGG;AACH,SAAS,uCAAuC,CAAC,O AAKC,EAAA;AACjF,IAAA,IAAI,CAAC,CAAc,CAAC,IAAI,EAAE;QACxB,+BAA+B,CAAC,CAAC,EAAC,UAAU,EAAE,kBAAKB,EAAC,KAAI;YACnE,0B AA0B,GAAG,UAAU,CAAC;YACxC,IAAI,kBAAkB,EAAE;gBACtB,OAAO,CAAC,GAAG,CAAC,KAAK,CAAC,IAAI,CAAC,cAAc,CAAC,CAAC,GAAG,C AAC,aAAa,CAAC,CAAC,CAAC,IAAI,CAAC,kBAAkB,CAĀC,CAAC;aACrF;AACH,SAAC,CAAC;CAAC;KACJ;AACD,IAAA,cAAc,CAAC,GAAG,CAA C,OAAO,CAAC,CAAC;AAC9B,CAAC;AAED;;;AAGG;AACH,SAAS,yCAAYC,CAAC,OAAKC,EAAA;AACnF,IAAA,cAAc,CAAC,MAAM,CAAC,OAAO, CAAC,CAAC;AAC/B,IAAA,IAAI,CAAC;AAC,CAAC,IAAI,EAAE;AACXB,QAAA,qCAAQC,EAAE,CAAC;KACZC;AACH,CAAC;AAED;AACA,SAAS,iB AAIB,GAAA;IACXB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,GAAG,CAAC,UBAAUB,CAAC,IAAI,IAAI,CAAC;AACBD,CAAC;AAED;;;;AAED;AACH,EAAE,a AAa,CAAC,OAAkC,EAAA;IAC7D,OAAO,CAAC,aAAa,EAAE,CAAC;IACxB,IAAI,iBAAiB,EAAE,EAAE;AACvB,QAAA,KAAK,EAAE,CAAC;KACT;SA AM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AACH,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAaxE,IAA A,WAAA,CACE,cAAUB,EACf,QAAmC,EAC3C,OAAOC,EAAA;QAE1C,KAAK,CAAC,CAAC,CAAC;QAHd,IAAQ,CAAA,QAAA,GAAR,QAAQ,C AA2B;;QAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC;QAIBzB,IAAI,CAAC,QAAQ,GAAG,EAAC,GAAG,YBAAYB,EAAE,GAAG,OAAO,EAAC,CAAC ;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,wBAAwB,CAAC,KAAK,EAAE,CAAC;QACnD,IAAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,cAAc,EAAE ,CAAC;QÃCtD,uCAÁuC,CÁAC,QÁAQ,CÁAC,CAAĆ;AACID,QAAÁ,QAAQ,CAAĆ;YAAY,CAAĆ,SAAŚ,CAAC,MAAK;YACnc,yCAAyC,CÁAC,QAAQ, CAAC,CAAC;AACpD,YAAA,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC;AACZB,SAAC,CAAC,CAAC;KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAKC,Ë ACIC,OAA0C,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;KAC/E;AAED;;;AAGG;AAC H,IAAA,OAAO,KBAAKB,CACvB,OAAKC,EACIC,OAAOC,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,QAAQ,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO, CAAC,CAAC;KACvE;;IAGD,OAAO,gBAAgB,CAAC,EAAe,EAAA,AACrC,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACjC,OAAO,EAAE,CAAC,OAAO,C AAC;SACnB;AACD,QAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAAC;KAClF;AAED;;;;;AAKG;IACH,aAAa,iBAAiB,CAC5B,OAAkC,EAClC,WAA2 C,EAC3C,OAA0C,EAAA;AAE1C,QAAA,MAAM,WAAW,GAAG,IAAI,yBAAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;A AC3F,QAAA,MAAM,WAAW,CAAC,CAAC,EAAE,CAAC;QACnC,OAAO,WAAW,CAAC,sBAAsB,CAAC,WAAW,EAAE,OAAO,CAAC,aAAa,CAAC,CAA Ae,GAAA;QACvB,OAAO,QAAQ,CAAC,IAAI,CAAC;KACtB;;AAGS,IAAA,IBAAIB,CAAC,OAAgB,EAAA;QAC1C,OAAO,IAAI,eAAe,CAAC,ÓAAO,EA AE,IAAI,CAAC,KBAAKB,CAAC,CAAC;KAC9D;;AAGS,IAAA,IBAAIB,CAAC,OAAgB,EAAA;AAC1C,QAAA,OAAO,IAAI,YBAAYB,CAAC,OAAO,EAAE ,IAAI,CAAC,QAAQ,EAAE,IAAI,CAAC,QAAQ,CAAC,CAAC;KAC7E;AAED;;AAEG;IACO,MAAM,IBAÀIB,CAAC,QAAgB,EAAÁ;AAChD,QAAA,MAAM ÍJAAÍ,CAAC, CAAC,EAAE,CAAC;AAC5B,QAÁA,OAÁO,KAÁK,CAAĆ,IAAI,ĆAAC,IÁAI,CÁAC,QÁAQ,CAÁC,OAÁÒ,CĂAĆ,QAAQ,EAAE,IÀAI,CAAC,c AAc,CAAC,CAAC,CAAC;KACzE;AACF;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n*/\n\nimport {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. */inconst 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.in * @docs-private\n */Inexport function isTextInput(element: Element): element is HTMLInputElement | HTMLTextAreaElement {In const nodeName = element.nodeName.toLowerCase();\n return nodeName === 'input' || nodeName === 'textarea';\n}\n\n/**\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing.\n * @param element Element onto which to set the value.\n * @param keys The keys to send to the element.\n * @docs-private\n */\nexport function typeInElement(\n element: HTMLElement, In ...keys: (string | {keyCode?: number; key?: string})[]\n): void;\n\n/**\n * If keys have been specified, focuses an input, sets its value and dispatches\n * the `input` event, simulating the user typing in * @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): $void; lnlnexport function typeInElement(element: HTMLElement, ...modifiersAndKeys: any[]) {ln const first = modifiersAndKeys[0]; ln let$ 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 = first;\n rest = modifiersAndKeys.slice(1);\n } {};In rest = modifiersAndKeys;In }In const isInput = isTextInput(element);In const inputType = element.getAttribute('type') || 'text';In 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 /I Throw an error if no keys have been specified. Calling this function with no\n /I 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.keyCo 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 }\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 * Clears the text in an input or textarea element.\n * @docsprivateln */nexport function clearElement(element; input/);in]http://influence.influen 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-

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events';\ln^* Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. *\ln +\ln +\ln
 [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.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: '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.F8, key: 'F6'},\n [TestKey.F6]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F6]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F6]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F9]: {keyCode: keyCodes.F8, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F6]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F1]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, key: 'F8'},\n [TestKey.F8]: {keyCode: keyCodes.F1, keyCode: key
 {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\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 element s center. "\n' click (location: center, modifierSeys): Promise<void>;\n /**\n * Click the element at the element s center. "\n' click (location: center, modifierSeys): Promise<void>;\n /**\n * Click the element at the element s center. "\n' click (location: center, modifierSeys): Promise<void>;\n *\n * 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, modifierSeys): 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);in await this._stabilize();in }\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> {In await this._dispatchMouseEventSequence('contextmenu', args, 2);In await this._stabilize();In }In\n /** Focus the element.
 */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this._stabilize();\n }\n\n /** Get the computed value
 of the given CSS property for the element. */\n async getCssValue(property: string): Promise<string> {\n await this._stabilize();\n //
 TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return
getComputedStyle(this.element).getPropertyValue(property);\n }\n\n /** Hovers the mouse over the element. */\n async hover(): Promise<void>{\n this._dispatchPointerEventlfSupported('pointerenter');\n dispatchMouseEvent(this.element, 'mouseover');\n
dispatchMouseEvent(this.element, 'mouseenter');\n await this._stabilize();\n }\n\ /** 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)[1]): Promise<void>;\n /**\n * Sends
 the given string to the input as a series of key presses. Also fires input eventsin * 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> {In 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> {In const contenteditableAttr = await this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr
this.element.getBoundingClientRect();\n }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
 Promise<T> {In await this._stabilize(); \n return (this.element as any)[name]; \n }\n\n /** Sets the value of a property of an input. */\n async
setInputValue(value: string): Promise<void> {In (this.element as any).value = value; In await this._stabilize(); In }In\In \frac{1}{2} \text{Nn} \text{ | Selects the options at the specified indexes inside of a native `select` element. */In async selectOptions(...optionIndexes: number[]): Promise<void> {In let
 hasChanged = false;\n const options = this.element.querySelectorAll('option');\n const indexes = new Set(optionIndexes); // Convert to a set to
 remove duplicates.\n\n for (let i = 0; i < options.length; i++) {\n const option = options[i];\n const wasSelected = option.selected;\n\n // We have
 to go through `option.selected`, because `HTMLSelectElement.value` doesn't\n // allow for multiple options to be selected, even in `multiple`
 mode.\n option.selected = indexes.has(i);\n\n if (option.selected !== wasSelected) {\n hasChanged = true;\n dispatchFakeEvent(this.element,
 'change');in }\n }\n\n if (hasChanged) {\n`await this._stabilize();\n }\n }\n\n /** Checks whether this element matches the given selector. */\n
 async matchesSelector(selector: string): Promise<br/>boolean> {\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 /\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 I/
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n dispatchEvent(this.element, event);\n await this._stabilize();\n }\n\n /**\n * Dispatches a pointer event on the current element if the browser
supports it.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n *\n private _dispatchPointerEventlfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?: number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
 Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
 does not have support for this, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
 PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
 true, In button, In }}, In }In }In In /**In * Dispatches all the events that are part of a mouse event sequence In * and then emits a given primary event
 at the end, if speciifed.\n */\n private async _dispatchMouseEventSequence(\n primaryEventName: string | null,\n args: [ModifierKeys?] |
 [ˈcenterˈ, 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 = {}; \\ | h|n if (args.length && typeof args[args.length - 1] === 'object') {} n modifiers = args.pop() as <math>ModifierKeys; \\ | h|n | modifiers = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierKeys; \\ | h|n | modifierS = args.pop() as <math>ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() as ModifierS = args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args.pop() args
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 /\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 {observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nimport {observable} from 'rxjs';\nim
{Component-ixture, musn} from '@angular/core/testing';\nimport {Observable; from 'rxjs';\nimport {takewnile} from 'rxjs';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\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\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:
\overline{C}omponentFixture<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);In }\n });In }\n activeFixtures.add(fixture);In}\n\n/**\n *
Uninstalls a handler for change detection batching status changes for a specific fixture. In * @param fixture The fixture to stop handling
change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
activeFixtures.delete(fixture); In if (!activeFixtures.size) {In stopHandlingAutoChangeDetectionStatus(); In }In}InIn!** Whether we are currently in
the fake async zone. */\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: Components) {\n fixture.detectChanges();\n if (isInFakeAsyncZone()) {\n flush();\n } else {\n await
Observable that emits whenever the test task state changes. */In private _taskState: Observable<TaskState>;InIn /** The options for this environment. */In private _options: TestbedHarnessEnvironmentOptions;InIn /** Environment stabilization callback passed to the created test
elements. */\n private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: Element,\n private _fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n this._options =
  ...defaultEnvironmentOptions, ...options};\n this._taskState = TaskStateZoneInterceptor.setup();\n this._stabilizeCallback = () =>
this.forceStabilize();\n installAutoChangeDetectionStatusHandler(_fixture);\n _fixture.componentRef.onDestroy(() => {\n
uninstallAutoChangeDetectionStatusHandler(_fixture);\n this._destroyed = true;\n });\n }\n\n }\n\n }\n* Creates a `HarnessLoader` rooted at the given fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options); In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }InIn /** 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');\ln }\ln\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> {\in const environment = new
TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);\n await environment.forceStabilize();\n return
environment.createComponentHarness(harnessType, fixture.nativeElement);\n }\n\n /**\n * Flushes change detection and async tasks captured
in the Angular zone.\n * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases where it is
needed to fully flush animation events. In */In async forceStabilize(): Promise<void> (in if (!disableAutoChangeDetection) (In 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 thein // 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;in }Inin /** Creates a `TestElement' from a raw element. */In protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n \\n\n \parallel{1}*\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
[],"mappings":
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gBACf,MAAM;AACP,aAAA,CAAC,CAAC;SACJ;KACF;AAED;;;AAGG;AACK,IAAA,MAAM,2BAA2B,CACvC,gBAA+B,EAC/B,IAAMF,EACnF,MAAe,
EAAA;QAEf,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,CAAC,MA AM,GAAG,CAAC,CAAC,KAAK,QAAQ,EAAE;AAC5D,YAAA,SAAS,GAAG,IAAI,CAAC,GAAG,EAAKB,CAAĆ;SACxC;AAED,QAAA,IAAI,IAAI,CAAC, MAAM,EAAE;AACf,YAAA,MAAM,EAAC,IAAI,EAAE,GAAG,EAAE,KAAK,EAAE,MAAM,EAAC,GAAG,MAAM,IAAI,CAAC,aAAa,EAAE,CAAC;YAC9D ,OAAO,GAAG,IAAI,CAAC,CAAC,CAAC,KAAK,QAAQ,GAAG,KAAK,GAAG,CAAC,GAAI,IAAI,CAAC,CAAC,CAAY,CAAC,YACJE,OAAO,GAAG,IAAI, ĆAAC,ĆAAC,ĆAAĆ,KAAK,QAAQ,GAAG,MAAM,GAĂG,CAAĆ,GAA(,IAAI,ĆAAC,ĆAAC,ĆAAĆ,;;;YAIIÉ,OAAO,GAÁG,IAAI,CAAĆ,KAAK,ĆAA C,IAAI,GAAG,OAAO,CAAC,CAAC;YACrC,OAAO,GAAG,IAAI,CAAC,KAAK,CAAC,GAAG,GAAG,OAAO,CAAC,CAAC;SACrC;AAED,QAAA,IAAI,CA AC,gCAAgC,CACnC,aAAa,EACb,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,CACP,CAAC;AACF,QAAA,kBAAkB,CAChB,IAAI,C AAC,OAAO,EACZ,WAAW,EACX,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;AACF,QAAA,IAAI,CAAC, gCAAgC,CAAC,WAAW,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,MAAM,CAAC,CAAC,AAC/F,QAAA,kBAAkB,CAChB,IAAI,CA AC,OAAO,EACZ,SAAS,EACT,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,EACN,SAAS,CACV,CAAC;;AAGF,QAAA,IAAI,gBAAgB, KAAK,IAAI,EAAE;AAC7B,YAAA,kBAAkB,CAChB,IAAI,CAAC,OAAO,EACZ,gBAAgB,EAChB,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP ,MAAM,EAĆN,SAÁS,CACV,CAAĆ;SACH;;;;;AAMĎ,QAÁA,MAÁM,IAÁI,CAAČ,UAAŬ,ÉAAE,CÁAC;KÁCzB;ÁACF;;ÁChXĎ;AACÁ,MAÁM,yBAÁYB,G AAqC;AACIE,IAAA,OAAO,EAAE,CAAC,QAAgB,EAÁE,IAAa,KAAK,IAAI,CAAC,gBAAgB,CAAC,QAAQ,CAAC;CAC9E,CAAC;AAEF;AACA,IAAI,0B AAC, AAA, CÁAC, CÁAC, CÁAC, IAÁI, CÁAC, KBAÁKB, CÁĂC, CAAĆ; AACH, SAAĆ, CAAĆ, CAAĆ, KAĆJ; AAĆD, IAÁA, CAÁC, CAAĆ, GAÁG, GAÁ C,OÁAO,CÁAC,CÁAC;ÁAC9B,CÁAC;AAED;;;AAGG;AACH,SAAS,yCAAYC,CÁAC,OAÁKC,EÁAA;AACHF,IÁAA,CÁAC,CÁAC,MAAM,CÁAC,OAAO, CAAC,CAAC;AAC/B,IAAA,IAAI,CAAC,CAAC,CAAC,IAAI,EAAE;AACxB,QAAA,qCAAqC,EAAE,CAAC;KACzC;AACH,CAAC;AAED;AACA,SAAS,iB AAIB,GAAA;IACXB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,CAAC,uBAAuB,CAAC,IAAI,IAAI,CAAC;AAC5D,CAAC;AAED;;;AAGG;AACH,eAAe,a AAa,CAAC,OAAkC,EAAA;IAC7D,OAAO,CAAC,aAAa,EAAE,CAAC;IACxB,IAAI,iBAAiB,EAAE,EAAE;AACvB,QAAA,KAAK,EAAE,CAAC;KACT;SA AM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AACH,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAaxE,IAA A,WAAA,CACE,cAAuB,EACf,QAAmC,EAC3C,OAA0C,EAAA;QAE1C,KAAK,CAAC,cAAC,CAAC,CAAC,QAHd,IAAQ,CAAA,QAAA,GAAR,QAAQ,C AA2B;;QAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC;QAIBzB,IAAI,CAAC,QAAQ,GAAG,EAAC,GAAG,yBAAyB,EAAE,GAAG,OAAO,EAAC,CAAC ;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,wBAAwB,CAAC,KAAK,EAAE,CAAC;QACnD,IAAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,cAAc,EAAE ,CAAC;QACtD,uCAAuC,CAAC,QAAQ,CAAC,CAAC;AACID,QAAA,QAAQ,CAAC,YAAY,CAAC,SAAS,CAAC,MAAK;YACnC,yCAAyC,CAAC,QAAQ, CAAC,CAAC;AACpD,YAAA,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC;AACzB,SAAC,CAAC,CAAC;KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAkC,E ACIC,OAA0C,EAAA;QAE1C,OAAO,IAAI,yBAAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;KAC/E;AAED;;;AAGG;AAC C;KAC/E;AAED;;;;AAIG;AACH,IAAA,MAAM,cAAc,GAAA;QACIB,IAAI,CAAC,0BAA0B,EAAE;AAC/B,YAAA,IAAI,IAAI,CAAC,UAAU,EAAE;AACnB, gbaaa,maam,kaak,caac,yeaaye,caac,caac;aacxf;aaed,yaaa,maam,aaaa,caac,iaai,caac,qaaq,caac,caac;sacpc;kacf;aaed ;;;aagg;aach,iaaa,maam,0baa0b,gaaa;;;;;;qao9b,iaai,ibaaib,eaae,eaae;aacvb,yaaa,kaak,eaae,caac;sact;;;;;qamd,maam,ia ai,caac,uaau,caac,iaai,caac,saas,caac,kaak,iaai,caac,kaak,caac,maam,caac,caac,caac,saas,eaae,caac;kac3e;;iags,ea Ae,GAAA;QACvB,OAAO,QAAQ,CAAC,IAAI,CAAC;KACtB;;AAGS,IAAA,IBAAIB,CAAC,OAAgB,EAAA;QAC1C,OAAO,IAAI,eAAe,CAAC,OAAO,EA AE,IAAI,CAAC,KBAAKB,CAAC,CAAC;KAC9D;;AAGS,IAAA,iBAAIB,CAAC,OAAgB,EAAA;AAC1C,QAAA,OAAO,IAAI,yBAAyB,CAAC,OAAO,EAAE ,IAAI,CAAC,QAAQ,EAAE,IAAI,CAAC,QAAQ,CAAC,CAAC;KAC7E;AAED;;AAEG;IACO,MAAM,IBAÀIB,CAAC,QAAgB,EAAA;AAChD,QAAA,MAAM ,IAAI,CAAC,CAAC,EAAE,CAAC,AAC5B,QAAA,OAAO,KAAK,CAAC,IAAI,CAAC,IAAI,CAAC,QAAQ,CAAC,OAAO,CAAC,QAAQ,EAAE,IAAI,CAAC,c AAc,CAAC,CAAC,CAAC;KACzE;AACF;;;;"}

```
[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 *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_dispatchPointerEvent(flypointerenter);\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element,
the mouse away from the element. */\n async mouseAway(): \Promise<\void> \{\n this._dispatchPointerEventlfSupported('pointerleave');\n dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseout');\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 typelnElement(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 \/ \n* Gets the value for the given attribute from the element. */\n async getAttribute(name: string): Promise<string | null> \\n\n await
this._stabilize();\n return this.element.getAttribute(name);\n \\n\n /** Checks whether the element has the given class. */\n async
hasClass(name: string): Promise<boolean> {\n await this. stabilize();\n return this.element.classList.contains(name);\n }\n\n /** Gets the
dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> (In await this._stabilize(); In return (this.element as any)[name]; In }InIn /** Sets the value of a property of an input. */In async
setInputValue(value: string): Promise<void> {\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\n /** Checks whether this element matches the given selector. */\n async matchesSelector(selector: string): Promise<br/>boolean> {\n await this._stabilize();\n const elementPrototype = Element.prototype as any;\n
return (elementPrototype['matches'] || elementPrototype['msMatchesSelector']).call(in this.element,in selector,in );in }In\n /** Checks whether the element is focused. */in async isFocused(): Promise<br/>boolean> {\n await this._stabilize();\n return document.activeElement ===
this.element;\n \\n\n /**\n * Dispatches an event with a particular name.\n * @param name Name of the event to be dispatched.\n */\n async
dispatchEvent(name: string, data?: Record<string, EventData>): Promise<void> {\n const event = createFakeEvent(name);\n\n if (data) {\n ||
tslint:disable-next-line:ban Have to use `Object.assign` to preserve the original object.\n Object.assign(event, data);\n }\n\n
dispatchEvent(this.element, event); In await this._stabilize(); In }\n\n /**\n * Dispatches a pointer event on the current element if the browser
supports it.\n * @param name Name of the pointer event to be dispatched.\n * @param clientX Coordinate of the user's pointer along the X axis.\n * @param clientY Coordinate of the user's pointer along the Y axis.\n * @param button Mouse button that should be pressed when
dispatching the event.\n */\n private _dispatchPointerEventlfSupported(\n name: string,\n clientX?: number,\n clientY?: number,\n offsetX?:
number,\n offsetY?: number,\n button?: number,\n ) {\n // The latest versions of all browsers we support have the new `PointerEvent` API.\n //
Though since we capture the two most recent versions of these browsers, we also\n // need to support Safari 12 at time of writing. Safari 12
does not have support for this,\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 * 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?],In button?: number,In ) {In let clientX: number | undefined = undefined;In let
clientY: number | undefined = undefined;\n let offsetX: number | undefined = undefined;\n let offsetY: number | undefined = undefined;\n let
modifiers: ModifierKeys = \{\}; \\ ln if (args.length \&\& typeof args[args.length - 1] === 'object') \{ln modifiers = args.pop() as ModifierKeys; \\ ln \}ln ln === 'object') \{ln modifier = args.pop() as ModifierKeys; \\ ln \}ln ln === 'object') \{ln modifier = args.pop() as ModifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys = args.pop() as ModifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys = args.pop() as ModifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys = args.pop() as ModifierKeys; \\ ln \}ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln === 'object') \{ln modifierKeys; \\ ln \}ln ln == 'object') \{ln modifierKeys; \\ ln \}ln ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKeys; \\ ln modifierKey
if (args.length) {\n const {\left, top, width, height} = await this.getDimensions();\n offsetX = args[0] === 'center' ? width / 2 : (args[0] as
| (a) scientify (ii) constrict, top, which, neight / 2 await this.getblinishing); in offsetY = args[0] === 'center' ? height / 2 : (args[1] as number); in offsetY = args[0] === 'center' ? height / 2 : (args[1] as number); in offsetY = args[0] === 'center' ? height / 2 : (args[1] as number); in he computed click position as decimal pixels are not in supported by mouse events and could lead to unexpected results. In clientX = Math.round(left + offsetX); in clientY = Math.round(top +
offsetY);\n }\n\this._dispatchPointerEventifSupported(\n'pointerdown',\n clientX,\n clientY,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n dispatchMouseEvent(\n this.element,\n'mousedown',\n clientX,\n offsetX,\n offsetY,\n button,\n modifiers,\n );\n
dispatchMouseEventlfSupported('pointerup', clientX, clientY, offsetX, offsetY, button); in dispatchMouseEventl(h this.element, in 'mouseup', in clientX, in clientY, in offsetX, in offsetX, in mouseup', in clientX, in clientY, in offsetX, in offsetX, in offsetX, in offsetX, in mouseup', in clientX, in clientY, in offsetX, in offsetX, in offsetX, in offsetX, in mouseup', in clientX, in clientX, in offsetX, in offsetX, in offsetX, in offsetX, in mouseup', in clientX, in clientX, in clientX, in offsetX, in offsetX, in offsetX, in offsetX, in mouseup', in clientX, in clientX, in offsetX, in offsetX, in offsetX, in offsetX, in mouseup', in clientX, in clientX, in clientX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in offsetX, in 
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 /\n\n // This call to _stabilize should not be needed since the callers will already do that them-\n //
selves. Nevertheless it breaks some tests in g3 without it. It needs to be investigated\n // why removing breaks those tests.\n // See:
https://github.com/angular/components/pull/20758/files#r520886256.\n await this._stabilize();\n }\n}\n","*\n * @license\n * Copyright Google
LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n handleAutoChangeDetectionStatus,\n
HarnessEnvironment, In HarnessLoader, In stopHandlingAutoChangeDetectionStatus, In TestElement, In from '@angular/cdk/testing'; Inimport
{ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport {UnitTestElement} from './unit-test-element';\n\n/** Options
to configure the environment. */Inexport interface TestbedHarnessEnvironmentOptions {\n /** The query function used to find DOM elements. */In queryFn: (selector: string, root: Element) => Iterable<Element> | ArrayLike<Element>;\n}\n\n/** The default environment options. */\nconst
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {In queryFn: (selector: string, root: Element) => root.querySelectorAll(selector),\n\;\n\n/** Whether auto change detection is currently disabled. */Inlet disableAutoChangeDetection = false;\n\n/**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n */Inconst activeFixtures =
```

```
new Set<ComponentFixture<unknown>>();\n\n/**\n * Installs a handler for change detection batching status changes for a specific fixture.\n *
@param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
\overline{\text{ComponentFixture}} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixture} \text{ComponentFixtur
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\n activeFixtures.add(fixture);\n}\n\n\*\n *
Uninstalls a handler for change detection batching status changes for a specific fixture.in * @param fixture The fixture to stop handling change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n
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 l^{**} 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 {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }InIn /** Gets the native DOM element corresponding to the
given TestElement. */In static getNativeElement(el: TestElement): Element {In if (el instanceof UnitTestElement) {In return el.element; In }In
throw Error('This TestElement was not created by the TestbedHarnessEnvironment'); In }InIn /**In * Creates an instance of the given harness type, using the fixture's root element as the in * 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) {In throw Error('Harness is attempting to use a fixture that has already been destroyed.');In }In\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.in if (isInFakeAsyncZone()) {In flush();in }inin // Wait until the task queue has been drained and the zone is stable. Note thatin // we cannot rely on \"fixture.whenStable\" since it does not catch tasks scheduled\n // outside of the Angular zone. For test harnesses, we want to
ensure that the\n // app is fully stabilized and therefore need to use our own zone interceptor.\n await this. taskState.pipe(takeWhile(state =>
!state.stable)).toPromise();\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): Element {\n return
document.body;\n \\\n\ \n \rightarrow \text{TestElement} from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n \\\n\\\n \rightarrow \text{TestElement} a `\text{HarnessLoader} rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n }\n\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
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```

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gBACf,MAAM;AACP,aAAA,CAAC,CAAC;SACJ;KACF;AAED;;;AAGG;AACK,IAAA,MAAM,2BAA2B,CACVC,gBAA+B,EAC/B,IAAmF,EACnF,MAAe, ĔAAA;QAEf,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,OAAO,GAAUB,SAAS,CAAC;QAC5C,IAAI,O AAO,ĠÀAuB,SAÁS,CAÁC;QAC5C,IAAÍ,SAAS,ĞAAIB,ÉAAÉ,CAAĆ;AAEjĆ,QAAÁ,IAAI,ÍÁÀI,CAÁC,MÁAM,IAÁI,OAAÓ,IAAI,ĆAAC,ÍÀAI,CAÁC,MÁ AM,GAAG,CAAC,CAAC,KAAK,QAAQ,EAAE;AAC5D,YAAA,SAAS,GAAG,IAAI,CAAC,GAAG,EAAkB,CAAC;SACxC;AAED,QAAA,IAAI,IAAI,CAAC, MAAM,EAAE;AACf,YAAA,MAAM,EAAC,IAAI,EAAE,GAAG,EAAE,KAAK,EAAE,MAAM,EAAC,GAAG,MAAM,IAAI,CAAC,aAAa,EAAE,CAAC;YAC9D ,OAAO,GAAG,IAAI,CAAC,CAAC,CAAC,KAAK,QAAQ,GAAG,KAAK,GAAG,CAAC,GAAI,IAAI,CAAC,CAAC,CAAY,CAAC;YACjE,OAAO,GAAG,IAAI, CAAC,CAAC,CAAC,KAAK,QAAQ,GAAG,MAAM,GAAG,CAAC,GAAI,IAAI,CAAC,CAAC,CAAY,CAAC;;;YAIIE,OAAO,GAAG,IAAI,CAAC,KAAK,CAA C,IAAI,GAAG,OAAO,CAAC,CAAC;YACrC,OAAO,GAAG,IAAI,CAAC,KAAK,CAAC,GAAG,GAAG,OAAO,CAAC,CAAC;SACrC;AAED,QAAA,IAAI,CA AC,gCAAgC,CACnC,aAAa,EACb,OAAO,EACP,OAAO,EACP,OAAO,EACP,OAAO,EACP,MAAM,CACP,CAAC;AACF,QAAA,kBAAkB,CAChB,IAAI,C AAČ,OAAŎ,ÉACZ,WAAW,ÉACX,ÓAAO,ÉACP,ÓAAO,ÉACP,ÓAAO,ÉACP,ÓAAO,ÉACP,ÓAAO,ÉACP,MAAM,ÉACN,ŚAAS,ĆACV,ĆÀAC;ÁACF,QAÁA,IAAI,ĆAAĆ, gCAAgC,CAAC,WAAW,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,MAAM,CAAC,CAAC;AAC/F,QAAA,kBAAkB,CAChB,IAAI,CA AAKC,EAAA;AACjF,IAAA,IAAI,CAAC,CAAC,CAAC,IAAI,EAAE;QACxB,+BAA+B,CAAC,CAAC,EAAC,UAAÚ,EAAE,KBAAKB,EAAC,KAAI;YACnE,0B AA0B,GAAG,UAAU,CAAC;YACxC,IAAI,kBAAkB,EAAE;qBACtB,OAAO,CAAC,GAAG,CAAC,KAAK,CAAC,IAAI,CAAC,cAAc,CAAC,CAAC,GAAG,C AAC,AAA,CAAC,CAAC,CAAC,IAAI,CAAC,KBAAKB,CAAC,CAAC;AAC/F;AACH,SAAC,CAAC,CAAC;KACJ;AACD,IAAA,CAAC,CAAC,GAAG,CAA C,OÁAO,CÁAC,CÁAC;AÁC9B,CAAĆ;AAEĎ;;;AAGG;AACH,SAAS,yCAAýC,CAÁC,OAÁKC,EÁAA;AÁCnF,IÁAA,cAÁc,CÁAC,MÁAM,CÁAC,ÓAAO, CAAC,CAAC;AAC/B,IAAA,IAAI,CAAC,cAAc,CAAC,IAAI,EAAE;AACxB,QAAA,qCAAqC,EAAE,CAAC;KACzC;AACH,CAAC;AAED;AACA,SAAS,iB AAIB,GAAA;IACxB,OAAO,IAAK,CAAC,OAAO,CAAC,GAAG,CAAC,uBAAuB,CAAC,IAAI,IAAI,CAAC;AAC5D,CAAC;AAED;;;AAGG;AACH,eAAe,a AAa,CAAC,OAAKC,EAAA;IAC7D,OAAO,CAAC,aAAa,EAAE,CAAC;IACxB,IAAI,iBAAiB,EAAE,AACvB,QAAA,KAAK,EAAE,CAAC;KACT;SA AM;AACL,QAAA,MAAM,OAAO,CAAC,UAAU,EAAE,CAAC;KAC5B;AACH,CAAC;AAED;AACM,MAAO,yBAA0B,SAAQ,kBAA2B,CAAA;AAaxE,IAA A,WAAA,CACE,cAAuB,EACf,QAAmC,EAC3C,OAA0C,EAAA;QAE1C,KAAK,CAAC,cAAC,CAAC,CAAC;QAHd,IAAQ,CAAA,QAAA,GAAR,QAAQ,C AA2B;;QAbrC,IAAU,CAAA,UAAA,GAAG,KAAK,CAAC;QAIBzB,IAAI,CAAC,QAAQ,GAAG,EAAC,GAAG,YBAAYB,EAAE,GAAG,OAAO,EAAC,CAAC ;AAC3D,QAAA,IAAI,CAAC,UAAU,GAAG,WBAAWB,CAAC,KAAK,EAAE,CAAC;QACnD,IAAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,CAAC,EAAE ,CAAC;QACtD,uCAAuC,CAAC,QAAQ,CAAC,CAAC;AACID,QAAA,QAAQ,CAAC,YAAY,CAAC,SAAS,CAAC,MAAK;YACnC,yCAAyC,CAAC,QAAQ, CAAC,CAAC;AACpD,YAAA,IAAI,CAAC,UAAU,GAAG,IAAI,CAAC;AAC;AAC,SAAC,CAAC;KACJ;;AAGD,IAAA,OAAO,MAAM,CACX,OAAKC,E ACIC,OAAOC,EAAA;QAE1C,OAAO,IAAI,YBAAYB,CAAAC,OAAO,CAAC,AAAE,OAAO,HAAE,OAAO,CAAC,CAAC;KAC/E;AAED;;;AAGG;AAC H,IAAA,OAAO,kBAAkB,CACVB,OAAkC,EACIC,OAAOC,EAAA;QAE1C,OAAO,IAAI,YBAAYB,CAAC,QAAQ,CAAC,IAAI,EAAE,OAAO,EAAE,OAAO, CAAC,CAAC;KACVE;;IAGD,OAAO,gBAAgB,CAAC,EAAe,EAAA;AACrC,QAAA,IAAI,EAAE,YAAY,eAAe,EAAE;YACJC,OAAO,EAAE,CAAC,OAAO,C AAC;SACnB;AACD,QAAA,MAAM,KAAK,CAAC,mEAAmE,CAAC,CAAC;KACIF;AAED;;;;;AAKG;IACH,aAAa,iBAAiB,CAC5B,OAAKC,EACIC,WAA2 C,EAC3C,OAA0C,EAAA;AAE1C,QAAA,MAAM,WAAW,GAAG,IAAI,yBAAyB,CAAC,OAAO,CAAC,aAAa,EAAE,OAAO,EAAE,OAAO,CAAC,CAAC;A AC3F,QAAA,MAAM,WAAW,CAAC,cAAc,EAAE,CAAC;QACnC,QACnC,QAAC,QAAC,SBAASB,CAAC,WAAW,EAAE,QAAQ,CAAC,aAAa,CAAC,CAA C;KAĆ/E;AÁED;;;;ÁAIG;AÁCH,IAÁA,MÁAM,cÁAc,GÁAA;QAĆIB,IAÁÍ,CAAĆ,0BAÁÓB,EAAÉ;AAC/B,YAAA,IAAI,IÁAI,CAÁC,UAÁU,EAÁE;AÁĆnB, gBAAA,MAAM,KAAK,CAAC,yEAAyE,CAAC,CAAC;aACxF;AAED,YAAA,MAAM,aAAa,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;SACPC;KACF;AAED ;;;AAGG;AACH,IAAA,MAAM,0BAA0B,GAAA;;;;;;QAO9B,IAAI,iBAAIB,EAAE,EAAE;AACvB,YAAA,KAAK,EAAE,CAAC;SACT;;;;;QAMD,MAAM,IA ÁÍ,CAAC,UAÁU,CAAC,IAAI,ĆAAC,SAÁS,CAÁC,KÃAK,IAÁI,CÁAC,KAÁK,CAÁC,MAÁM,CAÁC,CAÁC,CAÁC,SAÁS,EAÁE,CAÁC,KAC3É;;IAGS,eA Ae,GAAA;QACvB,OAAO,QAAQ,CAAC,IAAI,CAAC;KACtB;;AAGS,IAAA,IBAAIB,CAAC,OAAgB,EAAA;QAC1C,OAAO,IAAI,eAAe,CAAC,OAAO,EA AE,IAAI,CAAC,KBAAKB,CAAC,CAAC;KAC9D;;AAGS,IAAA,iBAAiB,CAAC,OAAgB,EAAA;AAC1C,QAAA,OAAO,IAAI,yBAAyB,CAAC,OAAO,EAAE ,IAÁI,CÁAC,QÁAQ,EAAÉ,IAAI,CAAC,QAAQ,CÁAC,CÁAC;KAC7E;ÁAED;;ÁAEG;IÁCO,MÁAM,IBÁÀIB,CÁAC,QÁAgB,EAAÁ;ÁAChD,QAAA,MAAM ,IAAI,CAAC,cAAc,EAAE,CAAC;AAC5B,QAAA,OAAO,KAAK,CAAC,IAAI,CAAC,IAAI,CAAC,QAAQ,CAAC,OAAO,CÁAC,QAAQ,EAAE,IAAI,CAAC,c AAc,CAAC,CAAC,CAAC;KACzE;AACF;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport * as keyCodes from '@angular/cdk/keycodes';\nimport {\n _getTextWithExcludedElements,\n ElementDimensions,\n ModifierKeys,\n TestElement,\n TestKey,\n TextOptions,\n EventData,\n} from @angular/cdk/testing';\nimport {\n clearElement,\n createFakeEvent,\n dispatchFakeEvent,\n dispatchMouseEvent,\n dispatchPointerEvent,\n isTextInput,In triggerBlur,In triggerFocus,In typeInElement,In dispatchEvent,In} from './fake-events';InIn/** Maps `TestKey` constants to the `keyCode` and `key` values used by native browser events. */Inconst keyMap = {In [TestKey.BACKSPACE]: {keyCode: keyCodes.BACKSPACE, key: 'Backspace'},in [TestKey.TAB]: {keyCode: keyCodes.TAB, key: 'Tab'},in [TestKey.ENTER]: {keyCode: keyCodes.ENTER, key: 'Enter'},in key: 'Backspace'},in [lestkey.IAB]: {keyCode: keyCodes.IAB, key: 'lab'},in [lestkey.ENTER]: {keyCode: keyCodes.ENTER, key: 'chter'},in [Testkey.SHIFT]: {keyCode: keyCodes.ENTER, key: 'Shift'},in [Testkey.CONTROL]: {keyCode: keyCodes.CONTROL, key: 'Control'},in [Testkey.ALT]: {keyCode: keyCodes.ALT, key: 'Alt'},in [Testkey.ESCAPE]: {keyCode: keyCodes.ESCAPE, key: 'Escape'},in [Testkey.PAGE_UP]: {keyCode: keyCodes.PAGE_UP, key: 'PageUp'},in [Testkey.PAGE_DOWN]: {keyCode: keyCodes.PAGE_DOWN, key: 'PageDown'},in [Testkey.END]: {keyCode: keyCodes.END, key: 'End'},in [Testkey.HOME]: {keyCode: keyCodes.HOME, key: 'Home'},in [Testkey.UP_ARROW]: {keyCode: keyCodes.UP_ARROW, key: 'ArrowUp'},in [Testkey.RIGHT_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowDp'},in [Testkey.DOWN_ARROW]: {keyCode: keyCodes.RIGHT_ARROW, key: 'ArrowDown'},in [Testkey.DELETE]: {keyCodes. keyCodes.RI, key: 'Insert'},in [Testkey.DELETE]: {keyCodes. keyCodes.RI, key: 'Insert'},in [Testkey.DELETE]: {keyCodes. keyCodes.RI, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'Insert'},in [Testkey.DELETE]: {keyCodes.RICETE, key: 'RICETE, keyCodes.RICETE, key: 'RICETE, keyCodes.RIC {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'},in [TestKey.F6]: {keyCode: keyCodes.F6, key: F6'},in [TestKey.F7]: {keyCode: keyCodes.F7, key: F7'},in [TestKey.F8]: keyCodes.F9, key: F9, keyCodes.F9, key: F0, keyCodes.F9, key: F0, keyCodes.F9, key: F10; keyCodes.F7, key: F7, key: F10; keyCodes.F1, key: F10; keyCodes.F10, key: F10; keyCodes.F10, key: F10; keyCodes.F10; keyCodes.F11, key: F11; keyCodes.F11, key: F11; keyCodes.F11, key: F11; keyCodes.KeyC 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 (lisTextInput(this.element)) {\n throw Error('Attempting to clear an invalid element');\n }\n clearElement(this.element);\n await this._stabilize();\n In In It is consider using `click('center')` or\n * `click(x, y)` instead.\n */\n click(modifiers?: ModifierKeys): Promise<void>;\n I**\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 I**\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 relative Y 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?] | (ficenter', ModifierKeys?] | [number, ModifierKeys?] | [number, ModifierKeys?] | (ficenter', ModifierKeys?] | [number, ModifierKeys?] | (ficenter', ModifierKeys?] | (ficenter', ModifierKeys?] | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierKeys?) | (ficenter', ModifierK dispatch the `click` event. This is necessary to keep the behavior\n // consistent with an actual user interaction. The click event is not necessarily\n // automatically prevented by the browser. There is mismatch between Firefox and Chromium:\n // https://bugzilla.mozilla.org/show_bug.cgi?id=329509.\n // https://bugs.chromium.org/p/chromium/issues/detail?id=1115661.\n await

```
this._dispatchMouseEventSequence(isDisabled ? null : 'click', args, 0);\n await this._stabilize();\n }\n\n *Right clicks on the element at the
specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n *
@param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n
*/n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] |
['center', ModifierKeys?] | [number, number, ModifierKeys?]\n ): Promise<void> {\n await this._dispatchMouseEventSequence('contextmenu',
args, 2);\n await this_stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n triggerFocus(this.element as HTMLElement);\n await this_stabilize();\n }\n\n /** Get the computed value of the given CSS property for the element. */\n async
getCssValue(property: string): Promise<string> {\n await this_stabilize();\n // TODO(mmalerba): Consider adding value normalization if we run into common cases where its\n // needed.\n return getComputedStyle(this.element).getPropertyValue(property);\n \n\n /** Hovers the mouse
over the element. */\n async hover(): Promise<\void> {\n this_dispatchPointerEvent(flypointerenter);\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element, 'mouseover');\n dispatchMouseEvent(this.element,
the mouse away from the element. */\n async mouseAway(): \Promise<\void> \in this._dispatchPointerEvent(fSupported('pointerleave');\n dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseout');\n dispatchMouseEvent(this.element, 'mouseout');\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
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 typelnElement(this.element as HTMLElement, ...args);\n await this._stabilize();\n }\n\n /**\n * Gets the
text from the element.\n * @param options Options that affect what text is included.\n */\n async text(options?: TextOptions): Promise<string>
{In await this._stabilize();\n if (options?.exclude) {\n return _getTextWithExcludedElements(this.element, options.exclude);\n }\n return (this.element.textContent || '').trim();\n }\n\n /**\n * Sets the value of a `contenteditable` element.\n * @param value Value to be set on the
element.\n */\n async setContenteditableValue(value: string): Promise<void> {\n const contenteditableAttr = await this.getAttribute('contenteditable');\n\n if (contenteditableAttr !== " && contenteditableAttr !== 'true') {\n throw new
Error('setContenteditableValue can only be called on a `contenteditable' element.');\ldots |\ldots | \ldots | \ldots |\ldots | \ldots |\ldots | \ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots |\ldots
this._stabilize();\n return this.element.getAttribute(name);\n \\n\n /** Checks whether the element has the given class. */\n async
hasClass(name: string): Promise<boolean> {\n await this. stabilize();\n return this.element.classList.contains(name);\n }\n\n /** Gets the
dimensions of the element. */\n async getDimensions(): Promise<ElementDimensions> {\n await this._stabilize();\n return
this.element.getBoundingClientRect();in }\n\n /** Gets the value of a property of an element. */\n async getProperty<T = any>(name: string):
Promise<T> (In await this. stabilize(): In return (this element as any) [name]; In } In In /** Sets the value of a property of an input. */In 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(in this.element,in selector,in );in }in ]in /** Checks whether
the element is focused. */\n async isFocused(): Promise<br/>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, in // so we need to conditionally create and dispatch these events based on feature detection. In if (typeof
PointerEvent !== 'undefined' && PointerEvent) {\n dispatchPointerEvent(this.element, name, clientX, clientY, offsetX, offsetY, {\n isPrimary:
true,\n button,\n });\n }\n\n }\n\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); In offsetY = args[0] === 'center'? height / 2 : (args[1] as number); In\n // Round the computed click position as decimal pixels are not\n // supported by mouse events and could lead to unexpected results. In clientX = Math.round(left + offsetX); In clientY = Math.round(top +
offsetY);\n }\n\n this._dispatchPointerEventlfSupported(\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._dispatchPointerEventlfSupported('pointerup', clientX, clientY, offsetX, offsetY, button);\n dispatchMouseEvent(\n this.element,\n
'mouseup',In clientX,In clientY,In offsetX,In offsetY,In button,In modifiers,In );InIn // If a primary event name is specified, emit it after the mouse
event sequence.\n if (primaryEventName !== null) {\n dispatchMouseEvent(\n this.element,\n primaryEventName,\n clientX,\n clientY,\n
offsetX,\n offsetY,\n button,\n modifiers,\n );\n }\n\n /\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
defaultEnvironmentOptions: TestbedHarnessEnvironmentOptions = {\n queryFn: (selector: string, root: Element) =:
root.querySelectorAll(selector),\n};\n\n/** Whether auto change detection is currently disabled. */inlet disableAutoChangeDetection =
false;\n\n\**\n * The set of non-destroyed fixtures currently being used by `TestbedHarnessEnvironment` instances.\n *\nconst activeFixtures = new Set<ComponentFixture<unknown>>();\n\n\**\n * Installs a handler for change detection batching status changes for a specific fixture.\n *
@param fixture The fixture to handle change detection batching for.\n */\nfunction installAutoChangeDetectionStatusHandler(fixture:
ComponentFixture<unknown>) {\n if (!activeFixtures.size) {\n handleAutoChangeDetectionStatus(({isDisabled, onDetectChangesNow}) => {\n
disableAutoChangeDetection = isDisabled;\n if (onDetectChangesNow) {\n
Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow);\n }\n }\n activeFixtures.add(fixture);\n}\n\n*\n *
Uninstalls a handler for change detection batching status changes for a specific fixture. In * @param fixture The fixture to stop handling
change detection batching for.\n */\nfunction uninstallAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {\n}
active Fixtures. delete (fixture); \ln f (!active Fixtures. size) {\n stop Handling Auto Change Detection Status(); \ln \frac{\ln \ln \ln m}{\ln m}
the fake async zone. */Infunction isInFakeAsyncZone() {in return Zone!.current.get('FakeAsyncTestZoneSpec') != null;In}In\In\*\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>) {In fixture.detectChanges();In if (isInFakeAsyncZone()) {In flush();In } else {In await fixture.whenStable();In }In}\n\r* A `HarnessEnvironment` implementation for Angular's Testbed. */Inexport class TestbedHarnessEnvironment
extends HarnessEnvironment<Element> {\n /** Whether the environment has been destroyed. */\n private _destroyed = false;\n\n /** Observable that emits whenever the test task state changes. */\n private _taskState: Observable<TaskState>;\n\n /** The options for this
environment. */\n private _options: TestbedHarnessEnvironmentOptions;\n\n /** Environment stabilization callback passed to the created test
elements. */\n private _stabilizeCallback: () => Promise<\oid>;\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\ /** Creates a `HarnessLoader` rooted at the given
fixture's root element. */\n static loader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options);In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(In fixture: ComponentFixture<unknown>,In options?: TestbedHarnessEnvironmentOptions,In ): HarnessLoader
{\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');in }\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\ln H 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 \rightarrow \text{TestElement} from a raw element. */\n protected createTestElement(element: Element): TestElement {\n return new UnitTestElement(element, this._stabilizeCallback);\n \\\n\\\n \rightarrow \text{TestElement} a `\text{HarnessLoader} rooted at the given raw element. */\n
protected createEnvironment(element: Element): HarnessEnvironment<Element> (In return new TestbedHarnessEnvironment(element,
this._fixture, this._options);\n`}\n\n |**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n
protected async getAllRawElements(selector: string): Promise<Element[]> {In await this.forceStabilize();\n return Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n"],"names":
                         ;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASn
C,IAAA,WAAA,CAAOB,UAA+B,EAAA;QAA/B,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C
AAC,UAAU,GAAG,IAAI,CAAC,kCAAKC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAAA
 ,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGvD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACvF,
AC, aAAa, EAASB, CAAC;;;;;AAMnE, QAAA, IAAI, QAAQ, CAAC, QBAAqB, CAAC; EAAE; AACnC, YAAA, OAAO, QAAQ, CAAC, GBAAqB, CAAC; SACzC;;;;;QAMD, MAAM, WAAW, GAAG, IAAI, wBAAwB, CAAC, QAAQ, CAAC, CAAC; CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAS, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAC, CAAC, SAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAC, CAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, SAAC, CAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, CAAC, CAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAQ, CAAC, CAAC, CAAC; QACZE, MAAM, IBAAIB, GAAG, QAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC
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AG,IAAI,CAAC,CAAC;AAC3B,YAAA,WAAW,CAAC,SAAS,CAAC,GAAG,IAAI,CAAC,CAAC;AACjC,SAAC,CAAC;QAEF,QAAQ,QAAQ,CAAC,qBAAq
B,CAAC,GAAG,WAAW,CAAC,KAAK,EAAE;KAC9D;AACF;;ACrGD;AACA,IAAI,SAAS,GAAG,CAAC,CAAC;AAEIB;;;AAGG;AACG,SAAU,gBAAgB,
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AAC,EACV,SAAA,GAA0B,EAAE,EAAA;;;;;iAM5B,MAAM,OAAO,GAAG,OAAO,CAAC;IACxB,MAAM,OAAO,GAAG,OAAO,CAAC;AAExB,IAAA,MA
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,QAAA,IAAI,EAAE,MAAM;AACZ,QAAA,MAAM,EAAE,CAAC;AACT,QAAA,aAAa,EAAE,IAAI;QACnB,OAAO;QACP,OAAO;QACP,OAAO;QACP,OAA
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AE,SAAS,CAAC,IAAI;AACVB,QAAA,MAAM,EAAE,MAAM;AACd,QAAA,OAAO,EAAE,CAAC;AACX,KAAA,CAAC,CAAC;;;AAIH,IAAA,IAAI,OAAO,I
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AE,SAAS,CAAC,CAAC,CAAC;AACJF,CAAC;AAED;;;AAGG;AACG,SAAU,kBAAkB,CAChC,IAAU,EACV,IAAY,EACZ,OAAO,GAAG,CAAC,EACX,OA
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AAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,OAAO,EAAE,MAAM,EAAE,SAAS,CAAC,CAC9E,CAAC;AACJ,CAAC;;AAED;;;AAGG;SACa,oBAAoB
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```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n ComponentHarness,\n ComponentHarnessConstructor,\n
handleAutoChangeDetectionStatus,\n HarnessEnvironment,\n HarnessLoader,\n stopHandlingAutoChangeDetectionStatus,\n TestElement,\n}
from '@angular/cdk/testing';\nimport {ComponentFixture, flush} from '@angular/core/testing';\nimport {Observable} from 'rxjs';\nimport
 {takeWhile} from 'rxjs/operators';\nimport {TaskState, TaskStateZoneInterceptor} from './task-state-zone-interceptor';\nimport
{\text{UnitTestElement} \text{inimport \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\te
handler for change detection batching status changes for a specific fixture. In * @param fixture The fixture to handle change detection batching for. In */Infunction installAutoChangeDetectionStatusHandler(fixture: ComponentFixture<unknown>) {In if (!activeFixtures.size) {In
handleAutoChangeDetectionStatus(({isDisabled, onDetectChangesNow}) => {In disableAutoChangeDetection = isDisabled; \text{In if (onDetectChangesNow) {In Promise.all(Array.from(activeFixtures).map(detectChanges)).then(onDetectChangesNow); \text{In }}\text{In }}\); \text{In }\); \text{In }\)
activeFixtures.add(fixture);\n}\n\n/**\n * Uninstalls a handler for change detection batching status changes for a specific fixture.\n * @param
fixture The fixture to stop handling change detection batching for In */Infunction uninstallAutoChangeDetectionStatusHandler(fixture:
 ComponentFixture<unknown>) {n active Fixtures. delete(fixture); in if (!active Fixtures. size) {n stop Handling Auto Change Detection Status(); in stop Handling Auto Change Detection Status(); in the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the component of the componen
\ln\n\n/** Whether we are currently in the fake async zone. */\nfunction isInFakeAsyncZone() {\n return
Zonel.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. */inexport class TestbedHarnessEnvironment extends HarnessEnvironment<Element> (In /** 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 =
fixture's root element. */In static loader(In fixture: ComponentFixture-unknown-,In options?: TestbedHarnessEnvironmentOptions,In):
HarnessLoader {In return new TestbedHarnessEnvironment(fixture.nativeElement, fixture, options); In }InIn /**In * Creates a `HarnessLoader` at
the document root. This can be used if harnesses are\n * located outside of a fixture (e.g. overlays appended to the document body).\n */\n
static documentRootLoader(\n fixture: ComponentFixture<unknown>,\n options?: TestbedHarnessEnvironmentOptions,\n ): HarnessLoader
{In return new TestbedHarnessEnvironment(document.body, fixture, options);In }In\n /** Gets the native DOM element corresponding to the
given TestElement. */\n static getNativeElement(el: TestElement): Element {\n if (el instanceof UnitTestElement) {\n return el element;\n }\n
 throw Error('This TestElement was not created by the TestbedHarnessEnvironment');\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> {in const environment = new
detectChanges(this._fixture);\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 => this._fixture, this._options);\n }\n\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<Element[]> {\n await this.forceStabilize();\n return
Array.from(this._options.queryFn(selector, this.rawRootElement));\n }\n}\n}\n",\n ames":
[],\"mappings":\";;;;;;AAiBA;AACA,MAAM,qBAAqB,GAAG,MAAM,CAAC,mCAAmC,CAAC,CAAC;AAO1E;;;;;AAKG;MACU,wBAAwB,CAAA;AASn C,IAAA,WAAA,CAAOB,UAA+B,EAAA;QAAJB,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;;QAPIC,IAAa,CAAA,aAAA,GAAG,IAAI,eAAe,CACID,IAAI,C AAC,UAAU,GAAG,IAAI,CAAC,kCAAKC,CAAC,IAAI,CAAC,UAAU,CAAC,GAAG,EAAC,MAAM,EAAE,IAAI,EAAC,CAC5F,CAAC;;AAGO,QAAA,IAAA ,CAAA,KAAK,GAA0B,IAAI,CAAC,aAAa,CAAC;KAEJ;;AAGvD,IAAA,SAAS,CAAC,QAAsB,EAAE,OAAa,EAAE,MAAY,EAAE,YAA0B,EAAA;AACvF, QAAA,ÍAAI,OAAO,KAAK,MAAM,ÉAAE;AACtB,YAAA,ÍAAI,CAAC,aAAa,CAAC,IAAÍ,CAAC,IAAI,CAAC,KCAAKC,CAAC,YAAY,CAAC,CAAC,CAAC, AChF;KACF;;AAGO,IAAA,kCAAkC,CAAC,KAAmB,EAAA;AAC5D,QAAA,OAAO,EAAC,MAAM,EAAE,CAAC,KAAK,CAAC,SAAS,IAAI,CAAC,KAAK ,CAAC,SAAS,EAAC,CAAC;KACVD;AAED;;;;AAIG;AACH,IAAA,OAAO,KAAK,GAAA;AACV,QAAA,IAAI,IAAI,KAAK,SAAS,EAAE;YACIB,MAAM,KA AK,CACT,gEAAgE;AAC9D,gBAAA,+BAA+B,CACIC,CAAC;SACH;;AAGD,QAAA,MAAM,aAAa,GAAI,IAAY,CAAC,eAAe,CAAgC,CAAC;;;QAIpF,IAAI ,CAAC,aAAa,EAAE;YACIB,MAAM,KAAK,CACT,yEAAyE;AACvE,gBAAA,8EAA8E,CACjF,CAAC;SACH;;;AAID,QAAA,MAAM,QAAQ,GAAG,aAAa,C AAC,AAAA,EAASB,CAAC;;;;;AAMnE,QAAA,IAAÍ,QAAQ,CAAC,qBAAqB,CAAC,EAAE;AACnC,YAAA,OAAO,QAAQ,CAAC,qBAAqB,CAAE,CAAC;S ACzC;;;;;QAMD,MAAM,WAAW,GAAG,IAAI,wBAAwB,CAAC,QAAQ,CAAC,aAAa,CAAC,CAAC;QACzE,MAAM,iBAAiB,GAAG,QAAQ,CAAC,SAAS,C AAC,IAAI,CAAC,QAAQ,CAAC,CAAC;;;;;;;AAQ5D,QAAA,QAAQ,CAAC,SAAS,GAAG,UAAU,GAAG,IAA8C,EAAA;AAC9E,YAAA,IBAAIB,CAAC,GA
AG,IAAI,CAAC,QAAQ,CAAC,CAAC;;;;;;AAQ5D,QAAA,QAAQ,CAAC,SAAS,GAAG,UAAU,GAAG,IAA8C,EAAA;AAC9E,YAAA,IBAAIB,CAAC,GA
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IAAÁ,MÁAM,KÁAK,GAAÁ;AAĆT,QAÁA,YAÁY,CÁAC,IAÁI,CAÁC,OAÁSB,CAÁC,CAÁČ;AAĆ1C,QAÁA,MAAM,IÁAI,CÁAC,UÁAU,EÁAE,CAÁC;KAĆ
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ÁE,CAAC;ÁACXB,QAAA,ÍAAI,CÁAC,OÁAO,CÁAC,WÁAW,GAAG,KAAK,CAAC;KÁCIC;;ÍAGD,MAAM,YÁAY,CÁÀC,IAÁY,EAAÁ;AÁC7B,QAAA,MAA
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AÝ,EAÁA;AAĆZB,QÁAA,MÁAM,IÁAÌ,CAAĆ,UAAÚ,EAÁE,CAÁC;QAĆXB,OÁAO,IÁAI,CAÁC,ÓAAO,CAAC,SAAS,CAÁC,QÁAQ,CAÁC,IAÁI,CAAĆ,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 {Version} from '@angular/core';\n\n/** Current version of the Angular Component Development Kit. */\nexport const VERSION = new Version('17.1.2');\n"],"names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Type describing the allowed values for a boolean input.\n * @docs-private\n */\nexport type BooleanInput = string | boolean | null | undefined;\n\n/** Coerces a data-bound value (typically a string) to a boolean. */Inexport function coerceBooleanProperty(value: any): boolean {\n return value != null && `\${value}` !== 'false';\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 * Type describing the allowed values for a number input\n * @docs-private\n */\nexport type NumberInput = string | number | null | undefined;\n\n/** Coerces a data-bound value (typically a string) to a number. */\nexport function coerceNumberProperty(value: any): number;\nexport function coerceNumberProperty<D>(value: any, fallback: D): number | D;\nexport the provided value in an array, unless the provided value is an array. */\nexport function coerceArray<T>(value: T | T[]): T[];\nexport function coerceArray<T>(value: T | readonly T[]): readonly T[];\nexport function coerceArray<T>(value: T | T[]): T[] {\n return Array.isArray(value) ? value : [value];\n}\n","/**\n * @licenseln * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MITstyle license that can be n * found in the LICENSE file at https://angular.io/license\n */\n\n/* Coerces a value to a CSS pixel value. */\nexport function coerceCssPixelValue(value: any): string {\n if (value == null) {\n return ";\n }\n\n return typeof value === 'string' ? value : `\${value}px`;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ElementRef} from '@angular/core';\n\n/**\n * Coerces an ElementRef or an Element into an element.\n * Useful for APIs that can accept either a ref or the native element itself.\n */\nexport function coerceElement<T>(elementOrRef: ElementRef<T> | T): T {\n return elementOrRef instanceof ElementRef? elementOrRef;nativeElement : elementOrRef;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Coerces a value to an array of trimmed non-empty strings.\n * Any input that is not an array, 'null' or 'undefined' will be turned into a string\n * via 'toString\n' and subsequently split with the given separator.\n * 'null' and 'undefined' will result in an empty array.\n * This results in the following outcomes:\n * - 'null' -> '[]'\n * - '[null]' -> '["null\]'\n * - '["al", \"b\"]'\n * - '[1, [2, 3]]' -> '["1\", \"2,3\"]'\n * - '{{a: 0}}' -> '[\"object\]'\n * \n * \undefined will result for defining CSS classes or table columns.\n * @param value the value to coerce into an array of strings\]\n * @param separator if value isn't an array\n * \undefined will result in a constant string \]\n * \undefined will result in a constant string \]\n * \undefined \undefined will result in a constant string \]\n * \undefined \undefined will result in \undefined \undefined \undefined \undefined \undefined \ coerceStringArray(value: any, separator: string | RegExp = /lls+/): string[] {In const result = [];InIn if (value != null) {In const sourceValues = Array.isArray(value) ? value : `\${value}`.split(separator);In for (const sourceValue of sourceValues) {In const trimmedString = \${sourceValue}`.trim();\n if (trimmedString) {\n result.push(trimmedString);\n }\n }\n }\n\n return result;\n}\n"],"names": Ţ;AAĊÄ;AACM,SAAU,qBAÄqB,CAAC,KAAU,EAAA;IAC9C,ÓAAO,KAAK,IAAI,IAAI,IAAI,ĞAAG,KAAK,CAAA,CAAE,KAAK,OAAO,C AC;AACjD;;SCAgB,0BAA0B,CAAC,KAAU,EAAE,aAAa,GAAG,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,CAA Ċ,UAAÚ,CAAĆ,KAAÝ,CAAĆ,CAAĆ,IAAI,ĆAAC,KAAK,ĆAAC,MÁAM,CAAC,KAAK,ĆAAC,ĆAAC,ĆAAC;AÁĆnE;;AĆnBM,SAAÚ,WAAW,CAAI,KAAc U,mBAAmB,CAAC,KAAU,EAAA;AAC5C,IAAA,IAAI,KAAK,IAAI,IAAI,EAAE;AACjB,QAAA,OAAO,EAAE,CAAC;KACX;AAED,IAAA,OAAO,OAAO,K AAK,KAAK,QAAQ,GAAG,KAAK,GAAG,CAAG,EAAA,KAAK,IAAI,CAAC;AAC1D;;ACLA;;;AAGG;AACG,SAAU,aAAa,CAAI,YAA+B,EAAA;AAC9D,I AAA,OAAO,YAAY,YAAY,UAAU,GAAG,YAAY,CAAC,aAAa,GAAG,YAAY,CAAC;AACxF;;ACRA;;;;;;;;;;;Aagbg;SACa,ibaaib,Caac,Kaau,EaaE, YAA6B,KAAK,EAAA;IAC9E,MAAM,MAAM,GAAG,EAAE,CAAC;AAEIB,IAAA,IAAI,KAAK,IAAI,IAAI,EAAE;QĀCjB,MAAM,YAAY,GAAG,KAAK,CAAC ,OAAO,CAAC,KAAK,CAAC,GAAG,KAAK,GAAG,CAAA,EAAG,KAAK,CAAA,CAAE,CAAC,KAAK,CAAC,SAAS,CAAC,CAAC,AAChF,QAAA,KAAK,MAAM,WAAW,IAAI,YAAY,EAAE;YACtC,MAAM,aAAa,GAAG,CAAG,EAAA,WAAW,EAAE,CAAC,IAAI,EAAE,CAAC;YAC9C,IAAI,aAAa,EAAE;AACjB, gBAAA,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,CAAC,aAC5B;SACF;KACF;AAED,IAAA,OAAO,MAAM,CAAC;AAChB;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licenseln */\ntn\n/**\n * Type describing the allowed values for a number input\n * @docs-private\n */\nexport type NumberInput = string | number | null | undefined;\n\n/** Coerces a data-bound value (typically a string) to a number. */\nexport function coerceNumberProperty(value: any): number;\nexport function coerceNumberProperty(value: any): number;\nexport function coerceNumberProperty(value: any): number;\nexport function coerceNumberProperty(value) ? Number(value) : fallbackValue;\n\n\n\n/**\n * Whether the provided value is considered a number.\n * @docs-private\n */\nexport function _isNumberValue(value) : fallbackValue;\n\n\n\n\n\n*\n * Whether the provided value is considered a number.\n * @docs-private\n */\nexport function _isNumberValue(value: any): boolean {\n // parseFloat(value) handles most of the cases we're interested in (it treats null, empty string,\n // and other non-number values as NaN, where Number just uses 0) but it considers the string\n // '123hello' to be a valid number. Therefore we also check if Number(value) is NaN.\n return !isNaN(parseFloat(value as any)) && !isNaN(Number(value));\n\n\n', "/*\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/** Wraps the provided value in an array, unless the provided value is an array. */\nexport function coerceArray<T>(value: T | Tij): Tij {\n return Array.isArray(value) ? value: [value];\n\n\n', "/*\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n\n'/n* Coerces a value to a CSS pixel value. */\nexport function coerceCsSPixelValue(value: any): string {\n i

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 * - `["al\", \\"b\\"]` -> `[\"a\\", \\"b\\"]\n * - `[1, [2, 3]]` -> `[\\"1\\", \\"2,3\\"]\n * - `[{ a: 0 } -> `[\\"gobject\", \\"Object\\", \\"Object\\", \\"b\\"]\n * \ \ * Useful for defining CSS classes or table columns.\n * @param value the value to coerce into an array of strings\n * @param separator split-separator if value isn't an array\n *\nexport function coerceStringArray(value: any, separator: string | RegExp = /\ls+/): string[] {\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();in if (trimmedString) {In result.push(trimmedString);In }In }In \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,C AAC;AACjD;;SCAgB,oBAAoB,CAAC,KAAU,EAAE,aAAa,GAAG,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,CAA U,mBAAmB,CAAC,KAAU,EAAA;AAC5C,IAAA,IAAI,KAAK,IAAI,IAAI,EAAE;AACjB,QAAA,OAAO,EAAE,CAAC;KACX;AAED,IAAA,OAAO,OAAO,K AAK,KAAK,QAAQ,GAAG,KAAK,GAAG,CAAG,EAAA,KAAK,IAAI,CAAC;AAC1D;;ACLA;;;AAGG;AACG,SAAU,aAAa,CAAI,YAA+B,EAAA;AAC9D,I AAA,OAAO,YAAY,YAAY,UAAU,GAAG,YAAY,CAAC,aAAa,GAAG,YAAY,CAAC;AACxF;;ACRA;;;;;;;;;;; ;;;AAgBG;SACa,iBAAiB,CAAC,KAAU,EAAE, YAA6B,KAAK,EAAA;IAC9E,MAAM,MAAM,GAAG,EAAE,CAAC;AAEIB,IAAA,IAAI,KAAK,IAAI,IAAI,EAAE;QACjB,MAAM,YAAY,GAAG,KAAK,CAAC ,OAAO,CAAC,KAAK,CAAC,GAAG,KAAK,GAAG,CAAA,EAAG,KAAK,CAAA,CAAE,CAAC,KAAK,CAAC,SAAS,CAAC,CAAC;AAChF,QAAA,KAAK, MAAM,WAAW,IAAI,YAAY,EAAE;YACtC,MAAM,aAAa,GAAG,CAAG,EAAA,WAAW,EAAE,CAAC,IAAI,EAAE,CAAC;YAC9C,IAAI,aAAa,EAAE;AACjB, gBAAA,MAAM,CAAC,IAAI,CAAC,aAAa,CAAC,CAAC;aAC5B;SACF;KACF;AAED,IAAA,OAAO,MAAM,CAAC;AAChB;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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**\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\"]`\n * - `[1, [2, 3]]` -> `["1\]'\n * - `[a: 0 }]` -> `[\"[object]\"]`\n * - `[a: 0 }` -> `[\"[object]\"]'\n * - `{a: 0 }` -> `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'\n * - `[\"[object]\"]'

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ConnectableObservable, Observable} from 'rxjs';\nimport {CollectionViewer} from './collection-viewer';\n\nexport abstract class DataSource<T> {\n /**\n * Connects a collection viewer (such as a data-table) to this data source. Note that\n * the stream provided will be accessed during change detection and should not directly change\n * values that are bound in template views.\n * @param collectionViewer The component that exposes a view over the data provided by this\n * data source.\n * @returns Observable that emits a new value when the data changes.\n */\n abstract connect(collectionViewer: CollectionViewer): Observable<readonly T[]>;\n\n /**\n * Disconnects a collection viewer (such as a data-table) from this data source. Can be used\n * to perform any clean-up or tear-down operations when a view is being destroyed.\n *\n * @param collectionViewer The component that exposes a view over the data provided by this\n * data source.\n */\n abstract disconnect(collectionViewer: CollectionViewer): void;\n\}\n\n/* Checks whether an object is a data source.*/\nexport function isDataSource(value: any): value is DataSource<any> {\n // Check if the value is a DataSource by observing if it has a connect function. Cannot\n // be checked as an `instanceof DataSource` since people could create their own sources\n // that match the interface, but don't extend DataSource. We also can't use `isObservable`\n // here, because of some internal apps.\n return value && typeof value.connect === 'function' && !(value instanceof ConnectableObservable);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Observable, isObservable, of as observableOf} from 'rxjs';\nimport {DataSource} from './datasource';\n\n/** DataSource wrapper for a native array. */\nexport class ArrayDataSource<T> extends DataSource<T> {\n constructor(private data: readonly T[] | Observable<readonly T[]>) {\n super();\n }\n\n connect(): Observable<readonly T[]> {\n return isObservable(this_data)? this._data: observableOf(this._data);\n \n\n disconnect() {\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,In IterableChangeRecord,In IterableChanges,In TemplateRef,In ViewContainerRef,In} from '@angular/core';InIn/**In * The */Inexport interface _ ViewRepeaterItemContext<T> {In \$\text{implicity: T; In}\n\n/1**\n * The arguments needed to construct an embedded view for an item in a view\n * container.\n *\n * @template T The type for the embedded view.\n */\nexport interface _ ViewRepeaterItemContext<T> {In \$\text{implicity: T; In}\n\n/1**\n * The arguments needed to construct an embedded view for an item in a view\n * container.\n *\n * @template C The type for the context passed to each embedded view.\n */\nexport interface _ ViewRepeaterItemInsertArgs<C> {In templateRef: TemplateRef<C>;\n context?: C;\n index?: number;\n\}\n\n\n/1*\n * A factory that derives the embedded view context for an item in a view\n * container.\n *\n * @template T The type for the embedded view's \$\text{simplicit property.\n} * @template T The type for the item in each !terableDiffer change record \n * @template C The type for the context passed to each embedded ©template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport type _ViewRepeaterItemContextFactory<T, R, C extends _ViewRepeaterItemContext<T>> = (\n record: | tlerableChangeRecord<R-,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n | =>
| ViewRepeaterItemInsertArgs<C>;\n\n/**\n * Extracts the value of an item from an {@link IterableChangeRecord}.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */\nexport type _ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n/** Indicates how a view was changed by a {@link a view after it was updated by aln * {@link _ViewRepeater}.\n *\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemChange<R, C> {\lin /** The view's

context after it was changed. */In context?: C;\n /** Indicates how the view was changed. */In operation: _ViewRepeaterOperation;\n /** The

```
view's corresponding change record. */\n record: IterableChangeRecord<R>;\n}\n\n/**\n * Type for a callback to be executed after a view has
changed.\n *\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to
each embedded view.ln */lnexport 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: \text{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 * \n|ext{nicetion token for {@link _ViewRepeater}. This token is for use by Angular Material only.\n * @docs-private\n */\nexport
void, in fill the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the first of the 
EmbeddedViewRef,in IterableChangeRecord,\n IterableChanges,\n ViewContainerRef,in} from '@angular/core';\nimport {\n_ViewRepeater,\n_ViewRepeater,\n_ViewRepeaterItemContext,\n_ViewRepeaterItemContextFactory,\n_ViewRepeaterItemValueResolver,\n_ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that destroys views when they are removed from a\n * {@link}
ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each
item.\n *\n * @template T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer
change record.\ln * @template C The type for the context passed to each embedded view.\ln */\ln export 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: _ViewRepeaterItemChanged<R, C>,\n ) {\n changes.forEachOperation(\n (\n changes)) } \text{\text{\text{ory}} = \text{\text{\text{ory}} = \text{\text{ory}} = \text{\text{ory}} \text{\text{\text{ory}} = \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory}} \text{\text{ory
record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n ) => {\n let view:
record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n | => {\n let view:}

EmbeddedViewRef<C> | undefined;\n let operation: \textstyle=\text{ViewRepeaterOperation;\n if (record.previousIndex == null) {\n const insertContext = itemContextEactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n insertContext.in insertContext.index,\n );\n operation = \textstyle=\text{ViewRepeaterOperation.INSERTED;\n } else if (currentIndex == null) {\n viewContainerRef.remove(adjustedPreviousIndex!);\n operation = \textstyle=\text{ViewRepeaterOperation.REMOVED;\n } else {\n currentIndex == null} \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == null) } \text{ (currentIndex == nulll) } \text{ (currentIndex == nulll) } \text{ (currentIndex == nullll) } \text{ (currentI
an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\n
IterableChangeRecord,In IterableChanges,In ViewContainerRef,In} from '@angular/core';Inimport {In _ViewRepeater,In
  ViewRepeaterItemChanged,\n_ViewRepeaterItemContext,\n_ViewRepeaterItemContextFactory,\n_ViewRepeaterItemInsertArgs,\n
  ViewRepeaterItemValueResolver,\n _ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that caches views when they are
removed from a\n * {@link ViewContainerRef}. When new items are inserted into the container,\n * the repeater will reuse one of the cached
views instead of creating a new\n * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n *
@template T The type for the embedded view's $implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n
   @template C The type for the context passed to each embedded view.\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
*/In private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */In applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _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 currentIndexi,\n viewContainerRef,\n itemValueResolver(record),\n );\n
operation = view ? _ViewRepeaterOperation.INSERTED : _ViewRepeaterOperation.REPLACED;\n } else if (currentIndex == null) {\n // Item
                                                                                                                                                                                                           _ViewRepeaterOperation.REMOVED;\n }
removed.\n this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);\n operation =
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:
this._viewCache = [];\n }\nn /**\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
EmbeddedViewRef<C>;in this_maybeCacheView(detachedView, viewContainerRef);in }ln\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);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
unlikely this will occur, but just in case, In // destroy the view on its own, otherwise destroy it through the In // container to ensure that all the
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 _selected ToEmit: Ti = [i;\n\n /** Keeps track of the deselected options that haven't been emitted by the change event. */\n private _selectedToEmit: Ti = [i;\n\n /** Cache for the array value of the selected items. */\n private _selected: Ti | null;\n\n /** Selected values.
*/In get selected(): T[] {In if (!this_selected; \n \text{In the array.from(this_selection.values()); \n \text{In } \n \text{In } \text{In } \n \text{In if (!this_selected; \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In } \n \text{In
 = 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. In this._selectedToEmit.length = 0;In }In }In\n }In\n }In\n Perselected value or an array of values. In #@param
values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value =
this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n *
Deselects a value or an array of values.\n * @param values The values to deselect\n * @return Whether the selection changed as a result of
this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);in values.forEach(value => this._unmarkSelected(value));in 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 => 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
*/In isEmpty(): boolean {In return this._selection.size === 0;\ln }\ln\\n /**\n * Determines whether the model has a value.\ln */\ln hasValue(): boolean {\ln return !this.isEmpty();\ln }\ln\\n /**\n * Sorts the selected values based on a predicate function.\ln */\ln 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 is sultiple \text{Selected} and deselected and deselected values.
 */In 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) {In this.changed.next({In source: this, In added: this._selectedToEmit, In
 _markSelected(value: T) {\n value = this._getConcreteValue(value);\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n
Inln if (!this.isSelected(value)) {\n this._selection.add(value);\n }\n\n if (!this._emitChanges) {\n this._selectedToEmit.push(value);\n }\n }\n }\n\n
 /** 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 \n \n \n \n \n \r
 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 /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n \ /\n
change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
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 Right's Reserved.\n *\n * Use of this source code is governed by an MIT-style
license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported inexport type UniqueSelectionDispatcherListener
 = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n * Intended to be consumed as an Angular
service. In * This service is needed because native radio change events are only fired on the item currentlyIn * 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 \rightarrow \n \text{Listen for future changes to item selection.\n *
@return Function used to deregister listener/n */\n listen(listener: UniqueSelectionDispatcherListener): () => void {\n this._listeners = this._listeners.filter((registered: UniqueSelectionDispatcherListener) => {\n this._listeners.push(listener); \n this._listeners.push(listener) => {\n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listener); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n this._listeners.push(listeners); \n 
return listener !== registered;\n });\n };\n }\n\n ngOnDestroy() {\n this._listeners = [];\n }\n}\n","/**\n * Generated bundle index. Do not edit.\n
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IAAI,UAAU,EAAE;AACd,YAAA,gBAAgB,CAAC,MAAM,CAAC,UAAU,EAAE,KAAK,CAAC,CAAC;SAC5C;QACD,OAAO,UAAU,IAAI,IAAI,CAAC;KAC
3B;AACF;;ACpLD;;AAEG;MACŪ,cAAc,CAAA;;AAczB,IAAA,IAAI,QAAQ,GAAA;AACV,QAAA,IAAI,CAAC,IAAI,CAAC,SAAS,EAAE;AACnB,YAAA,I
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AAC,aAAa,CÃAC,uBAAuB,CAAC,CAAC,CAAC,CAAC,CAAC;AAChD;;AAGD,YAAA,IAAI,CAAC,eAAe,CAAC,MAAM,GAAG,CAAC,ČAAC;SACjC;K

ACF;AAED;;;;;AAKG;IACH,MAAM,CAAC,GAAG,MAAW,EAAA;AACnB,QAAA,IAAI,CAAC,sBAAsB,CAAC,MAAM,CAAC,CAAC;AACpC,QAAA,MA AM,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,AAAa,CAAC,KAAK,CAAC,CAAC,CAAC,AACnD,QAAA,MAAM,OAAO,GAAG,IAAI,CAAC,iBAAiB,E AAÉ,CAAC;QACzC,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;IACH,QAAQ,CAAC,GAAG,MA AW,ÉAAA;ÁÀCrB,QAAÁ,IAAI,CĂAC,sBÁAsB,CAAC,MAAM,CÁÀC,CÁAC;AÁCpC,QAAA,MAAM,CÁAC,OÁÁO,CAAĆ,KAÁŘ,IAAÍ,IAAI,CÁAC,eAAe,CAAC,KAAK,CAAC,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,M CzC,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,OAAO,CAAC;KAChB;AAED;;;;;AAKG;AACH,IAAA,MAAM,CAAC,KAAQ,EAAA;QAC b,OAAO,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,QAAQ,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,CAA C;KAC3E;AAED;;;;;;AAMG;IACH,KAAK,CAAC,UAAU,GAAG,IAAI,EAAA;QACrB,IAAI,CAAC,UAAU,EAAE,CAAC;AACIB,QAAA,MAAM,OAAO,GA AG,IAAI,CAAC,IBAAIB,EAAE,CAAC;QACzC,IAAI,UAAU,EAAE;YACd,IAAI,CAAC,gBAAgB,EAAE,CAAC;SACzB;AACD,QAAA,OAAO,OAAO,CAA C;KAChB;AAED;;AAEG;AACH,IAAA,ÙAAU,CAAC,KAAQ,EAAA;AACjB,QAAA,OAAO,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,IAAI,CAAC,IBAAIB, CAAC,KAAK,CAAC,CAAC,CAAC;KAC3D;AAED;;AAEG;ĬACH,OAAO,GAĀA;AACL,QAAA,OAAO,IAAI,CAAC,UAAU,CAAC,IAAI,KAAK,CAAC,CAA C;KACnC;AAED;;AAEG;IACH,QAAQ,GAAA;AACN,QAAA,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,CAAC;KACxB;AAED;;AAEG;AACH,IAAA,IAAI, CAAC,SAAKC,EAAA;QACrC,IAAI,IAAI,CAAC,SAAS,IAAI,IAAI,CAAC,QAAQ,EAAE;AACnC,YAAA,IAAI,CAAC,SAAU,CAAC,IAAI,CAAC,SAAS,CAA C,CAAC;SACjC;KACF;AAED;;AAEG;IACH,mBAAmB,GAAA;QACjB,OAAO,IAAI,CAAC,SAAS,CAAC;KACvB;;IAGO,gBAAgB,GAAA;;AAEtB,QAA A,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;AAEtB,QAAA,IAAI,IAAI,CAAC,EAAE,CAAC,MAAM,IAAI,IAAI,CAAC,IBAAIB,CAAC,MAAM,EAAE;AACHE,Y AAA,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC;AAChB,gBAAA,MAAM,EAAE,IAAI;gBACZ,KAAK,EAAE,IAAI,CAAC,eAAe;gBAC3B,OAAO,EAAE,IAAI, CAAC,IBAAIB;AAChC,aAAA,CAAC,CAAC;AAEH,YAAA,IAAI,CAAC,IBAAIB,GAAG,EAAE,CAAC;AAC5B,YAAA,IAAI,CAAC,eAAe,GAAG,EAAE,CA AC;SÁC3B;KÁCF;;AAGO,IAÁA,aAÁa,CAÁĆ,KAÁQ,EAÁA;AÁC5B,QÁAA,KÁAK,GÁAG,IÁAI,CAÁC,IBAÁÍB,CAÁC,KÁAK,CÁAC,ĆAAC;QACtC,ÍAA I,CAAC,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC3B,YAAA,IAAI,CAAC,IAAI,IAAI,CAAC,IAAI,IAAI,IAAI,CAAC,IAAI,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,IAAC,IAAI,CAAC,IAAC,IAAI,IAAI,IAAI,CAAC,IAAC,IAAII,IAAII,IAAI,I Ć,UAAÚ,CAAĆ,KAAK,CAAĆ,EAAÉ;AAĆ1B,YAAÀ,IAAÍ,CAAĆ,UAAU,CAAĆ,MAAM,CAAĆ,KAAK,CAAĆ,CAAĆ;AAE9B,YAAÁ,ÌAAI,ÍAAI,ĆAAĆ,YAA Y,EAAE;AACrB,gBAAA,IAAI,CAAC,iBAAiB,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;aACpC;SACF;KACF;;IAGO,UAAU,GAAA;AAChB,QAAA,IAAI, CAAC,IAAI,CAAC,OAAO,EAAE,EAAE;AACnB,YAAA,IAAI,CAAC,UAAU,CAAC,OAAO,CAAC,KAAK,IAAI,IAAI,CAAC,eAAe,CAAC,KAAK,CAAC,CA AC,CAAC;SAC/D;KACF;AAED;;;AAGG;AACK,IAAA,SBAASB,CAAC,MAAW,EAAA;QACxC,IAAI,MAAM,CAAC,MAAM,GAAG,CAAC,IAAI,CAAC,IA AI,CAAC,SAAS,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;YAC3F,MAAM,uCAAuC,EAAE,CAAC;SACjD;KACF;;IAGO,iBAAIB,GA AA;AACVB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAiB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;KACzE;;IAGO,iBAAiB ,CAAC,UAAa,EAAE,SAAKB,EAAA;AACzD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,OAAO,UAAU,CAAC;SACnB;aAAM;AACL,Y AAA,SAAS,GAAG,SAAS,IAAI,IAAI,CAAC,UAAU,CAAC;AACZC,YAAA,KAAK,IAAI,aAAa,IAAI,SAAS,EAAE;gBACnC,IAAI,IAAI,CAAC,WAAY,CAAC, UAAU,EAAE,aAAa,CAAC,EAAE;AAChD,oBAAA,OAAO,aAAa,CAAC;iBACtB;aACF;AACD,YAAA,OAAO,UÃAU,CAAC;SACnB;KACF;AACF,CAAA ;AAeD;;;;AAIG;SACa,uCAAuC,GAAA;AACrD,IAAA,OAAO,KAAK,CAAC,yEAAyE,CAAC,CAAC;AAC1F;;ACIQA;;;;;;;AAQG;MAEU,yBAAyB,CAAA AADtC,ÏAAA,WAAA,GAAA;QAEU,IAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC;;;;AAIG;IACH,MAAM,CAAC,EAAU,ÉAAE,IA AY,EAAA;AAC7B,QAAA,KAAK,IAAI,QAAQ,IAAI,IAAI,CAAC,UAAU,EAAE;AACpC,YAAA,QAAQ,CAAC,EAAE,EAAE,IAAI,CAAC,CAAC;SACpB;KA ,IAÁA,EÁAA,YBÁAYB,¢ADb,MAAM,ÉAAA,¢ÁAA,¢ÁAA,EÁAA;;KĠACIB,YBAAYB,EAÁA,UAÁA,EAÁA,CAÁA;KBÁDrC,UÁAU;mBAAC,EAAC,UAAU ,EAAE,MAAM,EAAC,CAAA;;;ACtBhC;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Observable, isObservable, of as observableOf} from 'rxjs';\nimport {DataSource} from './data-source';\n\n/** DataSource wrapper for a native array. *\nexport class ArrayDataSource<T> extends DataSource<T> {\n constructor(private _data: readonly T[] | Observable<readonly T[]>) {\n super();\n }\n\n connect(): Observable<readonly T[]> {\n return isObservable(this._data) ? this._data : observableOf(this._data);\n }\n\n disconnect() {\}\n\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,\n IterableChangeRecord,\n IterableChanges,\n TemplateRef,\n ViewContainerRef,\n} from '@angular/core';\n\n/**\n * The context for an embedded view in the repeater's view container.\n *\n * @template T The type for the embedded view's \$implicit property.\n */\nexport interface _ViewRepeaterItemContext<T> {\n \$implicit?: T;\n}\n\n/**\n * The arguments needed to construct an embedded view for an item in a view\n * container.\n *\n * @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemInsertArgs<C> $\{$ \n templateRef: TemplateRef<C>;\n context?: C;\n index?: number;\n $\}$ \n\n/**\n * A factory that derives the embedded view context for an item in a view\n * container.\n *\n * @template T The type for the embedded view's \$implicit property.in * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport type _ViewRepeaterItemContextFactory<T, R, C extends _ViewRepeaterItemContext<T>> = (\ln record: | IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */\nexport type _ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n/** Indicates how a view was changed by a {@link ViewRepeater). */Inexport enum_ViewRepeaterOperation {In /** The content of an existing view was replaced with another item. */In REPLACED,In /** A new view was created with `createEmbeddedView`. */In INSERTED,In /** The position of a view changed, but the content remains the same. */In MOVED,In /** A view was detached from the view container. */In REMOVED,In}InIn/**In * Meta data describing the state of a view after it was updated by aln * {@link_ViewRepeater}.\n *\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n *\nexport interface _ViewRepeaterItemChange<R, C> {\n /** The view's context after it was changed. */In context?: C;\n /** Indicates how the view was changed. */In operation: _ViewRepeaterOperation;\n /* The view's corresponding change record. */In record: IterableChangeRecord<R>;\n}\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 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, unknown,
_ViewRepeaterItemContext<unknown>>\n>('_ViewRepeater');\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,in IterableChangeRecord,in IterableChanges,in ViewContainerRef,in) from '@angular/core';inimport {in _ViewRepeater,in _ViewRepeaterItemContext,in _ViewRepeaterItemContextFactory,in _ViewRepeaterItemValueResolver,in _ViewRepeaterItemContextFactory,in _ViewRepeaterItemValueResolver,in _ViewRepeate ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each item.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport class _DisposeViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n applyChanges(\n changes: IterableChanges<R>,\in 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<Č> | undefined;\n let operation: _ViewRepeaterOperation;\n if (record.previousIndex == null) {in const insertContext =
 itemContextFactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n
insert Context. template Ref, in insert Context. context, in insert Context. index, in ); in operation = \_ViewRepeater Operation. INSERTED; in } else if (currentIndex == null) {In viewContainer Ref. remove (adjusted Previous Index!); in operation = \_ViewRepeater Operation. REMOVED; in } else {In operation = \_ViewRepeater Operation.} and the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the provided removes the 
 view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n viewContainerRef.move(view!, currentIndex);\n operation =
   ViewRepeaterOperation.MOVED;In }InIn if (itemViewChanged) {In itemViewChanged({In context: view?.context,In operation,In record,In });In
In },In },In }In detach() {}In }In detach() {}In }In * @licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can beIn * found in the LICENSE file at https://angular.io/licenseIn */InInimport {In EmbeddedViewRef,In
IterableChangeRecord,In IterableChanges,In ViewContainerRef,In} from '@angular/core';Inimport {In _ViewRepeater,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In _ViewRepeaterItemContext,In
_ViewRepeaterItemValueResolver,In_ViewRepeaterOperation,In} from './view-repeater';In\n/**\n * A repeater that caches views when they are removed from a\n * {@link ViewContainerRef}. When new items are inserted into the container,In * the repeater will reuse one of the cached
 views instead of creating a 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 /\dagger\n in 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,In * 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
*/In private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */In applyChanges(In changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef;\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemChanged<R, C>,\n ) {\n // Rearrange the views to put them in _ViewChanged?! _ViewRepeaterItemChanged<R, C>,\n ) {\n // Rearrange the views to put them in _ViewChanged?! _ViewRepeaterItemChanged?! _ViewRepeaterItemChanged?! _ViewRepeaterItemChanged
 the right location.\n changes.forEachOperation(\n (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n
removed.in this._detachAndCacheView(adjustedPreviousIndex!, viewContainerRef);\n operation = _ViewRepeaterOperation.REMOVED;\n } else {\n // Item moved.\n view = this._moveView(\n adjustedPreviousIndex!,\n currentIndex!,\n viewContainerRef,\n // iewContainerRef,\n  itemValueResolver(record), In ); In operation = _ViewRepeaterOperation.MOVED; In } In I if (itemViewChanged) {In itemViewChanged({In context:
 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,In viewContainerRef: ViewContainerRef,In value: T,In ): EmbeddedViewRef<C> | undefined {In const cachedView =
 this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return
 undefined;In }InIn const viewArgs = viewArgsFactory();In return viewContainerRef.createEmbeddedView(In viewArgs.templateRef,In
viewArgs.context,\n viewArgs.index,\n );\n }\n\n /\n\n /** Detaches the view at the given index and inserts into the view cache. */n private __detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as
 EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n \\n\n /** Moves view at the previous index to the current
index. */In private _moveView(In adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef.In value: T.In
): EmbeddedViewRef<C> {In const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;in viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
cache is full, the view will bein * destroyed.in */in private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef: ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
 viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
 unlikely this will occur, but just in case, In // destroy the view on its own, otherwise destroy it through the In // container to ensure that all the
 references are removed.in if (index === -1) {in view.destroy();in } else {in viewContainerRef.remove(index);in }in }in }in }in }in }in }in }in final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final final f
 view from the cache at the given index. */\n private _insertViewFromCache(\n index: number,\n viewContainerRef: ViewContainerRef,\n ):
 EmbeddedViewRef<C> | nu\bar{l} {\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.
= 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));in } else {in this._markSelected(itallySelectedValues[0]);in } lnin // Clear the array in order to avoid firing the change event for preselected values.\in this._selectedToEmit.length = 0;\in \in \in \in \in \in \text{Nn * Selects a value or an array of values.\in * @param
 values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
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._émitChangeEvent();\n return changed;\n }\n\n /**\n * Sets´the selected values\n * @param values The new
 selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
 setSelection(...values: T[]): boolean | void {In this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet
 = new Set(values);in values.forEach(value => this._markSelected(value));in oldValues\n .filter(value =>
!newSelectedSet.has(this._getConcreteValue(value, newSelectedSet)))/in .forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\n\n *Toggles a value between selected and deselected.\n * @param value The value to toggle\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return
type boolean\n*\n toggle(value: T): boolean | void {\n return this.isSelected(value) ? this.deselect(value): this.select(value): \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value): } \n \text{his.select(value):
 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:
 Ti: 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.bas(this_getConcreteValue(\value));\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean {\n return this_selection.size === 0;\n }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean
 {In return !this.isEmpty();In }In\n /**\n * Sorts the selected values based on a predicate function.\n */In sort(predicate?: (a: T, b: T) => number):
 void {\n if (this._multiple && this.selected) {\n this._selected!.sort(predicate);\n }\n }\n |\n |\r*\n * Gets whether multiple values can be selected.\n
 */In isMultipleSelection() {In return this._multiple;\n }\n\n /** Emits a change event and clears the records of selected and deselected values.
 */In 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) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
 removed: this._deselectedToEmit,\n });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n }\n }\n }\n\ /\n }\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n forware in this._getConcreteValue(value);\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n if (!this.isSelected(value)) {\n if (!this._multiple) {\n this._unmarkAll();\n if (!this.isSelected(value)) {\n this._multiple) {\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n this._unmarkAll();\n th
In his 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 |\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 |\n |\n'* Clears out the selected
values. */In private _unmarkAll() {\n if (!this.isEmpty()) {\n this._selection.forEach(value => this._unmarkSelected(value));\n }\n }\n h\n h\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. */In private
 _getConcreteValue(inputValue: T, selection?: Set<T>): T {In if (!this.compareWith) {In return inputValue;In } else {In selection = selection ??
this._selection; In for (let selected Value of selection) {In if (this.compare With! (input Value, selected Value)) {In return selected Value; In }In }In
return inputValue;\n }\n }\n}\n\n\n\**\n * Event emitted when the value of a MatSelectionModel has changed.\n * @docs-private\n */\nexport interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the
model. */In added: T[];\n /** Options that were removed from the model. */In removed: T[];\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 */Inexport function
getMultipleValuesInSingleSelectionError() {In return Error('Cannot pass multiple values into SelectionModel with single-value mode.');\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style
license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported.\nexport type UniqueSelectionDispatcherListener
= (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n * Intended to be consumed as an Angular
service. In * This service is needed because native radio change events are only fired on the item currently In * 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.in */in@injectable({providedin: 'root'})\nexport class
UniqueSelectionDispatcher implements OnDestroy {In private _listeners: UniqueSelectionDispatcherListener[] = [];InIn /**In * 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 */In notify(id: string,
name: string) {\n for (let listener of this._listeners) {\n listener(id, name);\n }\n\}\n\ /**\n * Listen for future changes to item selection.\n *
@return Function used to deregister listener\n */\n listen(listener: 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
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CAAC,SAAKC,EAAA;QACrC,IAAI,IAAI,CAAC,SAAS,IAAI,IAAI,CAAC,QAAQ,EAAE;AACnC,YAAA,IAAI,CAAC,SAAU,CAAC,IAAI,CAAC,SAAS,CAA
C,CAAC;SACJC;KACF;AAED;;AAEG;IACH,mBAAMB,GAAA;QACJB,OAAO,IAAI,CAAC,SAAS,CAAC;KACVB;;IAGO,gBAAQB,GAAA;AAEtB,QAA
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A,IAAI,CAAC,SAAS,GAAG,IAAI,CAAC;AAEtB,QAAA,IAAI,IAAI,CAAC,eAAe,CAAC,MAAM,IAAI,IAAI,CAAC,iBAAIB,CAAC,MAAM,EAAE;AAChE,Y AAA,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC;AAChB,gBAAA,MAAM,EAAE,IAAI;gBACZ,KAAK,EAAE,IAAI,CAAC,eAAe;gBAC3B,OAAO,EAAE,IAAI,

CAAC,iBAAiB;AAChC,aAAA,CAAC,CAAC;AAEH,YAAA,IAAI,CAAC,iBAAiB,GAAG,EAAE,CAAC;AAC5B,YAAA,IAAI,CAAC,eAAe,GAAG,EAAE,CA AC;SAC3B;KACF;;AAGO,IAAA,aAAa,CAAC,KAAQ,EAAA;AAC5B,QAAA,KAAK,GAAG,IAAI,CAAC,IBAAIB,CAAC,KAAK,CAAC,CAAC;QACtC,IAA I,CAAC,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAÄE;AAC3B,YAAA,IAAI,CAAC,IAAI,CAAC,SAAS,ÉAAE;gBACnB,IAAI,CAAC,UAAU,EAAE,CAAC ;aACnB;YAED,IAAI,CAAC,IAAI,CAAC,UAAU,CAAC,KAAK,CAAC,EAAE;AAC3B,gBAAA,IAAI,CAAC,UAAU,CAAC,GAAG,CAAC,KAAK,CAAC,CAA C;aAC5B;AAED,YAAA,IAAI,IAAI,CAAC,YAAY,EAAE;AACrB,gBAAA,IAAI,CAAC,eAAe,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;aACIC;SACF;KACF; ;AAGO,IAAA,eAAe,CAAC,KAAQ,EAAA;AAC9B,QAAA,KAAK,GAAG,IAAI,CAAC,iBAAIB,CAAC,KAAK,CAAC,CAAC;AACtC,QAAA,IAAI,IAAI,CAA Ċ,UAAÜ,CAAC,KAAK,CAAC,EAAE;AAC1B,YAAA,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,KAAK,CAAC,CAAC;AAE9B,YAAA,IAAI,IAAI,CAAC,YAA AA;AACVB,QAAA,OAAO,CAAC,EAAE,IAAI,CAAC,iBAAiB,CAAC,MAAM,IAAI,IAAI,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;KACzE;;IAGO,iBAAiB ,CAAC,UAAa,EAAE,SAAKB,EAAA;AACzD,QAAA,IAAI,CAAC,IAAI,CAAC,WAAW,EAAE;AACrB,YAAA,QAAQ,UAAU,CAAC;SACnB;aAAM;AACL,Y ÁAA,SÁAS,GÁAG,SÁAS,IAÁI,IAAÍ,CAAC,ÚÄAU,CÁAC;AACZC,YÁAA,KÁAK,IAÁÍ,&AAá,IAAI,SÁAS,EÁAE;gBÁCnC,IAAI,IAÁI,CAAC,WAÁY,CAAĆ, UAAÚ,EAAÉ,aAAá,CAAĆ,EAÁE;AÁChD,óBAAÁ,OAAÓ,aAAa,ĆAAC;íBACtB;aAĆF;AAĆD,YÁAA,OÁAO,ÚÃAU,CAÁĆ;SÁCnB;KACF;AACF,CAAÁ ;AAeD;;;;AAIG;SACa,uCAAuC,GAAA;AACrD,IAAA,OAAO,KAAK,CAAC,yEAAyE,CAAC,CAAC;AAC1F;;ACIQA;;;;;;;AAQG;MAEU,yBAAyB,CAAA ;AADīC;JAAA,WAAA,GAAA;QAEU,JAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC;;;;AAJG;JACH,MAAM,CAAC,EAAU,EAAE,JA AY,EAAA;AAC7B,QAAA,KAAK,JAAJ,QAAQ,JAAJ,IAAJ,CAAC,UAAU,EAAE;AACpC,YAAA,QAAQ,CAAC,EAAE,EAAE,JAAJ,CAAC,CAAC;SACpB;KA CF;AAED;;;AAGG;AACH,IAAA,MAAM,CAAC,QAA2C,EAAA;AAChD,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;AAC/B,QAA A,ÒAAO,MÀAK;AACV,YAAA,IAAI,CAAC,UAAŬ,GAAĠ,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,CAAC,UAA6C,KAAĬ;gBÂCzF,OAAO,QAAQ,KAAK, UAAU,CAAC;AACjC,aAAC,CAAC,CAAC;AACL,SAAC,CAAC;KACH;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,UAAU,GAAG,EAAE,CAAC;KAC ,EAAE,MAAM,EAAC,CAAA;;;ACtBhC;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n InjectionToken,\n IterableChangeRecord,\n IterableChanges,\n TemplateRef,\n ViewContainerRef,\n} from '@angular/core';\n\n/**\n * The context for an embedded view in the repeater's view container.\n *\n * @template T The type for the embedded view's Simplicit property.\n *\nexport interface _ViewRepeaterItemContext<T> {\n \simplicit?: T;\n}\n\n'*\n * The arguments needed to construct an embedded view for an item in a view\n * container.\n *\n * @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemInsertArgs<C> {\n templateRef: TemplateRef<C>;\n context?: C;\n index?: number;\n}\n\n/**\n * A factory that derives the embedded view context for an item in a view\n * container.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport type _ViewRepeaterItemContextFactory<T, R, C extends
_ViewRepeaterItemContext<T>> = (\n record: IterableChangeRecord<R>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n) => _ViewRepeaterItemInsertArgs<C>;\n\n/**\n * Extracts the value of an item from an {@link IterableChangeRecord}.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n *\nexport type _ViewRepeaterItemValueResolver<T, R> = (record: IterableChangeRecord<R>) => T;\n\n/** Indicates how a view was changed by a {@link ViewRepeater}. */Inexport enum_ViewRepeaterOperation {\n /** The content of an existing view was replaced with another item. */\n REPLACED,\\n /** A new view was created with `createEmbeddedView`. */\n INSERTED,\\n /** The position of a view changed, but the content remains the same. */\n MOVED,\\n /** A view was detached from the view container. */\\n REMOVED,\\n}\\\n/**\\n * Meta data describing the state of a view after it was updated by aln * {@link _ViewRepeater}.\n *\n * @template R The type for the item in each IterableDiffer change record.\n @template C The type for the context passed to each embedded view.\n */\nexport interface _ViewRepeaterItemChange<R, C> {\in /** The view's context after it was changed. */In context?: C;\n /** Indicates how the view was changed. */In operation: _ViewRepeaterOperation;\n /** The view's corresponding change record. */In 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 changed.in *in * @template R The type for the item in each iterableDiffer change record.in * @template C The type for the context passed to each embedded view.\in */\nexport type _ViewRepeaterItemChanged<R, C> = (change: _ViewRepeaterItemChange<R, C>) => void;\in\n/**\n * Describes a strategy for rendering items in a {@link ViewContainerRef}.\in *\n * @template T The type for the embedded view's \$implicit property.\in * @template R The type for the item in each IterableDiffer change record.\in * @template C The type for the context passed to each embedded view.\in */\nexport interface _ViewRepeater<T, R, C extends _ViewRepeaterItemContext<T>> {\in applyChanges(\in changes: IterableChanges<R>>,\in viewContainerRef: ViewContainerRef,\in itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\in itemValueResolver: _ViewRepeaterItemValueResolver<T, R>,\in itemViewChanged?: _ViewRepeaterItemChanged<R, C>,\in): void;\in\in\ 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/licenseln */In/nimport {In EmbeddedViewRef,\in IterableChangeRecord,\in IterableChanges,\in ViewContainerRef,\in} from '@angular/core';\inimport {\in _ViewRepeater,\in ViewRepeaterItemChanged,\n_ViewRepeaterItemContext,\n_ViewRepeaterItemContextFactory,\n_ViewRepeaterItemValueResolver,\n ViewRepeaterOperation, \ln from './view-repeater'; $\ln \ln *$ A repeater that destroys views when they are removed from $\ln *$ (@link ViewContainerRef}. When new items are inserted into the container, in * the repeater will always construct a new embedded view for each item.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n * @template C The type for the context passed to each embedded view.\n */\nexport class _DisposeViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: 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.context,\n insertContext.tindex,\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 h\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 beln * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n EmbeddedViewRef,\n IterableChangeRecord,In IterableChanges,In ViewContainerRef,In} from '@angular/core';Inimport (in _ViewRepeater,In ViewRepeaterItemChanged,\n _ViewRepeaterItemContext,\n _ViewRepeaterItemContextFactory,\n _ViewRepeaterItemInsertArgs,\n _ViewRepeaterItemValueResolver,\n_ViewRepeaterOperation,\n} from './view-repeater';\n\n/**\n * A repeater that caches views when they are removed from a\n * {@link ViewContainerRef}. When new items are inserted into the container,\n * the repeater will reuse one of the cached views instead of creating a new\n * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n */In private _viewCache: EmbeddedViewRef<C>[] = [];\n\n /** Apply changes to the DOM. */In applyChanges(\n changes: IterableChanges<R>,\n viewContainerRef: ViewContainerRef,\n itemContextFactory: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _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 | I | Item added.\n const viewArgsFactory = () =>\n itemContextFactory(record, adjustedPreviousIndex,

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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 }
 itemValueResolver(record), In ); In operation = _ViewRepeaterOperation.MOVED; In } In If (itemViewChanged) {In itemViewChanged({In context:
this._insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.$implicit = value;\n return
undefined;\n \\n\n const viewArgs = viewArgsFactory();\n return viewContainerRef.createEmbeddedView(\n viewArgs.templateRef,\n
 viewArgs.context,\n viewArgs.index,\n );\n }\n\n /** Detaches the view at the given index and inserts into the view cache. */\n private
  detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as
 EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n \n\n /** Moves view at the previous index to the current
 index. */In private _moveView(in adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
 viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
 cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
 ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index =
 viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
'rxis';\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. */In private _deselectedToEmit: T[] = [];In\n /** Keeps track of the selected options that haven't been emitted by the change event. */In
private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. */\n private _selected: T[] | null;\n\n /** Selected values.
  In get selected(): T[] {\n if (!this._selected) {\n this._selected = Array.from(this._selection.values());\n }\n\n return this._selected;\n }\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[]_1 \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. In this._selectedToEmit.length = 0;In }In }In\n }**In * Selects a value or an array of values. In * @param
 values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
 boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value =>
 this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n *
Deselects a value or an array of values.\n * @param values The values to deselect\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);in values.forEach(value => this._unmarkSelected(value));in 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 /r*\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. In * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make
return type boolean\n *\n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if (flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n * Determines whether a value is selected.\n *\n isSelected(value:
This boolean for the selected of the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the selected for the sel
 (this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
removed: this._deselectedToEmit;\n \};\n\n\ntis._deselectedToEmit = \( \];\n this._selectedToEmit = \( \];\n this._selectedToEmit = \( \];\n this._selectedToEmit = \( \];\n this._selectedToEmit = \( \];\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._multiple) \( \);\n this._unmarkAll();\n if \( \);\n this._selected(value);\n if \( \);\n this._multiple) \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(value);\n if \( \);\n this._selected(valu
 }In\n if (!this.is$elected(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\n \n\n \r* Clears out the selected
 supporting multiple values.\n */\n private _verifyValueAssignment(values: T[j) {\n if (values.length > 1 && !this._multiple && (typeof
 ngDevMode === 'undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n }\n\n /** Whether there are queued up
 change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
 Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */in private
   getConcreteValue(inputValue: T, selection?: Set<T>): T {\n if (!this.compareWith) {\n return inputValue;\n } else {\n selection = selection ??
 this._selection; In for (let selected Value of selection) {In if (this.compare With! (input Value, selected Value)) {In return selected Value; In } In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value)) {In return selected Value; In } In fire the compare With! (input Value, selected Value) {In return selected Value; In } In fire the compare With! (input Value, selected Value) {In return selected Value; In } In fire the compare With! (input Value, selected Value) {In return selected Value; In } In fire the compare With! (input Value, selected Value) {In return selected Value; In } In fire the compare With! (input Value, selected Value) {In return selected Value; In } In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the compare With In fire the Compare With In fire the compare With In fire the Compare With In fire the compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare With In fire the Compare
this._selection;\in for (let selected value of selection) {\in if \text{tins.compare with!} (input value, selection value)} \text{ in if \text{tins.compare with!} (input value)} \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in it \text{ in
 multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */\nexport function
 getMultipleValuesInSingleSelectionError() {In return Error('Cannot pass multiple values into SelectionModel with single-value
 mode.');\n}\n","/**\n * @license\n * Copyright Google LLC All Right's Reserved.\n *\n * Use of this source code is governed by an MIT-style
 license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//
 Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported inexport 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
                       This service is needed because native radio change events are only fired on the item currentlyln * 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@lnjectable({providedln: '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 h\n }\n 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
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;AAeD;;;;AAIG;SACa,uCAAuC,GAAA;AACrD,IAAA,OAAO,KAAK,CAAC,YEAAYE,CAAC,CAAC;AAC1F;;ACIQA;;;;;;;AAQG;MAEU,YBAAYB,CAAA;AADtC,IAAA,WAAA,GAAA;QAEU,IAAU,CAAA,UAAA,GAAWC,EAAE,CAAC;AA6B9D,KAAA;AA3BC;;;;AAIG;IACH,MAAM,CAAC,EAAU,EAAE,IA
AY,EAAA;AAC7B,QAAA,KAAK,IAAI,QAAQ,IAAI,IAAI,CAAC,UAAU,EAAE;AACpC,YAAA,QAAQ,CAAC,EAAE,EAAE,IAAI,CAAC,CAAC;SACpB;KA
CF;AAED;;;AAGG;AACH,IAAA,MAAM,CAAC,QAA2C,EAAA;AAChD,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;AAC/B,QAA
A,ÓAAO,MÂAK;AÁCV,YÁAA,IÁAI,CAÁC,UAÁŬ,GAAĠ,IAAI,ĆAAC,UÁĂU,CÁAC,MAAM,CAAC,CAAC,UAÁ6C,KAÁÌ;gBĂCZF,OÁAO,QÁAQ,KÁĂK,
,EAAE,MAAM,EAAC,CAAA;;;ACtBhC;;AAEG;;;;"}
```

```
Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://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>ln{ln applyChanges(ln changes: IterableChanges<R>, ln viewContainerRef: ViewContainerRef, ln itemContextFactory:
__ViewRepeaterItemContextFactory<T, R, C>,\n itemVelueResolver: __ViewRepeaterItemValueResolver<T, R>,\n itemVelueResolver<T, R>,\n itemVelueResolver<T, R>,\n itemVelueResolver<T, R>,\n itemVelueResolver<T, R>,\n adjustedPreviousIndex: __ViewRepeaterItemChangedeR, C>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n currentIndex: number | null,\n currentIndex: number | null,\n const insertContext = itemContextFactory(record, adjustedPreviousIndex, currentIndex);\n view = viewContainerRef.createEmbeddedView(\n insertContext.templateRef,\n insertContext.\n insertContext.index,\n );\n operation =
 ViewRepeaterOperation.INSERTED;\n } else if (currentIndex == null) {In viewContainerRef.remove(adjustedPreviousIndex!);In 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 }\n }\n h\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
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) {In // Item added.In const viewArgsFactory = () =>In 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
itemValueResolver(record),\n);\n operation = _ViewRepeaterOperation.MOVED;\n}\n\n if (itemViewChanged) {\n itemViewChanged({\n context:
this_insertViewFromCache(currentIndex!, viewContainerRef);\n if (cachedView) {\n cachedView.context.\simplicit = value;\n return undefined;\n }\n\n const viewArgs = viewArgsFactory();\n return viewContainerRef.createEmbeddedView(\n viewArgs.templateRef,\n
viewArgs.context,In viewArgs.index,In );In }InIn /** Detaches the view at the given index and inserts into the view cache. */In private
 detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as
EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n }\n\n /** Moves view at the previous index to the current
index. */In private _moveView(in adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In
): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n
viewContainerRef.move(view, currentIndex);In view.context.$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the
cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef:
ViewContainerRef) {In if (this._viewCache.length < this.viewCacheSize) {In this._viewCache.push(view);In } else {In const index =
viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's
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^*\|^*\|^*\|^*\|^*\| \end{aligned} \text{ copyright Google LLC All Rights Reserved.\n *\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n *\n\n\nimport {Subject} from 'rxjs';\n\n/**\n * Class to be used to power selecting one or more options from a list.\n *\nexport class SelectionModel<T> {\n | /** Currently-selected values. *\n private _selection = new Set<T>();\n\n /** Keeps track of the deselected options that haven't been emitted by the change event. *\n private _deselectedToEmit: T[] = [];\n\n /** Keeps track of the selected options that haven't been emitted by the change event. *\n private _selectedToEmit: T[] = [];\n\n /** Cache for the array value of the selected items. *\n private _selected: T[] |\null;\n\n /** Selected values.
*/In get selected(): T[] {In if (!this,_selected) {In this._selected = Array.from(this._selection.values());in }InIn return this._selected;In }Inin /**
Event emitted when the value has changed. */In readonly changed = new Subject<SelectionChange<T>>();In\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
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);In values.forEach(value => this._unmarkSelected(value));In const changed =
this._hasQueuedChanges();In this._emitChangeEvent();In return changed;In }\n\n\ **In * 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 */In
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 /r*\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
```

```
{In return !this.isEmpty();In }In\n /**In * Sorts the selected values based on a predicate function.In */In 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
*/In isMultipleSelection() {In return this._multiple;In }InIn /** Emits a change event and clears the records of selected and deselected values.
*/In private _emitChangeEvent() {In // Clear the selected values so they can be re-cached.In this._selected = null;InIn if
(this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
removed: this._deselectedToEmit,\n });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n }\n }\n }\n }\n h\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 if (!this.isSelected(value)) } \]
In a filthis.isSelected(value) (In this._getcoin-retevalue(value); In filthis.isSelected(value)) (In this._getcoin-retevalue) (In filthis.isSelected(value)) (In this._selected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.forEach(value)) (In filthis.isSelected(value)); In filthis.isSelected(value)) (In filthis.isSelected(value)) (In filthis.isSelected(value)) (In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(val
Verifies the value assignment and throws an error if the specified value array isln * including multiple values while the selection model is not supporting multiple values.\n */\n private_verifyValueAssignment(values: T[]) {\n if (values.length > 1 && !this._multiple && (typeof
ngDevMode === 'undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n }\n\n /** Whether there are queued up
change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */In private
 _getConcreteValue(inputValue: T, selection?: Set<T>): T {In if (!this.compareWith) {In return inputValue;In } else {In selection = selection ??
this._selection; In for (let selected Value of selection) {In if (this.compare With! (input Value, selected Value)) {In return selected Value; In } In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value) (in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value) (in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compa
return inputValue;\n }\n }\n}\n\n\n\**\n * Event emitted when the value of a MatSelectionModel has changed.\n * @docs-private\n */\nexport interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the
model. */In added: T[];In /** Options that were removed from the model. */In removed: T[];In /** Options that were removed from the model. */In removed: T[];In /** Peturns an error that reports that multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */Inexport 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 * \n * Use of this source 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.in */in@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\ /* 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 ngOnDestroy() {\n this._listeners = [];\n }\n\n","/**\n * Generated bundle index. Do not edit.\n
*/In\nexport * from './index';\n"], "names":
["observableOf"], "mappings": ";;;;MAWsB,UAAU,CAAA;AAmB/B,CAAA;AAED;AACM,SAAU,YAAY,CAAC,KAAU,EAAA;;;;;AAKrC,IAAA,OAAO,K
AAK,IAAI,OAAO,KAAK,CAAC,OAAO,KAAK,UAAU,IAAI,EAAE,KAAK,YAAY,qBAAqB,CAAC,CAAC;AACnG;;AC5Ba;AACM,MAAO,eAAMB,SAAQ,
UAAA,CAAA;AACnD,IAAA,WAAA,CAAOB,KAA8C,EAAA;AAChE,QAAA,KAAK,EAAE,CAAC;QADU,IAAK,CAAA,KAAA,GAAL,KAAK,CAAYC;KAEJ
E;IAED,OAAO,GAAA;QACL,OAAO,YAAY,CAAC,IAAI,CAAC,KAAK,CAAC,GAAG,IAAI,CAAC,KAAK,GAAGA,EAAY,CAAC,IAAI,CAAC,KAAK,CAAC,
,CAAC;KACzE;AAED,IAAA,UAAU,MAAK;AAChB;;ACqCD;IACY,uBASX;AATD,CAAA,UAAY,sBAAsB,EAAA;;AAEhC,IAAA,SBAAA,CAAA,SBAAA,
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A2B,KÁCZB;AÁCF,YAAÁ,IAAÍ,IÁAoC,CAÁC;AAĆZC,YÁÁA,IAAÍ,ŠAAIC,ĆAAC;ÁACtC,ŸAAA,IAÁÍ,MAAM,CAÁC,&AAa,ÍAAÍ,IAÁÍ,EAAE;ģBAChĆ,M
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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 $ViewRepeaterItemContextFactory_In_ViewRepeaterItemInsertArgs_In_ViewRepeaterItemValueResolver_In_ViewRepeaterOperation_$./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, in * the repeater will reuse one of the cached views instead of creating a newin * embedded view. Recycling cached views reduces the quantity of expensive DOM\n * inserts.\n *\n * @template T The type for the embedded view's \$implicit property.\n * @template R The type for the item in each IterableDiffer change record.\n* @template C The type for the context passed to each embedded view.\n*/\nexport class _RecycleViewRepeaterStrategy<T, R, C extends _ViewRepeaterItemContext<T>>\n implements _ViewRepeater<T, R, C>\n{\n *\\n * The size of the cache used to store unused views.\n * Setting the cache size to `0` will disable caching. Defaults to 20 views.\n */In viewCacheSize: number = 20;\n\n /**\n * View cache that stores embedded view instances that have been previously stamped out,\n * but don't are not currently rendered. The view repeater will reuse these views rather than\n * creating brand new ones.\n *\n * TODO(michaeljamesparsons) Investigate whether using a linked list would improve performance.In */\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: _ViewRepeaterItemContextFactory<T, R, C>,\n itemValueResolver: _ViewRepeaterItemValueResolver<T, R>,\n itemViewChanged 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) {In // Item added.In const viewArgsFactory = () =>In 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), In); In operation = _ViewRepeaterOperation.MOVED; In }In If (itemViewChanged) {In itemViewChanged({In context: 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 detachAndCacheView(index: number, viewContainerRef: ViewContainerRef) {\n const detachedView = viewContainerRef.detach(index) as EmbeddedViewRef<C>;\n this._maybeCacheView(detachedView, viewContainerRef);\n }\n\n /** Moves view at the previous index to the current index. */In private _moveView(In adjustedPreviousIndex: number,In currentIndex: number,In viewContainerRef: ViewContainerRef,In value: T,In): EmbeddedViewRef<C> {\n const view = viewContainerRef.get(adjustedPreviousIndex!) as EmbeddedViewRef<C>;\n viewContainerRef.move(view, currentIndex);In view.context.\$implicit = value;In return view;In }InIn /**In * Cache the given detached view. If the cache is full, the view will be\n * destroyed.\n */\n private _maybeCacheView(view: EmbeddedViewRef<C>, viewContainerRef: ViewContainerRef) {\n if (this._viewCache.length < this.viewCacheSize) {\n this._viewCache.push(view);\n } else {\n const index = viewContainerRef.indexOf(view);\n\n // The host component could remove views from the container outside of\n // the view repeater. It's unlikely this will occur, but just in case, In // destroy the view on its own, otherwise destroy it through the In // container to ensure that all the 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-= 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 =>

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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. In this._selectedToEmit.length = 0; In }In }In In In I **In * Selects a value or an array of values. In * @param
values The values to select\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type
boolean\n */\n select(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value =>
this._markSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n *
Deselects a value or an array of values. In * @param values The values to deselect \n * @return Whether the selection changed as a result of
this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n
this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\n\n \*\n * Sets the selected values\n * @param values The new
selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n
setSelection(...values: T[]): boolean | void {In this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet
= new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value =>
!newSelectedSet.has(this_getConcreteValue(value, newSelectedSet)))\n.forEach(value => this_unmarkSelected(value));\n const changed =
this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /\r*\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. In * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make
return type boolean\n */n clear(flushEvent = true): boolean | void {\n this._unmarkAll();\n const changed = this._hasQueuedChanges();\n if
(flushEvent) {\n this._emitChangeEvent();\n }\n return changed;\n }\n\n /**\n * Determines whether a value is selected.\n */\n isSelected(value:
Th: 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 |**\n * Gets whether multiple values can be selected.\n
*/\n isMultipleSelection() {\n return this._multiple;\n }\n\n /\s 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
values. */\n private _unmarkAll() {\n if (!this.isEmpty()) {\n this._selection.forEach(value => this._unmarkSelected(value));\n }\n }\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. */In private
 getConcreteValue(inputValue: T, selection?: Set<T>): T {In if (!this.compareWith) {In return inputValue; In } else {In selection = selection ??} \\
_getConcretevalue(inputvalue: 1, Selection)? SetC17]: I {\text{in} \text{(ains.compareWith)} \text{\text{in} \text{text} \text{\text{in} \text{}}} \text{\text{\text{in} \text{}}} = Selection? Selection? Selection? In {\text{\text{in} \text{\text{\text{\text{}}}} \text{\text{\text{\text{\text{\text{}}}}} \text{\text{\text{\text{\text{\text{}}}}} \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\
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 Right's Reserved.\n *\n * Use of this source code is governed by an MIT-style
license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injectable, OnDestroy} from '@angular/core';\n\n//
Users of the Dispatcher never need to see this type, but TypeScript requires it to be exported inexport 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
                This service is needed because native radio change events are only fired on the item currentlyln * 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.in */in@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 \n \n \n \text{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
*/Inlnexport * from './index';in"], "names":

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\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 an array of values.\n * @param values The values to select\n * @return Whether the selection changed as a result of this call\n * @breakingchange 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; In } In } In /**In * Deselects a value or an array of values. In * @param values The values to deselect In * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n deselect(...values: T[]): boolean | void {\n this._verifyValueAssignment(values);\n values.forEach(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n }\n\n /**\n * Sets the selected values\n * @param values The new selected values\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */\n setSelection(...values: T[]): boolean | void {In this._verifyValueAssignment(values);\n const oldValues = this.selected;\n const newSelectedSet = new Set(values);\n values.forEach(value => this._markSelected(value));\n oldValues\n .filter(value => this._unmarkSelected(value));\n const changed = this._hasQueuedChanges();\n this._emitChangeEvent();\n return changed;\n \\n\n *Toggles a value between selected and deselected.\n * @param value The value to toggle\n * @return Whether the selection changed as a result of this call\n * @breaking-change 16.0.0 make return type boolean\n */In toggle(value: T): boolean | void {In return this.isSelected(value) ? this.deselect(value); this.select(value); In }In\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 réturn changed;\n }\n\n /**\n * Determines whether a value is selected.\n */\n isSelected(value: T): boolean {In return this._selection.has(this._getConcreteValue(value));\n }\n\n /**\n * Determines whether the model does not have a value.\n */in isEmpty(): boolean {in return this._selection.size === 0;in }\n\n /**\n * Determines whether the model has a value.\n */\n hasValue(): boolean

```
{In return !this.isEmpty();In }In\n /**In * Sorts the selected values based on a predicate function.In */In 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
*/In isMultipleSelection() {In return this._multiple;In }InIn /** Emits a change event and clears the records of selected and deselected values.
*/In private _emitChangeEvent() {In // Clear the selected values so they can be re-cached.In this._selected = null;InIn if
(this._selectedToEmit.length || this._deselectedToEmit.length) {In this.changed.next({In source: this,\n added: this._selectedToEmit,\n
removed: this._deselectedToEmit,\n });\n\n this._deselectedToEmit = [];\n this._selectedToEmit = [];\n }\n }\n }\n }\n }\n }\n h\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 if (!this.isSelected(value)) } \]
In a filthis.isSelected(value) (In this._getcoin-retevalue(value); In filthis.isSelected(value)) (In this._getcoin-retevalue) (In filthis.isSelected(value)) (In this._selected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.delete(value); In filthis.isSelected(value)) (In this._selection.forEach(value)) (In filthis.isSelected(value)); In filthis.isSelected(value)) (In filthis.isSelected(value)) (In filthis.isSelected(value)) (In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value)); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(value); In filthis.isSelected(val
Verifies the value assignment and throws an error if the specified value array isln * including multiple values while the selection model is not supporting multiple values.\n */\n private_verifyValueAssignment(values: T[]) {\n if (values.length > 1 && !this._multiple && (typeof
ngDevMode === 'undefined' || ngDevMode)) {\n throw getMultipleValuesInSingleSelectionError();\n }\n }\n }\n\n /** Whether there are queued up
change to be emitted. */\n private _hasQueuedChanges() {\n return !!(this._deselectedToEmit.length || this._selectedToEmit.length);\n }\n\n /**
Returns a value that is comparable to inputValue by applying compareWith function, returns the same inputValue otherwise. */In private
 _getConcreteValue(inputValue: T, selection?: Set<T>): T {In if (!this.compareWith) {In return inputValue;In } else {In selection = selection ??
this._selection; In for (let selected Value of selection) {In if (this.compare With! (input Value, selected Value)) {In return selected Value; In } In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value) (in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value) (in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With! (input Value, selected Value)) {In return selected Value; In } In fireful in the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compare With the compa
return inputValue;\n }\n }\n}\n\n\n\**\n * Event emitted when the value of a MatSelectionModel has changed.\n * @docs-private\n */\nexport interface SelectionChange<T> {\n /** Model that dispatched the event. */\n source: SelectionModel<T>;\n /** Options that were added to the
model. */In added: T[];In /** Options that were removed from the model. */In removed: T[];In /** Options that were removed from the model. */In removed: T[];In /** Peturns an error that reports that multiple values are passed into a selection model\n * with a single value.\n * @docs-private\n */Inexport 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 * \n * Use of this source 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.in */in@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\ /* 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 ngOnDestroy() {\n this._listeners = [];\n }\n\n","/**\n * Generated bundle index. Do not edit.\n
*/In\nexport * from './index';\n"], "names":
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\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 inexport type UniqueSelectionDispatcherListener = (id: string, name: string) => void;\n\n/**\n * Class to coordinate unique selection based on name.\n * Intended to be consumed as an Angular service.\n * This service is needed because native radio change events are only fired on the item currently\n * being selected, and we still need to uncheck the previous selection. In *In * This service does not *store* any IDs and names because they may change at any time, so it is In * less error-prone if they are simply passed through when the events occur.\n */\n@lnjectable{{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 return listeners.filter((registered: UniqueSelectionDispatcherListener) => {\n return listener! == registered;\n });\n }\n }\n }\n }\n ponDestroy() {\n return listener! == registered;\n });\n }\n }\n ponDestroy() {\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered;\n return listener! == registered 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 */\nimport {NgModule} from '@angular/core';\n\n@NgModule({})\nexport class LayoutModule {}\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 {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. */Inlet mediaQueryStyleNode: HTMLStyleElement | undefined, InIn/** A utility for calling matchMedia queries */\n@lnjectable({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 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) {in 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 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\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
/**In * 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 * 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> {In 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. In stateObservable = concat(In stateObservable.pipe(take(1)), In stateObservable.pipe(skip(1),
debounceTime(0)),\n );\n return stateObservable.pipe(\n map(breakpointStates => \\n const response: BreakpointState = \\n matches: false,\n
breakpoints: {},\in`};\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)) {in 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
provided as commain * separated.in */infunction splitQueries(queries: readonly string[]): readonly string[] (in return queriesin .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:
(min-width: 909x), link (max-width: 123.90px), in Large: (min-width: 120.0px), link (max-width: 1919.90px), link (max-width: 1919.90px), link (max-width: 1919.90px), link (max-width: 1919.90px), link (max-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90px), link (min-width: 1919.90
(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. 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 */\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
\In\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\f\*\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
- nonce; in }inth mediaQueryStyleNode.setaltribute(type, texticss); int doctiment.headt.appendchind(inediaQueryStyleNode.sheet) {n mediaQueryStyleNode.sheet.insertRule(`@media ${query} {body{ }}`, 0); \n mediaQueriesForWebkitCompatibility.add(query); \n }\n } catch (e) {\n console.error(e); \n }\n }\n \n \n \n'* 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',\n'\**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n\nimport {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';\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 {In /** 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@lnjectable({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.ln *@param value One or more media queries to check.ln *@returns Whether any of the media queries match.ln */In 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 }\n );\n }\n );\n }\n private_registery 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 theln // webapis-media-query.js file alongside the zone.js file. Additionally, some browsers do notln // 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 }\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
string[] {\n return queries\n .map(query => query.sp\it(','))\n .reduce((a1, a2) => a1.concat(a2)\n .map(query => query.trim());\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)',Inin Handset:In '(máx-width: 599.98px) and (orientation: portrait), '+\n '(max-width: 959.98px) and (orientation:
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839.98px) ánd (orientation: portrait)',\n WebPortrait: '(mín-width: 840px) and (orientation: portrait)',\n\n HandsetLandscápe: '(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. Do not edit.\n */\n\nexport * from
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Α;ΑΑΝΡΒ,ΙΑΑΑ,ՏΑΑΑ,ΙΑΑΑ,CΑΑΑ,ΚΑΑΑ,GΑΑΑ,ΕΑΑΑ,CΑΑΑ,qΒΑΑΑ,CΑΑΑ,ΕΑΑΑ,UΑΑΑ,ΕΑΑΑ,QΑΑΑ,ΕΑΑΑ,ΟΑΑΑ,ΕΑΑΑ,eΑΑΑ,εΑΑΑ,QΑΑΑ,
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/licenseln */Inlnimport {coerceArray} from '@angular/cdk/coercion';\nimport {lnjectable, NgZone, OnDestroy} from '@angular/core';\nimport {combineLatest, concat, Observable, Observer, Subject} from 'rxjs';\nimport {debounceTime, map, skip, startWith, take, takeUntil} from 'rxjs/operators';\nimport {MediaMatcher} from './media-matcher';\n\n/** The current state of a layout breakpoint. */Inexport interface BreakpointState {In /** Whether the breakpoint is currently matching. */In matches: boolean;In /**In * A key boolean pair for each query provided to the observe method, in * with its current matched state. In */In breakpoints: {In [key: string]: boolean; in }; in }\n\n/** The current state of a layout breakpoint. */Ininterface InternalBreakpointState {In /** Whether the breakpoint is currently matching. */In matches: boolean; In /** The media query being to be matched */In query: string; In Interface Query {In 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();in }\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 *@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);inln let stateObservable = combineLatest(observables);in // 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\n fin \n\n fin \n\n fin Registers a specific query to be listened for. */In private _registerQuery(query: string): Query {In // 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 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://langular.io/license\n */\n/! PascalCase is being used as Breakpoints is used like an enum.\n/! tslint:disable-next-line:variablenamelnexport const Breakpoints = {In 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: 1919.98px)',\n (min-width: 1913-39px), in Large: (min-width: 1913-39px), in Large: (min-width: 1920px); in In 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)',in Web:in '(min-width: 840px) and (orientation: portrait), '+In '(min-width: 1280px) and (orientation: landscape)',in Meb:in '(min-width: 840px) and (orientation: portrait)',in 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. Do not edit.\n */\n\nexport * from './index';\n"],"names":

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, QAAA,EAAA,CAAÁ,CAAA,EĂAA;SHAAZ,YAAY,EAAA,CAAA,CAAA,EAAA;SHAAZ,YAAY,EAAA,CAAA,CAAA,EAAA;;KGAAZ,YAAY,EAAA,UAAA,E AAA,CAAA;kBADxB,QAAQ;mBAAC,EAAE,CAAA;;;ACCZ;AACA,MAAM,kCAAkC,GAAgB,IAAI,GAAG,EAAU,CAAC;AAE1E;AACA,IAAI,mBAAID, CAAC;AAEÍD;MAEa,YAAY,CAAA;IAIVB,WACU,CAÁA,SAAmB,EACY,MAAsB,EAAA;QADrD,IAAS,CAAA,SAAA,GAAT,SAAS,CAAU;QACY,IAAM,C AAA,MAAA,GAAN,MAAM,CAAgB;AAE7D,QAAA,IAAI,CAAC,WAAW;AACd,YAAA,IAAI,CAAC,SAAS,CAAC,SAAS,IAAI,MAAM,CAAC,UAAU;AAC3 C;;AAEE,0BAAA,MAAM,CAAC,UAAU,CAAC,IAAI,CAAC,MAAM,CAAC;KBAC9B,cAAc;CAAC;KACtB;AAED;;;;;AAKG;AACH,IAAA,UAAU,CAAC,K AÁa,EAAA;AACtB,QAAÁ,IAAI,ÍAAI,CÁAC,SÁAS,ĆAAC,MAAM,ÍAAI,IAÁI,CAAC,SAAS,CAAC,KAAK,ÉAAE;AÁCjD,YAÁA,oBÁAoB,CAAC,KAAK,É AAE,IAAI,CAAC,MAAM,CAAC,CAAC;SAC1C;AACD,QAAA,OAAO,IAAI,CAAC,WAAW,CAAC,KAAK,CAAC,CAAĆ;KAChC;AA3BU,IAAA,SAAA,IAA ААА,ҮААҮ,0CAMD,SAAS,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,CAAA, Α;ΑΑΝΡΒ,ΙΑΑΑ,ՏΑΑΑ,ΙΑΑΑ,CΑΑΑ,ΚΑΑΑ,GΑΑΑ,ΕΑΑΑ,CΑΑΑ,qΒΑΑΑ,CΑΑΑ,ΕΑΑΑ,UΑΑΑ,ΕΑΑΑ,QΑΑΑ,ΕΑΑΑ,ΟΑΑΑ,ΕΑΑΑ,eΑΑΑ,εΑΑΑ,QΑΑΑ, EAAA,EAAA,EAAA,IAAA,EAAA,YAAY,cADA,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,YAAY,EAAA,UAAA,EAAA,CAAA;kBADxB,UAAU;mBAA C,EAAC,UAAU,EAAE,MAAM,EAAC,CAAA;;0BAO3B,QAAQ;;0BAAI,MAAM;2BAAC,SAAS,CAAA;;AAwBjC;;;;;;;AAQG;AACH,SAAS,oBAAoB,CA AC,KAAa,EAAE,KAAgC,EAAA;AAC3E,IAAA,IAAI,KCAAKC,CAAC,GAAG,CAAC,KAAK,CAAC,EAAE;QACjD,OAAO;KACR;AAED,IAAA,IAAI;QACF AC;AAED;AACA,SAAS,cAAc,CAAC,KAAa,EAAA;;;IAGnC,OAAO;AACL,QAAA,OAAO,EAAE,KAAK,KAAK,KAAK,IAAI,KAAK,KAAK,EAAE;AACx C,QAAA,KAAK,EAAE,KAAK;AACZ,QAAA,WAAW,EAAE,MAAK,GAAG;AACrB,QAAA,¢AAc,EAAE,MAAK,GAAG;KACIB,CAAC;AACX;;ACrDA;MA Ea, KBAAKB, CAAA; IAM7B, WACU, CAAA, AAA2B, EAC3B, KAAA, EAAA; QADb, IAAa, CAAA, AAAA, GAAb, AAAa, CAAc; QAC3B, IAAK, CAAA, KAAA, GA AL,KAAK,CAAQ;;AANf,QAAA,IAAA,CAAA,QAAQ,GAAG,IAAI,GAAG,ÈAAIB,CAAC;;AAÉ3B,QAAA,IAAA,CAAA,eAÀe,GAAG,IAAI,OAAO,EAAQ,C AAC;KAKnD;;IAGJ,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,eAAe,CAAC,IAAI,EAAE,CAAC;AAC5B,QAAA,IAAI,CAAC,eAAe,CAAC,QAAQ,EAAE,C AAC;KACjC;AAED;;;;AAIG;AACH,IAAA,SAAS,CAAC,KAAIC,EAAA;QACzC,MAAM,OAAO,GAAG,YAAY,CAAC,WAAW,CAAC,KAAK,CAAC,CAAC, CAAC;AACjD,QAAA,OAAO,OAAO,CAAC,IAAI,CAAC,UAAU,IAAI,IAAI,CAAC,cAAC,CAAC,UAAU,CAAC,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC KAChF;AAED;;;;;AAKG;AACH,IAAA,OAAO,CAAC,KAAIC,EAAA;QACvC,MAAM,OAAO,GAAG,YAAY,CAAC,WAAW,CAAC,KAAK,CAAC,CAAC,CA ÁCZF,YÁÁA,GAÁG,CÁÁC,WÁÁW,CÁÁC,OAÁO,CÁÁC,CÁÁC;AÁEZB,ÝAÁA,OAÁO,MAAK;AÁCV,gBÁAA,GAÁG,CÁÁC,CÁÁC,CÁÁC,OAÁO,CÁÁC, CAAC;AAC9B,aAAC,CAAC;AACJ,SAAC,CAAC,CAAC,IAAI,CACL,SAAS,CAAC,GAAG,CAAC,EACd,GAAG,CAAC,CAAC,EAAC,OAAO,EAAC,MA

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, ElementRef} from '@angular/core';\nimport {FocusableOption} from '@angular/cdk/a11y';\n\n@Directive({\n selector: '[cdkStepHeader]',\n host: {\n 'role': 'tab',\n },\n standalone: true,\n})\nexport class Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, TemplateRef} from '@angular/core';\n\n@Directive({\n selector: '[cdkStepLabel]',\n standalone: true,\n})\nexport class CdkStepLabel {In constructor(** @docs-private */ public template: Template: Template: All Rights Reserved.\n *\n * Use of this source 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'n\nimport {CdkStepHeader} from './step-header';\nimport {CdkStepLabel} from './step-label';\nin/** Used to generate unique ID for each stepper component. */\nlet nextld = 0;\nin/**\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. */In selectedIndex: number;InIn /** Index of the step previously selected. */In previouslySelectedIndex: number;InIn /** The step instance now selected. */In previouslySelectedStep: CdkStep;InIn /** The step instance previously selected. */In 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. */inexport const STEPPER_GLOBAL_OPTIONS = new InjectionToken
StepperOptions
('STEPPER_GLOBAL_OPTIONS');\n\n/** Configurable options for stepper. */\nexport interface StepperOptions {in /**\n * Whether the stepper should display an error state or not.\n * Default behavior is assumed to be false.\n */\n showError?: boolean;\n\n /**\n * Whether the stepper should display the default indicator type\n * or not.\n * Default behavior is assumed to be true.\n */\n displayDefaultIndicatorType?: boolean;\n\n\n@Component({\n selector: 'cdk-step',\n exportAs: 'cdkStep',\n template: '<ng-template><ngcontent></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 CdkStepLabel;Inin /** Template for step content. */in @viewCniid(TemplateRet, {static: true}) content: TemplateRet any>;inin /** Ine top level abstract control of the step. */in @input() stepControl: AbstractControlLike;In\in /** Whether user has attempted to move away from the step. */in @Output('interacted')\in readonly interactedStream: EventEmitter<CdkStep> = new EventEmitter<CdkStep>();\in\in /** Plain text label of the step. */in @input() label: string;\in\in /** Error message to display when there's an error. */in @input() errorMessage: string;\in\in /** Aria label for the tab. */in @input('aria-label') ariaLabel: string;\in\in /** Reference to the element that the tab is labelled by.in * Will be cleared if `aria-label` is set at the same time.\in */in @input('aria-labelledby') ariaLabelledby') ariaLabelledby: string;\in\in /** State of the step. */in @input() state: StepState;\in\in /** 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. */In @Input({transform: booleanAttribute})In get completed(): boolean {In 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 && reset(): void {In this.interacted = false; InIn if (this._completedOverride != null) {In this._completedOverride = false; In }InIn if (this._customError != null) {\n this._customError = false;\n }\n\n if (this.stepControl) {\n this.stepControl.reset();\n }\n }\n }\n\n ngOnChanges() {\n /i 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 \land\n \rank\n \ra show the error state either if the user opted intolout 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 {In return this._selectedIndex;\n }\n set selectedIndex(index: number) {in if (this.steps && this._steps) {\n // Ensure that the index can't be out of bounds.\n if (!this._isValidIndex(index) && (typeof ngDevMode) {In 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 }\n }\ else {\n this._selectedIndex = index;\n }\n }\n private _selectedIndex = 0;\n\n /** The step that is selected. */\n @Input()\n get selected(): CdkStep | undefined {\n return this.steps.toArray()[this.selectedIndex] : undefined;\n }\n set selected(step: CdkStep | undefined) {\n this.selectedIndex = step && this.steps ? this.steps.toArray().indexOf(step) : -1;\n \\n\n \rightarrow Event emitted when the selected step has changed. \(\text{fin} \) \(\text{@Output()} \) readonly selectionChange = new EventEmitter<StepperSelectionEvent>();\n\n \rightarrow Output to support two-way binding on `[(selectedIndex)]` \(\text{*/N} \). @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';\text{in\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
Change Detector Ret, in private _elementers _elementers __in / {in this_steps.changes in .pipe(startWith(this_steps), takeUntil(this_destroyed)) in .subscribe((steps: QueryList<CdkStep>) => {in this.steps.reset(steps.filter(step => step_ stepper === this)); in this.steps.notifyOnChanges(); in }); in } In ngAfterViewinit() {in // if the step headers are defined outside of the `ngFor` that renders the steps, like in the in // 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 sortin // 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. In // https://developer.mozilla.org/en-
 US/docs/Web/API/Node/compareDocumentPosition\n // tslint:disable-next-line:no-bitwise\n return documentPosition &
 Node.DOCUMENT_POSITION_FOLLOWING ? -1: 1;\n }),\n );\n this._sortedHeaders.notifyOnChanges();\n });\n\n // Note that while the step
 headers are content children by default, any components that\n // extend this one might have them as view children. We initialize the keyboard
 handling in\n // AfterViewInit so we're guaranteed for both view and content children to be defined in this _keyManager = new
 FocusKeyManager<FocusableOption>(this._sortedHeaders)\n .withWrap()\n .withHomeAndEnd()\n .withVerticalOrientation(this._orientation
 === 'vertical');\n\n (this._dir ? (this._dir.change as Observable<Direction>) : observableOf<Direction>())\n
.pipe(startWith(this._layoutDirection()), takeUntil(this._destroyed))\n .subscribe(direction =>
 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 / l invalid index on init. If that's the case, auto-correct to the default so we don't throw. In if (!this._isValidIndex(this._selectedIndex)) {In this._selectedIndex = 0; In } n }n }n ngOnDestroy() {In
this._updateSelectedItemIndex(0);\n this.steps.forEach(step => step.reset());\n this._stateChanged();\n }\n\n /** Returns a unique id for each step label element. */\n _getStepLabelId(i: number): string {\n return `cdk-step-label-${\text{this._groupld}-$\{i}`;\n }\n\n /** Returns unique id for each
 step content element. */\ln _getStepContentId(i: number): string {\n return `cdk-step-content-${this _groupId}-${i}`;\n }\n\n /r* Marks the
 component to be change detected. */In _stateChanged() {In this._changeDetectorRef.markForCheck();In }Inin /** Returns position state of the
 step with the given index. */\n _getAnimationDirection(index: number): StepContentPositionState {\n const position = index
 this._selectedIndex;\n if (position < 0) {\n return this._layoutDirection() === 'rtl' ? 'next' : 'previous';\n } else if (position > 0) {\n return
                                             - 'rtl' ? 'previous' : 'next';\n }\n return 'current';\n }\n\n /** Returns the type of icon to be displayed. */\n
 this._layoutDirection() =
_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,
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 =
 .some(step => {\n const control = step.stepControl;\n const isIncomplete = control\n ? control.invalid || control.pending || !step.interacted\n :
_getFocusedElementPierceShadowDom();\n return stepperElement === focusedElement || stepperElement.contains(focusedElement);\n
(!this.steps || index < this.steps.length);\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; in parent: any; in pending: boolean; in pristine: boolean; in root: AbstractControlLike; in status: string; in readonly
 statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any)
   > any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
 disable(opts?: any): void;\n enable(opts?: any): void;\n get(path: (string | number)[ | string): AbstractControlLike | null;\n getError(errorCode:
 string, path?: (string | number)[] | string): any;\n hasError(errorCode: string, path?: (string | number)[] | string): boolean;\n
markAllAsTouched(): void;\n markAsDirty(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsPristine(opts?: any): void;\n markAsUntouched(opts?: any): void;\n patchValue(value: any, options?: Object): void;\n reset(value?:
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 setFarent(parent: any): void;\n setValidators(newValidator: (control: any) => any | ((control: any) => any) | | null): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n setValue(value: any, options?: any): void;\n reset(formState?: any, options?: any): void;\n setValue(value: any, options?: any): void;\n reset(formState?: any, options?: any): void;\n setValue(value: any, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): void;\n | null, options?: any): vo
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\n\nimport {\OdkStepper, CdkStep} from './stepper';\nimport {CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, CdkStepper, C
 '@angular/cdk/bidi';\n\n@NgModule({\n imports: [\n BidiModule,\n CdkŚtep,\n CdkStepper,\n CdkStepHeader,\n CdkStepLabel,\n
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 './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 {Directive, TemplateRef} from '@angular/core';\n\n@Directive({\n selector: '[cdkStepLabel]',\n standalone: true,\n})\nexport class CdkStepLabel {\n constructor(/** @docs-private */ public template: TemplateRef<any>) {}\n}\n","/**\n * @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 {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 ContentChildren,in Directive,in ElementRen,in EventEmitter,in Torwardren,in Inject,in Injection Token,in Inject,in Injective,in Contanges,in OnDestroy,in Optional,in Output,in QueryList,in TemplateRef,in ViewChild,in ViewEncapsulation,in AfterContentInit,in booleanAttribute,in numberAttribute,in from '@angular/core';inimport {_getFocusedElementPierceShadowDom} from '@angular/cdk/platform';inimport {Observable, of as observableOf, Subject} from 'rxjs';inimport {startWith, takeUntil} from 'rxjs/operators';ininimport {CdkStepHeader} from './step-header';inimport {CdkStepLabel} from './step-label';inin/** Used to generate unique ID for each stepper component. */inlet nextld = Step-lead rylling to the content of each step in stepper that is used for transitioningln * the content into correct position state of the content of each step in stepper that is used for transitioningln * 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. */Inexport type StepState = 'number' | 'edit' | 'done' | 'error' | string;\n\n/** Enum to represent the different states of the steps. */Inexport const STEP_STATE = {In 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 STEPER_GLOBAL_OPTIONS = new InjectionToken = new injection Token<StepperOptions>(STEPPEK_GLOBAL_OPTIONS); intil/** Configurable options for stepper. */Inexport interface
StepperOptions {\n /**\n * Whether the stepper should display an error state or not.\n * Default behavior is assumed to be false.\n */\n
showError?: boolean;\n\n /**\n * Whether the stepper should display the default indicator type\n * or not.\n * Default behavior is assumed to be
true.\n */\n displayDefaultIndicatorType?: boolean;\n\n\n@Component({\n selector: 'cdk-step',\n exportAs: 'cdkStep',\n template: '<ngtemplate><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')

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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 {In return this._completedOverride == null ?
.completedOverride: boolean | null = null;\n\n private _getDefaultCompleted() {\n return this.stepControl ? this.stepControl valid &&
__completed verifies business the first interacted; in lini | minimal private _getDefaultCompleted() {in letter this.stepControl.valid && this.interacted; in lini /* Whether step has an error. */in @Input({transform: booleanAttribute})\n get hasError(): boolean {in return this,_customError == null ? this,_getDefaultError(): this,_customError; in }\n set hasError(value: boolean) {in this,_customError = value; in }\n private _customError: boolean | null = null; in\n private _getDefaultError() {\n return this.stepControl && this.stepControl.invalid && this.interacted; in }\n\n constructor(\n @Inject(forwardRef(() => CdkStepper))) public _stepper: CdkStepper,\n @Optional()
/In select(): void {In this._stepper.selected = this;in }\nin /** Resets the step to its initial state. Note that this includes resetting form data. */In
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 in // underlying MatStepHeader, we have to make sure that change detection
 runs correctly.\ln this._stepper._stateChanged();\ln \ln _markAsInteracted() {\ln if (!this.interacted) {\ln this.interacted = true;\ln
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@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 | *\n\ based on their DOM order. *\n\n private _sortedHeaders = new QueryList<CdkStepHeader>();\n\n\ /** Whether the validity of
previous steps should be checked or not. */\n @Input(\fransform: booleanAttribute\) linear: boolean = false;\n\n /** The index of the selected
step. */n @Input({transform: numberAttribute})\n get selectedIndex(): number {\n return this._selectedIndex;\n }\n set selectedIndex(index:
number) {in if (this..steps && this..steps) {in // Ensure that the index can't be out of bounds.\in 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 private_selectedIndex = 0;\n\n /** The step that is selected. */\n @Input()\n get selected(): CdkStep | undefined {\n return
 this.steps ? this.steps.toArray()[this.selectedIndex] : undefined;\n }\n set selected(step: CdkStep | undefined) {\n this.selectedIndex = step &&
this.steps ? this.steps.toArray().indexOf(step) : -1;\in \\n/** 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
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>) => \{In this._sortedHeaders.reset(In headers.toArray().sort((a, b) => \{In const
documentPosition = a_elementRef.nativeElement.compareDocumentPosition(In b_elementRef.nativeElement, In );InIn //
 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 \text{`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 anin // 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-${\text{this._groupld}-${\text{i}}`;\n }\n\n /** Returns unique id for each
step content element. */\n_getStepContentId(i: number): string {\n return `cdk-step-content-${\this_group\id}-${\if} ;\n }\n\n \frac{\this} \text{ harks the component to be change detected. */\n_stateChanged() {\n this_changeDetectorRef.markForCheck();\n }\n\n \frac{\this} \text{ Returns position state of the changed the changed to the changed the changed to the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the changed the c
private _getGuidelineLogic(\n step: CdkStep,\n isCurrentStep: boolean,\n state: StepState = STEP_STATE.NUMBER,\n ): StepState {\n if
(step_showError() && step.hasError && !isCurrentStep) {In return STEP_STATE.ERROR; in } else if (step.completed && !isCurrentStep) {In return STEP_STATE.EDNE; in } else if (step.completed && isCurrentStep) {In return STEP_STATE.EDIT; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.editable && isCurrentStep) {In return state; in } else if (step.e
 /** Returns the index of the currently-focused step header. */\n _getFocusIndex() {\n return this._keyManager ?
this._keyManager.activeItemIndex : this._selectedIndex;\n }\n\n private _updateSelectedItemIndex(newIndex: number): void {\n const
stepsArray = this.steps.toArray();\n this.selectionChange.emit({in selectedIndex: newIndex,\n previouslySelectedIndex: this._selectedIndex,\n
selectedStep: stepsArray[newIndex],\in previouslySelectedStep: stepsArray[this._selectedIndex],\in });\in\in // 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) \tag{\n const hasModifier = hasModifierKey(event);\n const keyCode = event.keyCode;\n const manager = this_keyManager;\n\n if
(In manager.activeItemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex =
```

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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 islncomplete = 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
avoid having to bring in @angular/forms for a single optional interface.\n * @docs-private\n */\ninterface AbstractControlLike {\n
asyncValidator: ((control: any) => any) | null;\n dirty: boolean;\n disabled: boolean;\n enabled: boolean;\n errors: {[key: string]: any} | null;\n
invalid: boolean;\in parent: any;\in pending: boolean;\in pristine: boolean;\in root: AbstractControlLike;\in status: string;\in readonly
statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any)
=> any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
disable(opts?: any): void;\n enable(opts?: any): void;\n get(path: (string | number)[ | string): AbstractControlLike | null;\n getError(errorCode:
string, path?: (string | number)[] | string): any;\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;in setAsyncValidators(newValidator: (control: any) => any | ((control: any) => any) | | null): void;in
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 setValue(value: any, options?: any): void;\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport
that can bein * found in the License file at https://anguiar.fo/licensein */ininimport {Directive, input} from '@anguiar/core';ininimport {CdkStepper} from './stepper';inin/** Button that moves to the next step in a stepper workflow. */in@Directive({In selector: button[cdkStepperNext]', in host: {In '[type]': 'type', in '(click)': '_stepper.next()', in }, in standalone: true, in}) inexport class CdkStepperNext {In /** Type of the next button. Defaults to \"submit!" if not specified. */in @Input() type: string = 'submit'; inin constructor(public _stepper: CdkStepper) {}in}\ninim* Button that moves to the previous step in a stepper workflow. */in@Directive({In selector: button[cdkStepperPrevious]', in host: {In '[type]': 'type', in '(click)': '_stepper.previous()', in }, in standalone: true, in}) inexport class CdkStepperPrevious {in /** Type of the previous button. Defaults to \"button!" if not specified. */in @Input() type: string = 'button'; inin
'@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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Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source 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, In ChangeDetectorRef, In Component, In ContentChild, In ContentChildren, In Directive, In ElementRef, In 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 nextld = 0;\n\n/**\n * Position state of the content of each step in stepper that is used for transitioning\n * the content into correct position upon step selection change.\n */\nexport type

StepContentPositionState = 'previous' | 'current' | 'next';\n\n/** Possible orientation of a stepper. */\nexport type StepperOrientation = 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n/** Change event | 'horizontal' | 'vertical';\n\n\n'** Change event | 'horizontal' | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | 'vertical';\n\n\n'** Change event | instance now selected. */In selectedStep: CdkStep;\n\n /** The step instance previously selected. */In previouslySelectedStep:

CdkStep;\n\n\n\n** The state of each step. *\nexport type StepState = 'number' | 'edit' | 'done' | 'error' | string;\n\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\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><ngcontent></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: _usplayDetailunidicatorType: boolean; initr/="remplate for Step Laber in texts.s."/in @Content.Child(ClustepLaber) stepLaber:

CdkStepLabel; \n\n /** Template for step content. */\n @ViewChild(TemplateRef, {static: true}) content: TemplateRef<any>;\n\n /** The top level abstract control of the step. */\n @Input() stepControl: AbstractControlLike;\n\n /** Whether user has attempted to move away from the step. */\n @Output('interacted')\n readonly interactedStream: EventEmitter<CdkStep> = new EventEmitter<CdkStep>();\n\n /** Plain text label of the step. */\n @Input() label: string;\n\n /** Error message to display when there's an error. */\n @\nput() errorMessage: string;\n\n /** Aria label for the tab. */\n @\nput() 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. */In @Input({transform: booleanAttribute})\n get completed(): boolean {In 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; ln }\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() this.interacted;in }In\n constructor(\in @Inject(\text{TorwardReft}()) => CdkStepper:\text{Dottonal}() => CdkStepper:\text{Normal} (in) => CdkStepper:\text{Normal} (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. */in 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})\in get selectedIndex(): number {\n return this._selectedIndex;\n }\n set selectedIndex(index: this.steps ? this.steps.toArray().indexOf(step) : -1;in }\n\n /** Event emitted when the selected step has changed. */\n @Output() readonly selectionChange = new EventEmitter<StepperSelectionEvent>();\n\n /** Output to support two-way binding on `[(selectedIndex)]` */\n @Output() readonly selectedIndexChange: EventEmitter<number> = new EventEmitter<number>();\n\n /** Used to track unique ID for each stepper component. */\n_groupld: 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 Materialln // 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.\_key Manager.with Horizontal Orientation (direction)); \\ ln ln this.\_key Manager.up date Active Item (this.\_selected Index); \\ ln ln ll No need to the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last of the last
`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_destroyed.complete();\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
\in\n /** Resets the stepper to its initial state. Note that this includes clearing form data. */\n reset(): void {\n
this._updateSelectedItemIndex(0);In this.steps.forEach(step => step.reset());In this._stateChanged();In }InIn /** Returns a unique id for each
step label element. */\n_getStepLabelld(i: number): string {\n return `cdk-step-label-${this._groupId}-$fi}`;\n }\n\n /** Returns unique id for each
step content element. */\ln _getStepContentId(i: number): string {\n return `cdk-step-content-${this _groupId}-${i}`;\n }\n\n /r* Marks the
component to be change detected. */\n _stateChanged() {\n this._changeDetectorRef.markForCheck();\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,
boolean): StepState {\n if (step._showError() && step.hasError && !isCurrentStep) {\n return STEP_STATE.ERROR;\n } else if (!step.completed || isCurrentStep) {\n return STEP_STATE.DONE;\n }\n }\n \n\n
private _getGuidelineLogic(\n step: CdkStep,\n isCurrentStep: boolean,\n Step_State: Step_State = Step_StATE.NUMBER,\n ): StepState {\n if (step._showError() && step._state: StepState {\n if (step._showError() & step._state: StepState {\n if (step._showError() & step._state: StepState {\n if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState) {\n return STEP_STATE.ERROR;\n } else if (step._state: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: StepState: S
(step_state_step_state_step) {\text{in Step_state} \text{ (step.completed && :scurrentstep) {\text{in return STEP_STATE.EDNE;}\text{ if (step.completed && :scurrentStep) {\text{ in return state;}\text{ if (step.completed && :scurrentStep) {\text{ in return state;}\text{ if (step.completed && :scurrentStep) {\text{ in return state;}\text{ in } {\text{ in return state;}\text{ in } {\text{ in private _ iscurrentStep(index: number) {\text{ in return this._selectedIndex === index;}\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text{ in } {\text
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
(In manager.activeItemIndex != null &&\n !hasModifier &&\n (keyCode === SPACE || keyCode === ENTER)\n ) {\n this.selectedIndex =
manager.activeItemIndex;\n event.preventDefault();\n } else {\n manager.setFocusÖrigin('keyboard').onKeydown(event);\n }\n }\n }\n }\n }\n private
anyControlsInvalidOrPending(index: number): boolean {\n if (this.linear && index >= 0) {\n return this.steps\n .toArray()\n .slice(0, index)\n .some(step => {\n const control = step.stepControl;\n const isIncomplete = control\n ? control.invalid || control.pending || !step.interacted\n :
!step.completed;\n return isIncomplete && !step.optional && !step._completedOverride;\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
\lambda 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; in parent: any; in pending: boolean; in pristine: boolean; in root: AbstractControlLike; in status: string; in readonly
 statusChanges: Observable<any>;\n touched: boolean;\n untouched: boolean;\n updateOn: any;\n valid: boolean;\n validator: ((control: any)
 => any) | null;\n value: any;\n readonly valueChanges: Observable<any>;\n clearAsyncValidators(): void;\n clearValidators(): void;\n
disable(opts?: any): void;\n enable(opts?: any): void;\n get(path: (string | number)[] | string): AbstractControlLike | null;\n getError(errorCode:
string, path?: (string | number) | string): any; in has Error(errorCode: string, path?: (string | number) | string): boolean; in
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;\(\text{in setAsOntouched(objs?: any}): \(\text{void}\(\text{in patch value(value: any, options?: Object): void;\(\text{in setAsyncValidators(newValidator: (control: any) => any) | ((control: any) => any) | | \(\text{null}\): void;\(\text{in setValidators(newValidator: (control: any) => any) | | \(\text{null}\): void;\(\text{in setValidators(newValidator: (control: any) => any) | | \(\text{null}\): void;\(\text{in setValidators(newValidator: (control: any) => any) | | \(\text{null}\): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in patchValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, options?: any): void;\(\text{in setValue(value: any, opti
 void;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license
that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input} from '@angular/core';\n\nimport
 {CdkStepper} from './stepper';\n\n/** Button that moves to the next step in a stepper workflow. */\n@Directive({\n selector:
 button[cdkStepperNext]',in host: {\n '[type]': 'type',\n '(click)': '_stepper.next()',\n },\n standalone: true,\n})\nexport class CdkStepperNext {\n /**
Type of the next button. Defaults to \"submit\" if not specified. */\n @Input() type: string = 'submit';\n\n constructor(public _stepper: CdkStepper) {}\n\n\n'* Button that moves to the previous step in a stepper workflow. */\n@Directive({\n selector: button[cdkStepperPrevious]',\n host: {\n '[type]': 'type',\n '(click)': '_stepper.previous()',\n },\n standalone: true,\n}\)\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 {\OdkStepper \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \cdot \c
  @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
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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 {CdkStepper, CdkStep} from './stepper';\nimport {CdkStepper, CdkStepper, CdkStepper, './stepper';\nimport {CdkStepperPrevious} from './stepper-button';\nimport {CdkStepperPrevious} from './stepper-button';\nimport {BidiModule} from '@angular/cdk/bidi';\n\n@NgModule{\n imports: [\n BidiModule,\n CdkStep,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper,\n CdkStepper\n (\n \lambda

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B,EAAA,CAAA;sBAArC,MAAM;gBAOH,WAAW,EAAA,CAAA;sBADd,KAAK;;;ACrSR;MASa,cAAc,CAAA;AAIzB,IAAA,WAAA,CAAmB,QAAoB,EA
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А,́ИААА,ЕААА,́СААА,ЕААА,МААА,ЕААА,ЕААА,СААА,еААА,СААА,SAAA,ЕААА,СААА,СААА,ЕААА;уGAAIB,kBAAkB,EAAA,YAAA,EAAA,IAA
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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.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is Expandable:\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is for flat tree node.\textit = This is
null;\n\n /** Toggles one single data node's expanded/collapsed state. *\n\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.toggle(this._trackByValue(dataNode));\n\n\n /** Expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expand(dataNode: T): void {\n\this.expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\ expands one single data node. */\n\n\ expands one single data node. */\n\n\ expands one single data node. */\n\n\n\n\n\n\n\n\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)); in }ln\n /** Whether a given data node is expanded or not. Returns true if the data
node is expanded. */n isExpanded(dataNode: T): boolean {in 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); in }\n\n /** Collapse all dataNodes in the tree. */\n collapseAll(): void {\n this.expansionModel.clear();\n
}InIn /** Expands a subtree rooted at given data node recursively. */In expandDescendants(dataNode: T): void {In 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","/**\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\mimport {\BaseTreeControl} from './base-tree-control';\n\n/** Optional set of configuration that can be provided to the FlatTreeControl. */\nexport
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);\ln const results: T[] = [];\ln // 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 II 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 {In 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> {In trackBy?: (dataNode: T) => K;\in}\ln\ln\ln\rangle* 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\n | \text{**\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], ln [], ln ); ln this.expansionModel.select(...allNodes.map(node =>
this._trackByValue(node)));in }\n\n/** Gets a list of descendant dataNodes of a subtree rooted at given data node recursively. */\n
getDescendants(dataNode: T): T[] {\ln const descendants: T[] = [];\ln\ln this._getDescendants(descendants, dataNode);\ln // Remove the node itself\ln return descendants.splice(1);\ln \rangle\ln\ln /** A helper function to get descendants recursively. */\ln 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)) {in // 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 \ln children Nodes.pipe(take(1), filter(Boolean as () =>
'@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 $implicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /*
Index location of the node. */\n index?: number;\n\n /** Length of the number of total dataNodes. */\n count?: number;\n\n constructor(data: T)
{In this.$implicit = data; In }In}InIn/**In * Data node definition for the CdkTree. In * Captures the node's template and a when predicate that
describes when this node should be used.\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 toln * 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 3
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, In ChangeDetectionStrategy, In ChangeDetectorRef, In Component, In ContentChildren, In Directive, In ElementRef, In
Input,\n IterableChangeRecord,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n OnInit,\n QueryList,\n TrackByFunction,\n ViewChild,\n
 ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n
Observable, In of as observableOf, In Subject, In Subscription, In from 'rxjs'; Inimport {takeUntil} from 'rxjs/operators'; Inimport {TreeControl} from './control/tree-control'; Inimport {CdkTreeNodeOef, CdkTreeNodeOutletContext} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node'; Inimport {CdkTreeNodeOutlet} from './node
 ./outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n
getTreeMultipleDefaultNodeDefsError, In getTreeNoValidDataSourceError, In} from './tree-errors'; In\n/**\n * CDK tree component that connects
with a data source to retrieve data of type 'T' and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.\n */\n@Component({\n selector: 'cdk-tree',\n exportAs: 'cdkTree',\n template: `<ng-container cdkTreeNodeOutlet></ng-
container>`,\n host: {\n'class': 'cdk-tree',\n 'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the
  CdkTree` component is effectively a noop, so we are removing it.\in // The view for `CdkTree` consists entirely of templates declared in other
 views. As they are\n // declared elsewhere, they are checked when their declaration points are checked.\n // tslint:disable-next-line:validate
decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n})\nexport class CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n /** Subject that emits when the component has
been destroyed. */In private readonly _onDestroy = new Subject<void>();Inln /** Differ used to find the changes in the data provided by the data source. */In private _dataDiffer: IterableDiffer<T>;Inln /** Stores the node definition that does not have a when predicate. */In private
   defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes
 */In private_levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render.
Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
array, or a data array to render.in *\in @input()in get dataSource(). DataSource<\rame=\rame{1} = \text{dataSource} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{line} \\ \text{l
@Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:
TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use 'descendants: true , because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs:
 QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
 Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can
be used by the data source to as a heuristic of what data should be provided.\n */\n readonly viewChange = new BehaviorSubject<{start:
number; end: number}>({\n start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private
   change Detector Ref: Change Detector Ref, In) {} In ng On In it() {In this.\_data Differ = this.\_differs.find([]).create (this.track By); In if the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context of the context
 (!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._nodeOutlet.ViewContainer.clear();Init this.viewCnange.complete();In this._onDestroy.complete();Init if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect(this);In }Init (this._dataSource === 'function') {In (this.dataSource as DataSource<T>).disconnect(this);In }Init (this._dataSubscription) {In this._dataSubscription.unsubscribe();In this._dataSubscription = null;In }Init ngAfterContentChecked() {In const defaultNodeDefs = this._nodeDefs.filter(def => !def.when);In if (defaultNodeDefs.length > 1 && (typeof ngDevMode === 'undefined' || ngDevMode)) {In throw getTreeMultipleDefaultNodeDefsError();In }In this._defaultNodeDef = defaultNodeDefs[0];InIn if (this.dataSource && this._nodeDefs && !this._dataSubscription) {In this._observeRenderChanges();In }In }Init // 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 byin * clearing the node outlet. Otherwise start listening for new data.\n */\n private_switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {In
 (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
 this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data sourcein if (!dataSource) {\n
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n
In It's Set up a subscription for the data provided by the data source. */\n private observeRenderChanges() {\n let dataStream:
Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {\n dataStream
observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
 .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
subschoelded = -- underholded holded holded has been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly been fly 
{\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 viewln 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 \rac{\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, Onlnit {in /**\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' {In return 'treeitem'; In }Inln set role(_role: 'treeitem' | 'group') {In // TODO: move to host after View Engine deprecation\n this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable
 so we can retrieve it\n * in `CdkTree` and set the data to it.\n */\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n /** Emits when the node's
data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data.
*/\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n this._dataChanges.next();\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
}Inln get level(): number {In // If the treeControl has a getLevel method, use it to get the level. Otherwise read the\n // aria-level off the parent node and use it as the level for this node (note aria-level 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\( n \) \\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\( h \)\(
 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' || ngDevM
                                                                                                                                                     = 'undefined' || naDevMode) {\n throw
Error('Incorrect tree structure containing detached node.'); in } else {in return -1; in } in } else if (parent.classList.contains('cdk-nested-tree node')) {in return numberAttribute(parent.getAttribute('aria-level')!); in } else {in // The ancestor element is the cdk-tree itself\n return 0;\n
code is governed by an MIT-style license that can be n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree-
errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [\n {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
CdkNestedTreeNode},in ],\n host: {\n 'class': 'cdk-nested-rie-node',\n },\n standalone: true,\n}\nexport class CdkNestedTreeNode<T, K = T>\n extends CdkTreeNode<T, K>\n implements AfterContentinit, OnDestroy, Oninith{\n |** Differ used to find the changes in the data provided by the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n |** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */\n protected _children: T[;\n\n |** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n |/ We need to use `descendants: true`, because Ivy will no longer match\n |/ indirect descendants if it's left as false.\n descendants: true,\n }\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
 _differs: IterableDiffers,in ) {in super(elementRef, tree);in }inin ngAfterContentinit() {in this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
{In throw getTreeControlFunctionsMissingError();\in }In const childrenNodes = this._tree.treeControl.getChildren(this.data);\in i
(Array.isArray(childrenNodes)) {\n this.updateChildrenNodes(childrenNodes as T[]);\n } else if (isObservable(childrenNodes)) {\n
childrenNodes\n .pipe(takeUntil(this._destroyed))\n .subscribe(result => this.updateChildrenNodes(result));\n }\n this.nodeOutlet.changes\n
.pipe(takeUntil(this._destroyed))\n .subscribe(() => this.updateChildrenNodes());\n }\n\n // This is a workaround for https://github.com/angular/angular/issues/23091\n // In aot mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n}
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
*/In protected updateChildrenNodes(children?: T[)): void {In const outlet = this._getNodeOutlet();In if (children) {In this._children = children;In
}\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\n /** Clear
the children dataNodes. */In protected _clear(): void {In const outlet = this._getNodeOutlet();\n if (outlet) {In outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n \n \/ h\n \/ h* Gets the outlet for the current node. */In private _getNodeOutlet() {In 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%]-)$\frac{1}{1}\text{print}\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive(\{\n\ selector:
'[cdkTreeNodePadding]',\n standalone: true,\n})\nexport class CdkTreeNodePadding<T, K = T> implements OnDestroy {\n /** Current padding
value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null; \n\n /** Subject that emits
when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation
value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n
}\n set indent(indent: number | string) {\n this_setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<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 // \n \n \v 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
this_setPadding());in }inin ingonDestroy() {in this_destroyed.next();in this_destroyed.complete(),in pinh in the padding indent of the tree node. Returns a string with px numbers if not null. */in_paddinglndent(): string | null {in const nodeLevel = in this_treeNode.data && this_tree.treeControl.getLevel(in ? this_tree.treeControl.getLevel(in . tree.treeControl.getLevel : 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) {in const padding = this_paddingIndent(); \n\n if (padding !== this_currentPadding || forceChange) {in const element = false}
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 =
node.\n*/\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle

transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
CdkTreeNode<T, K>,\n ) {}\n\n _toggle(event: Event): void {\n this.recursive\n ?
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._treeControl.toggle(this._treeNode.data);\n\n
event.stopPropagation();\in }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
 ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
exports: EXPORTED_DECLARATIONS,In})\nexport class CdkTreeModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from
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A,OAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,SAAA,EAAA,CAAA,CAAA,AAAA,BAAA,AAAB,IAAA,SAAA,IAAA,CA
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AA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,IAAA,EAAA,kBAAkB,yGAWmB,eAAe,C A,UAAA,EAAA,CAAA;kBAJ9B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,sBAAsB;AAChC,oBAAA,UAAU,EAAE,IAAI;A ACjB,iBAAA,CAAA;;0BAsCl,QAAQ;yCAzBP,KAAK,EAAA,CAAA;sBADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,oBAAoB,E AAE,SAAS,EAAE,eAAe,EAAC,CAAA;gBAc5D,MAAM,EAAA,CAAA;sBADT,KAAK;uBAAC,0BAA0B,CAAA;;;ACrCnC;;AAEG;MAQU,iBAAiB,CAA AAA,CAAA,CAAA,EAAA;AAAjB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAA A,eAAA,EAAA,IAAA,EAAA,iBAAiB,wHAE4B,gBAAgB,CAAA,EAAA,EAAA,IAAA,EAAA,SAAA,EAAA,EAAA,OAAA,EAAA,iBAAA,EAAA,EAAA,EA AAA;AACT,OBAAA,QAAQ,EAAE,qBAAqB;AAC/B,OBAAA,IAAI,EAAE;AACJ,wBAAA,SAAS,EAAE,iBAAiB;AAC7B,qBAAA;AACD,OBAAA,UAAU,E AAE,IAAI;ÁACJB,IBÃAA,ČAAA;gGAIC,SAÁS,EAAÁ,CAAÁ;sBÁDR,KÁAK;AÁAC,gBÁAA,IÁAA,EAÁA,CAÁA,EAAC,KAAK,EAAE,ÁBAA4B,EAAE,S AAS,EAAE,gBAAgB,EAAC,CAAA;;;ACR3E,MAAM,qBAAqB,GAAG;IAC5B,iBAAiB;IACjB,cAAc;IACd,kBAAkB;IAClB,iBAAiB;IACjB,OAAO;IACP, WAAW;IACX,iBAAiB;CACIB,CAAC;MAMW,aAAa,CAAA;qHAAb,aAAa,EAAA,IAAA,EAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA, AAA,EAAA,CAAA,CAAA,EAAA,AAAb,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,mBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAA A,EAAA,eAAA,EAAA,QAAA,EAAA,EAAA,EAAA,IAAA,EAAA,aAAa,YAbxB,iBAAiB;YACjB,cAAc;YACd,kBAAkB;YACJB,iBAAiB;YACjB,OAAO;YAC P,WAAW;AACX,YAAA,iBAAIB,aANjB,iBAAIB;YACjB,cAAc;YACd,kBAAkB;YAClB,iBAAIB;YACjB,OAAO;YACP,WAAW;YACX,iBAAIB,CAAA,EAAA, CAAA,CAAA,EAAA;sHAON,aAAa,EAAA,CAAA,CAAA,EAAA;;kGAAb,aAAa,EAAA,UAAA,EAAA,CAAA;kBAJzB,QAAQ;AAAC,YAAA,IAAA,EAAA, CAAA;AACR,oBAAA,OAAO,EAAE,qBAAqB;AAC9B,oBAAA,OAAO,EAAE,qBAAqB;AAC/B,iBAAA,CAAA;;;AC7BD;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {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/\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 startlndex = 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 aln // sibling of an ancestor.In for (In let i = startIndex + 1;In i < this.dataNodes.length && this.getLevel(dataNode) < this.getLevel(this.dataNodes[i]);In i++In) {In results.push(this.dataNodes[i]);In }In return results;In }In // *Expands all data nodes in the tree.In *In * To make this working, the `dataNodes` variable of the TreeControl must be set to all flattenedIn * data nodes of the tree.\n */\n expandAll(): void {\n this.expansionModel.select(...this.dataNodes.map(node => this._trackByValue(node)));\n 'rxjs/operators';\nimport {BaseTreeControl} from './base-tree-control';\n\n/** Optional set of configuration that can be provided to the * 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;In }\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\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. *In protected _getDescendants(descendants: T[], dataNode: T): void {In descendants.push(dataNode);\n const childrenNodes = this.getChildren(dataNode);\n if (Array.isArray(childrenNodes)) {\n childrenNodes.forEach((child: T) => this. getDescendants(descendants, child);\(\nabla\) in \} else if (isObservable(childrenNodes)) \{\nabla\) if \(\nabla\) TypeScript as of version 3.5 doesn't seem to treat \(\nabla\) Boolean\(\nabla\) like a function that\(\nabla\) \(\nabla\) returns a \(\nabla\) boolean\(\nabla\) specifically in the context of \(\nabla\) filter\(\nabla\), so we manually clarify that.\(\nabla\) childrenNodes.pipe(take(1), filter(Boolean as () => boolean)).subscribe(children => {\n for (const child of children) {\n this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {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 Crititree Note Outlet {\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 simplicit: T;\n\n /** Depth of the node. *\n\n level: number;\n\n /** Index location of the node. *\n\n index?: number;\n\n /** Length of the number of total dataNodes. */\n count?: number;\n\n constructor(data: T) {\n this.\simplicit = data;\n \n\n\n\n'\n\n * Data node \definition for the node. *\n\n export class count?: number;\n\n export class class count?: number;\n\n export class class class class count?: number;\n\n export class clas 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<?> \{\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 toln * 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 OnInit,In QueryList,In TrackByFunction,In ViewChild,In ViewContainerRef,In ViewEncapsulation,In numberAttribute,In} from '@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n

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getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n
getTreeNoValidDataSourceError,in} from './tree-errors';in\n/**\n * CDK tree component that connects with a data source to retrieve data of type
  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, Onlnit {\n /** Subject that emits when the component has been destroyed. */\n private
readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private
_dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private _defaultNodeDef:
 CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */\n private
  levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render. Influenced by the
 tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array
to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set
dataSource(dataSource: DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource !== dataSource) {\n
this._switchDataSource(dataSource);\n }\n }\n private _dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n
 @Input() treeControl: TreeControl<T, K>;\n\n /**\n * Tracking function that will be used to check the differences in data changes. Used
 similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:

TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use `descendants: true`, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\)\n _nodeDefs:
QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n //
Remove the MAX_VALUE in viewChangeln /**In * Stream containing the latest information on what rows are being displayed on screen.In * Can be used by the data source to as a heuristic of what data should be provided.In */In readonly viewChange = new BehaviorSubject<{start:
number; end: number}-{{\n start: 0,\n end: Number.MAX_VALUE,\n }};\n\n constructor(\n private_differs: terableDiffers,\n private_changeDetectorRef; ChangeDetectorRef,\n ) {\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingE
 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 }\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[]) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'fun (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._dataSubscription}
                                                                                                                                                                                                                = 'function') {\n
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n\n /** Set up a subscription for the data provided by the data source. */\n private_observeRenderChanges() {\n let dataStream:
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observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
 .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
getTreeNoValidDataSourceError();\n }\n }\n\n\n'** Check for changes made in the data and render each change (node added/removed/moved).
 /n renderNodeChanges(\n dataː readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef =
this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer diff(data);\n if (!changes) {\n return;\n }\n\n
changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n ) =>
{In if (item previousIndex == null) {In this insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if (currentIndex ==
null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
 viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n );\n\n
this._changeDetectorRef.detectChanges();\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
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 viewln 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) {In CdkTreeNode.mostRecentTreeNode.data = nodeData;\n }\n }\n}\n\n\n\n*\ree node
that emits when the component has been destroyed. */\n protected readonly _destroyed = new Subject<void>();\n\n ** Emits when the node's data has changed. */\n readonly _dataChanges = new Subject<void>();\n\n private _parentNodeAriaLevel: number;\n\n /** The tree node's data. */\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n
this._dataChanges.next();\n }\n }\n protected _data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
Inln get level(): number {in // If the treeControl has a getLevel method, use it to get the level. Otherwise read thein // aria-level off the parent
node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
 return this._tree.treeControl.getLevel\n ? this._tree.treeControl.getLevel(this._data)\n : this._parentNodeAriaLevel;\n }\n\n constructor(\n
protected _elementRef: ElementRef<HTMLElement>,\in protected _tree: CdkTree<T, K>,\in ) {\in CdkTreeNode.mostRecentTreeNode = this as
 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) {In 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
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Error('Incorrect tree structure containing detached node.'); In } else {In return -1; In } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
In Infunction is Node Element (element: HTML Element) {In const classList = element.classList;\n return !!(classList?.contains('cdk-nested-
tree-node') || classList?.contains('cdk-tree'));\n}\n","/**\n' * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In Onlinit,In QueryList,In} from '@angular/core';Inimport {isObservable} from 'rxjs';Inimport {takeUntil} from 'rxjs/operators';InInimport {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 standalone: true,\n}\nexport class CdkNestedTreeNode

extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in
 CdkTreeNodeOutlet`. */\n protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  _differs: IterableDiffers,\n ) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
 {In throw getTreeControlFunctionsMissingError();In }In const childrenNodes = this._tree.treeControl.getChildren(this.data);In if
(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 ngOnlnit() {\n super.ngOnlnit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
*In protected updateChildrenNodes(children?: T[]): void {\n const outlet = this._getNodeOutlet();\n if (children) {\n this._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 \n\n \r* Clear
the children dataNodes. */in protected _clear(): void {in const outlet = this._getNodeOutlet();in if (outlet) {in outlet.viewContainer.clear();in
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</ri>
| 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 return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n }\n set level(value: number) {\n return this._level;\n return this._level;\n return this._level(\n return this._level)
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n
In set indent(indent: number | string) (in this_setIndentInput(indent); in In_indent: number = 40; in in constructor (in private_treeNode:
 .
CdkTreeNode<T, K>,\n private_tree: CdkTree<T, K>,\n private_element: ElementRef<HTMLElement>,\n @Optional() private_dir:
Directionality,In ) {In this _setPadding();In if (_dir) {In _dir.change.pipe(takeUntil(this _destroyed)).subscribe(() => this _setPadding(true));In
}\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 thein // 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 =
this_element.nativeElement; in const paddingProp = this_dir.value === ti? paddingRight : paddingLeft ; in const resetProp = paddingProp === 'paddingLeft'? 'paddingRight': 'paddingLeft'; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingProp] = padding || ''; in element.style[paddingPro
the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n // they set 0 explicitly.\n this._level = isNaN(value) ? null!
value; In this._setPadding(); In }InIn /** In * This has been extracted to a util because of TS 4 and VE. In * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected
  setIndentInput(indent: number | string) {\n let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {\n const parts =
indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;in }Init this.indentUnits = units;in this._indent = numberAttribute(value);in this._setPadding();in }In}\n","/*\n * @licenseln * Copyright Google LLC All Rights Reserved.in *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
node.\n */\n@Directive({\ln 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';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTreeNode} from './tree';\nimport {CdkTreeNodePadding';\nimport {CdkNestedTreeNode} from './nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}In","/**In * Generated bundle index. Do not edit.In */In!nexport * from
 './index';\n"],"names<sup>'</sup>
["observableOf","i1.CdkTree","i1.CdkTreeNode"],"mappings":";;;;;;;AAWA;MACsB,eAAe,CAAA;AAArC,IAAA,WAAA,GAAA;;AAWE,QAAA,IAAA,
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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 {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> {In trackBy?: (dataNode: T) => K;\n}\n\n/h\n/h* 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)));in }\n\n /** Gets a list of descendant dataNodes of a subtree rooted at given data node recursively. */\n getDescendants(dataNode: T): T[] {In const descendants: T[] = [];\n\n this._getDescendants(descendants, dataNode);\n // Remove the node itself\n return descendants.splice(1);\n }\n\n /** A helper function to get descendants recursively. */\n protected _getDescendants(descendants: T[], dataNode: T): void {\n descendants.push(dataNode);\n const childrenNodes = this.getChildren(dataNode);\n i (Array.isArray(childrenNodes)) {\n childrenNodes.forEach((child: T) => this._getDescendants(descendants, child));\n } else if (isObservable(childrenNodes)) {In // 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 () => '@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 dataNodesin * 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) {In this.\$implicit = data;In }In}\n\n/**In * Data node definition for the CdkTree.In * Captures the node's template and a when predicate that describes when this node should be used.\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 * @docsprivate\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 1 Returns an error to be thrown when there are no matching node defs for a particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data.`);\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs-private\n */\nexport function getTreeControlMissingError() {\n return Error(Could not find a tree control for the tree. ');\n\\n\/*\n * Returns an error to be thrown when tree control did not implement functions for flat/nested node.\n * @docs-private\n */\nexport function getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.`);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from @angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n AfterContentChecked,In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ContentChildren,In Directive,In ElementRef,In Input,\n IterableChangeRecord,\n IterableDiffer,\n IterableDiffers,\n OnDestroy,\n Onlnit,\n QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport {In BehaviorSubject,\n isObservable,\n Observable, In of as observableOf, In Subject, In Subscription, In from 'rxjs', Inimport {takeUntil} from 'rxjs/operators'; Inimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNovAlidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type `T` and renders\n * dataNodes with hierarchy. Updates the dataNodes when new data is provided by the data source.in *In@Component({In selector: 'cdk-tree',in exportAs: 'cdkTree',in template: '<ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-container cdkTreeNodeOutlet></ng-CdkTree` component is effectively a noop, so we are removing it.\in // The view for `CdkTree` consists entirely of templates declared in other views. As they are\n // declared elsewhere, they are checked when their declaration points are checked.\n // tslint:disable-next-line:validatedecorators in change Detection: Change Detection Strategy. Default, in standalone: true, in imports: [CdkTreeNodeOutlet], in}) inexport class CdkTree<T, K = T> implements After Content Checked, Collection Viewer, On Destroy, Onlnit {\n /** Subject that emits when the component has been destroyed. */In private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */In private defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes */In private_levels: Map<T, number> = new Map<T, number>();\n\n /**\n * Provides a stream containing the latest data array to render. Influenced by the tree's\n * stream of view window (what dataNodes are currently on screen).\n * Data source can be an observable of data array, or a data array to render.\n */\n @Input()\n get dataSource(): DataSource<T> | Observable<T[]> | T[] {\n return this._dataSource;\n }\n set dataSource(dataSource: DataSource<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 datain * relative to the function to know if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy: TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use 'descendants: true', because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs: QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n // Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can

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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
    \textbf{.} \textbf{changeDetectorRef.} \textbf{(I) } \{\textbf{(hinded)} \textbf{(hinded)} \{\textbf{(hinded)} \textbf{(hinded)} \} \\ \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \\ \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinded)} \textbf{(hinde
 (!this.treeControl && (typeof ngDevMode ==
                                                                                                  = 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n\n ngOnDestroy() {\n
(Ithls.treeControl && (typeor inperwinder === underlined || inperwinder) {in throw get reeControl && (typeor inperwinder); \ln\n this.viewChange.complete();\ln\this._onDestroy.next();\ln\this._onDestroy.complete();\ln\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect ==== 'function') {\ln\this._dataSource as DataSource<T>).disconnect ==== 'function') {\ln\this._dataSource as DataSource<T>).disconnect === 'function') {\ln\this._dataSource as DataSource<T>).disconnect(this);\ln\this._dataSource as DataSource<T>).disconnect(this._dataSource as DataSource<T>).disconnect(this._dataSource as DataSource<T>).disconnect === 'function') {\ln\this._dataSource as DataSource<T>}.\ln\this._dataSource as DataSource<T>}.\ln\this._dataSource as DataSource<T>}.\ln\this._dataSource as DataSource as DataSource as DataSource<T>}.\ln\this._dataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
 is null, interpret this byln * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {In
(this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
 this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data sourcein if (!dataSource) {\n
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\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)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {\n dataStream
observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
| Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indicated | Indi
In if (item.previousIndex == null) {In 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 }
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 /**\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 \]
for CdkTree. It contains the data in the tree node.\n */\n@Directive({\n selector: 'cdk-tree-node',\n exportAs: 'cdkTreeNode',\n host: {\n 'class':
 'cdk-tree-node',\n '[attr.aria-expanded]': 'isExpanded',\n },\n standalone: true,\n})\nexport class CdkTreeNode<T, K = T> implements
FocusableOption, OnDestroy, Onlnit {in /**\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. */In protected readonly _destroyed = new Subject<void>(), in In /** 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
}InIn get level(): number {In // If the treeControl has a getLevel method, use it to get the level. Otherwise read the\n // aria-level off the parent node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).In
return this._tree.treeControl.getLevelln? this._tree.treeControl.getLevel(this._data)\ln: this._parentNodeAriaLeve!\ln \righty \ln\ln\ constructor\ln\ protected _elementRef: ElementRef<HTMLElement>\ln protected _tree: CdkTree<T, K>\ln\ \ln\ (\ln\ CdkTreeNode.mostRecentTreeNode = this as
CdkTreeNode-T, K>;\n this.role = 'treeitem';\n }\n\n ngOnlnit(): void {\n this._parentNodeAriaLevel = getParentNodeAriaLevel('this._elementRef.nativeElement);\n this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}`);\n }\n\n
 ngOnDestroy() {\n // If this is the last tree node being destroyed.\n // clear out the reference to avoid leaking memory.\n if
 (CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this._dataChanges.complete();\n
 this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** 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\funfunction
getParentNodeAriaLevel(nodeElement: HTMLElement): number {\n let parent = nodeElement.parentElement;\n while (parent &&!isNodeElement(parent)) {\n if (!parent) {\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.');\n } else {\n return -1;\n }\n } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
In language = lement (element: HTMLElement) (In const classList = element.classList; In return !!(classList?.contains('cdk-nested-
tree-node') || classList?.contains('cdk-tree'));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In Onlinit,In QueryList,In} from '@angular/core';Inimport {isObservable} from 'rys';Inimport {takeUntil} from 'rys/operators';InImimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNode} from './tree-inimport {getTreeControlFunctionsMissingError} from './tree-errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node
template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [in {provide: CdkTreeNode, useExisting: CdkNestedTreeNode}, In {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
 CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n}\\nexport class CdkNestedTreeNode<T, K = T>\n
 extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */In protected _children: T[];\n\n /** The children node placeholder. */In @ContentChildren(CdkTreeNodeOutlet, {\n // We
need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
   differs: IterableDiffers,\n) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this._dataDiffer =
_differs.find([]).create(this._tree.trackBy);\n if (!this._tree.trecContentinit() {\n this._dataDiffer = this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.trecControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this._tree.treeControl.getChildren(this.data);\n if (ArrayisArray(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}
```

```
*/In protected updateChildrenNodes(children?: T[]): void {In const outlet = this._getNodeOutlet();In if (children) {In this._children = children;In
In if (outlet && this._children) In const viewContainer = outlet.viewContainer; 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. */In protected _clear(): void {In const outlet = this._getNodeOutlet();\in if (outlet) {\in outlet.viewContainer.clear();\in this._dataDiffer.diff([]);\in }\n\n\n'** Gets the outlet for the current node. */In private _getNodeOutlet() {In const outlets = this.nodeOutlet;\n\n\n\n'}
Note that since we use `descendants: true` on the query, we have to ensure\n // that we don't pick up the outlet 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%]-)$\frac{1}{1}\text{print}\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive(\{\n\ selector:
 '[cdkTreeNodePadding]',\n standalone: true,\n})\nexport class CdkTreeNodePadding<T, K = T> implements OnDestroy {\n /** Current padding
 value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits
when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation
 value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string \n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n
}\n set indent(indent: number | string) {\n this_setIndentInput(indent);\n }\n _indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir:
Directionality,in) {in this_setPadding();in if (_dir) {in _dir.change.pipe(takeUntil(this_destroyed)).subscribe(() => this_setPadding(true));in
Inln // In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in the\n // data to ensure that everything is up to date.\n_treeNode_dataChanges.subscribe() => this._setPadding();\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n n'* The padding indent value for the tree node. Returns a string with px numbers if not null. */\n_paddinglndent(): string | null {\n const nodeLevel =\n this._treeNode.data && this._tree.treeControl.getLevel(\n ? this._tree.treeControl.getLevel(\n ? this._treeNode.data)\n : null;\n const level = this._level == null ? nodeLevel : this._level;\n return typeof level === 'number' ? '${level * this._indentUnits}' : null;\n }\n\n _setPadding(forceChange = false) {\n const level = \text{ this._indentUnits}' : \text{ something } \text{ this._indentUnits}' : \text{ something } \text{ this._operators} \text{ for something } \text{ this._operators} \text{ for something } \text{ this._operators} \text{ for something } \text{ this._operators} \text{ for something } \text{ this._operators} \text{ for something } \text{ for something } \text{ this._operators} \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ for something } \text{ fo
const padding = this._paddingIndent();\n\n if (padding !== this._currentPadding || forceChange) {\n const element =
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
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n *\n\n protected _setIndentInput(indent: number | string) {\n let value = indent;\n let value = ipx;\n\n if (typeof indent === 'string') {\n const parts = indent.split(cssUnitPattern);\n value = parts[0];\n units = parts[1] || units;\n }\n\n\n this.indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\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 {Directive, Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTreeNode} from './tree';\n\n/\*\n * Node toggle to expand/collapse the node.\n *\n\@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle($event)',\n },\n standalone: true,\n}\n\nextructions code Toggle-\nimport \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextructions \nextru
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();\in \in\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/licensein */ininimport {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
 Inested-node'; InInconst EXPORTED_DECLARATIONS = [In CdkNestedTreeNode, In CdkTreeNodeDef, In CdkTreeNodePadding, In
CdkTreeNodeToggle,\in CdkTree,\in CdkTreeNode,\in CdkTreeNodeOutlet,\in];\in\in@NgModule({\in imports: EXPORTED_DECLARATIONS,\in exports: EXPORTED_DECLARATIONS,\in})\inverset class CdkTreeModule {\}\n","/**\n * Generated bundle index. Do not edit.\in */\in\inverset rom
 './index';\n"],"names"
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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

```
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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 $implicit: T;\n\n /** Depth of the node. */\n level: number;\n\n /*
Index location of the node. */\n index?: number;\n\n /** Length of the number of total dataNodes. */\n count?: number;\n\n constructor(data: T)
{In this.$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,In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ContentChildren,In Directive,In ElementRef,In Input,In IterableChangeRecord,In IterableDiffer,In IterableDiffers,In OnDestroy,In Onlnit,In QueryList,In TrackByFunction,In ViewChild,In
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.\in // The view for `CdkTree` consists entirely of templates declared in other
views. As they are\n // declared elsewhere, they are checked when their declaration points are checked \n // tslint:disable-next-line:validate-
decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkTreeNodeOutlet],\n})\nexport class
CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n /** Subject that emits when the component has
been destroyed. */\n private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private
  defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes
*/In private _levels: Map<T, number> = new Map<T, number>():InIn /**In * 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) | (\n this._switchDataSource) | \n film | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n freq \text{ The tree controller *\n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n n | \n
@Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:
TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n _nodeDefs:
/ 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 }\n }\n ponDestroy() {\n
this._nodeOutlet.viewContainer.clear();\n\n this.viewChange.complete();\n this._onDestroy.next();\n this._onDestroy.complete();\n\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).lin this._dataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as DataSource as Dat
(typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this._defaultNodeDef =
defaultNodeDefs[0];\n\n if (this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n }\n }\n }\n }\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[]) {In if (this_dataSource && typeof (this_dataSource as DataSource<T>).disconnect === 'fur (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data source\n if (!dataSource) {\n
this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\n }\n
Inn /** Set up a subscription for the data provided by the data source. */\n private _observeRenderChanges() {\n let dataStream:
Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;In } else if (Array.isArray(this._dataSource)) {In dataStream =
observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
{In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if (currentIndex ==
null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n };\n\n
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 /**\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 viewln const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
in flat tree control\n // Otherwise, use the level of parent node.\n if (this.treeControl.getLevel) {\n context.level =
this.treeControl.getLevel(nodeData);\n } else if (typeof parentData !== 'undefined' && this._levels.has(parentData)) {\n context.level =
this_levels.get(parentData)! + 1;in } else {In context.level = 0;in }in this_levels.get(nodeData, context.level);inln i/ 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 }\n /\n }\n ree node
 for CdkTree. It contains the data in the tree node.\n */\n@Directive({\n selector: 'cdk-tree-node',\n exportAs: 'cdkTreeNode',\n host: {\n 'class':
'cdk-tree-node',\n '[attr.aria-expanded]': 'isExpanded',\n },\n standalone: true,\n})\nexport class CdkTreeNode<T, K = T> implements
FocusableOption, OnDestroy, Onlnit {\n /**\n * The role of the tree node.\n * @deprecated The correct role is 'treeitem', 'group' should not be
used. This input will be\n * removed in a future version.\n * @breaking-change 12.0.0 Remove this input\n */\n @lnput() get role(): 'treeitem' | 'group' {\n return 'treeitem';\n }\n\n set role(_role: 'treeitem' | 'group') {\n // TODO: move to host after View Engine deprecation\n
this._elementRef.nativeElement.setAttribute('role', _role);\n }\n\n /**\n * The most recently created `CdkTreeNode`. We save it in static variable so we can retrieve it\n * in `CdkTree` and set the data to it.\n *\n static mostRecentTreeNode: CdkTreeNode<any> | null = null;\n\n /** Subject
So we can retrieve thin "in Cakfree and set the data to it.in "in static hiostrecent freehous: Cakfreehous-Cary | finir = finir, inti | "" Subject | that emits when the component has been destroyed. */\n protected readonly_destroyed = new Subject<void>();\n\n h** Emits when the node's data has changed. */\n readonly_dataChanges = new Subject<void>();\n\n private_parentNodeAriaLevel: number;\n\n | ** The tree node's data. */\n get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n this._dataChanges.next();\n }\n }\n protected_data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
 Inln get level(): number (in // If the treeControl has a getLevel method, use it to get the level. Otherwise read thein // aria-level off the parent
 node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
 return this._tree.treeControl.getLevel\n? this._tree.treeControl.getLevel(this._data)\n: this._parentNodeAriaLevel;\n}\n\n constructor(\n
 protected _elementRef: ElementRef<HTMLElement>,\in protected _tree: CdkTree<T, K>,\in ) {\in CdkTreeNode.mostRecentTreeNode = this as
 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
(CdKrreeNode.mostRecentTreeNode === this) {In 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 {In this._elementRef.nativeElement.focus();\n }\n\n //* TODO: role should eventually just be set in the component host\n protected _setRoleFromData(): void {In if (\in !\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')) {In return numberAttribute(parent.getAttribute('aria-level')!);In } else {In // The ancestor element is the cdk-tree itselfIn return 0;In
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
 CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree
errors';\n\n/**\n * Nested node is a child of `<cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be automatically added to `cdkTreeNodeOutlet`.\n *\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n providers: [\n {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
CdkNestedTreeNode},in ],in host: {\n'class': 'cdk-nested-tree-node',in },in standalone: true,in})\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 lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n \}\n nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  differs: IterableDiffers,\n ) {\n super(elementRef, tree);\n }\n\n ngAfterContentInit() {\n this_dataDiffer =
 this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
 {In throw getTreeControlFunctionsMissingError();\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 act mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n
 super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
 */\n protected updateChildrenNodes(children?: T[]): void {\n const outlet = this._getNodeOutlet();\n if (children) {\n this._children = children;\n
Reserved. In *In * Use of this source code is governed by an MIT-style license that can be In * found in the LICENSE file at
 https://angular.io/license\n */\n\nimport {Directionality} from '@angular/cdk/bidi';\nimport {Directive, ElementRef, Input, numberAttribute,
 OnDestroy, Optional} from '@angular/core':\nimport {fakeUntil} 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
 In set indent(indent: number | string) (in this._setIndentInput(indent);In In _indent: number = 40;InIn constructor(In private _treeNode:
 CdkTreeNode<T, K>,\n private _tree: CdkTree<T, K>,\n private _element: ElementRef<HTMLElement>,\n @Optional() private _dir:
 Directionality,in) {In this_setPadding();In if (_dir) {In _dir.change.pipe(takeUntil(this_destroyed)).subscribe(() => this_setPadding(true));In
| International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International properties | International prope
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] = ";\r this_currentPadding = padding;\n }\n }\n\n !\n\n !**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support
indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;\n }\n\n this.indentUnits = units;\n this._indent = numberAttribute(value);\n this._setPadding();\n }\n\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive,
 Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/**\n * Node toggle to expand/collapse the
```

node.\n *\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n '(click)': '_toggle(\$event)',\n },\n standalone: true,\n}\)\nexport class CdkTreeNodeToggle<T, K = T> {\n /** Whether expand/collapse the node recursively. *\n @\nput({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.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://langular.io/license\n */\n\nimport {\gmodule} from './padding';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTreeNodeOutlet} from './toggle';\nimport {CdkTreeNodePadding} from './node';\nimport {CdkTreeNodeToggle} from './node';\n\nimport {CdkTreeNodePadding,\n CdkTreeNodePadding\n CdkTreeNodePadding\n CdkTreeNodePadding\n CdkTreeNodePadding\n 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 {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/*\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 * Returns an error to be thrown when there are multiple nodes that are missing a when function.\n * @docs-private\n 'Inexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be one default row without a when predicate function.`);\n}\n\n/**n * Returns an error to be thrown when there are no matching node defs for a particular set of data.\n * @docs-private\n */\nexport function getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data. ');\n}\n\n/**\n * Returns an error to be thrown when there are tree control.\n * @docs-private\n */\nexport function getTreeControlMissingError() {In return Error('Could not find a tree control for the tree.');In}In\n/**In * 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,In Directive,In ElementRef,In Input,In IterableChangeRecord,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,\n TrackByFunction,\n ViewChild,\n ViewContainerRef,\n ViewEncapsulation,\n numberAttribute,\n} from '@angular/core';\nimport In BehaviorSubject, in isObservable, in Observable, in of as observableOf, in Subject, in Subscription, in from 'rxjs'; inimport {takeUntil} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\notineControl} from the CdkTreeNodeDef, CdkTreeNodeOutletContext} from './outlet';\nimport {\notineControl} from the CdkTreeNodeOutlet from the C getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './treeerrors';\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 In // declared elsewhere, they are checked when their declaration points are checked.in // tslint:disable-next-line:validate-decoratorsin changeDetection: ChangeDetectionStrategy.Default,in standalone: true,in imports: [CdkTreeNodeOutlet],\n})\nexport class CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, OnInit {\n /** Subject that emits when the component has been destroyed. */\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[] {In return this__dataSource;\n }\n set dataSource(dataSource: DataSource<T> | Observable<T[]> | T[] {In if (this._dataSource: leadataSource);\n }\n }\n private_dataSource: DataSource<T> | Observable<T[]> | T[];\n\n /** The tree controller */\n @Input() treeControl: TreeControl<T, K>;\n\n /**\n * Tracking function that will be used to check the differences in data changes. Used similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy: TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use descendants: true, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true, n }\n _nodeDefs:

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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}>({In start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private
_changeDetectorRef: ChangeDetectorRef,\n ) {}\n\n ngOnlnit() {\n this_dataDiffer = this_differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n \n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMiss
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 ngAfterContentChecked() {\n const defaultNodeDefs = this__nodeDefs.filter(def => !def.when);\n if (defaultNodeDefs.length > 1 && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeMultipleDefaultNodeDefsError();\n }\n this__defaultNodeDef =
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
is null, interpret this by\n * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {In
(this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
 this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data sourcein if (!dataSource) {\n
this._nodeOutlet.viewContainer.clear();\ln }\ln this._dataSource = dataSource;\ln if (this._nodeDefs) {\ln this._observeRenderChanges();\ln }\ln
 Inn /** Set up a subscription for the data provided by the data source. */\n private _observeRenderChanges() {\n let dataStream:
 Observable<readonly T[]> | undefined;\n\n if (isDataSource(this._dataSource)) {\n dataStream = this._dataSource.connect(this);\n } else if
(isObservable(this._dataSource)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {In dataStream =
observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n
 .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
isubscribe(data => this.fehderNodeChangeS(data));iif } else if (typeor higherwhode === underned || higherwhode| {in throw getTreeNoValidDataSourceError();in }\n \n \n'* Check for changes made in the data and render each change (node added/removed/moved).

*/In renderNodeChanges(\n data: readonly T[],\n dataDiffer: IterableDiffer<T> = this._dataDiffer,\n viewContainer: ViewContainerRef = this._nodeOutlet.viewContainer,\n parentData?: T,\n ) {\n const changes = dataDiffer.diff(data);\n if (!changes) {\n return;\n }\n\n changes.forEachOperation(\n (\n item: IterableChangeRecord<T>,\n adjustedPreviousIndex: number | null,\n currentIndex: number | null,\n ) =>
In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);\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 }
this._changeDetectorRef.detectChanges();\n }\n\n /**\n * Finds the matching node definition that should be used for this node data. If there is
onlyIn * 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 /**\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\n deData); \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,
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, Onlnit {In /**\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' {In return 'treeitem';In }InIn set role(_role: 'treeitem' | 'group') {In // TODO: move to host after View Engine deprecationIn
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
data has changed. */In readonly_dataChanges = new Subject<void>();\n\n /** Emits when the node's data has changed. */In readonly_dataChanges = new Subject<void>();\n\n /** Emits when the node's data.
*/In get data(): T {\n return this._data;\n }\n set data(value: T) {\n if (value !== this._data) {\n this._data = value;\n this._setRoleFromData();\n this._dataChanges.next();\n }\n }\n protected_data: T;\n\n get isExpanded(): boolean {\n return this._tree.treeControl.isExpanded(this._data);\n
Inlinget level(): number (in // if the treeControl has a getLevel method, use it to get the level. Otherwise read thein // aria-level off the parent
node and use it as the level for this node (note aria-level is\n // 1-indexed, while this property is 0-indexed, so we don't need to increment).\n
return this._tree.treeControl.getLevel\n? this._treeControl.getLevel\this._data\)\n: this._parentNodeAriaLevel\this\n\ In\n\n constructor\(\n\)
protected _elementRef: ElementRef<htTMLElement>\\n\n\n\n\cotected _tree: CdkTree<t, K>\\n\n\n\ \n\n\n\cotected\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec\n\cotec
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 if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.'); in } else {in return -1; in } in } else if (parent classList contains ('cdk-nested-tree
AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {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`.in */in@Directive({in selector: 'cdk-nested-tree-node',in exportAs: 'cdkNestedTreeNode',in
providers: [in {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
 CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n}\nexport class CdkNestedTreeNode<T, K = T>\n
 extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */In protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
```

```
.pipe(takeUntil(this._destroyed))\n .subscribe(() => this.updateChildrenNodes());\n }\n\n // This is a workaround for
https://github.com/angular/angular/issues/23091\n // In act mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet
 */In protected updateChildrenNodes(children?: T[]): void {In const outlet = this_getNodeOutlet();In if (children) {In this._children = children;In
In if (outlet && this._children) In const viewContainer = outlet.viewContainer; 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\n /** Clear
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'\n * Indent for the children tree dataNodes.\n * This directive will add left-padding to the node to show hierarchy.\n */\n@Directive({\n selector:
 [cdkTreeNodePadding]', In standalone: true, In}\less CdkTreeNodePadding < T, K = T > implements OnDestroy {In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding < T, K = T > implements OnDestroy (In I** Current padding 
 value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n /** Subject that emits
when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>();\n\n /** CSS units used for the indentation
 value. */\n indentUnits = 'px';\n\n /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input({alias:
 'cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n
In set indent(indent: number | string) {In this._setIndent(indent);\n }\n _indent(indent: number | string) {In this._setIndent(indent);\n }\n _indent(indent: number | string) {In this._setIndent(indent);\n }\n _indent: number = 40;\n\n constructor(\n private _tree\)

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T,
We have to subscribe to changes in the\n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe() => this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the
tree node. Returns a string with px numbers if not null. */\n_paddinglndent(): string | null {\n const nodeLevel =\n this._treeNode.data && this._tree.treeControl.getLevel(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 =
property rename inheritance.\n *TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n *\n protected _setLevelInput(value: number) {\n | Set to null as the fallback value so that _setPadding can fall back to the node level if the\n | consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n | they set 0 explicitly.\n this._level = isNaN(value) ? null! : value;\n this._setPadding();\n \}\n\n *This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property
rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n */\n protected _setIndentInput(indent: number | string) {\n tonst parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent === 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'string') {\n const parts = 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (typeof indent == 'px';\n\n if (
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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(\sevent)',\n },\n standalone: true,\n}\\nexport class CdkTreeNodeToggle<T, K = T> {\n /** Whether expand/collapse the node recursively. *\n @Input({alias: 'cdkTreeNodeToggleRecursive',
transform: booleanAttribute})\n recursive: boolean = false;\n\n constructor(\n protected _tree: CdkTree<T, K>,\n protected _treeNode:
CdkTreeNode<T, K>,\n ) {}\n\n _toggle(event: Event): void {\n this.recursive\n?
this._tree.treeControl.toggleDescendants(this._treeNode.data)\n: this._treeControl.toggle(this._treeNode.data);\n\n
 event.stopPropagation();\in }\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
 CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
exports: EXPORTED_DECLARATIONS,\n})\nexport class CdkTreeModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * Returns an error to be thrown when there is no usable data.\n * @docs-private\n */\nexport function getTreeNoValidDataSourceError() {\n return Error(`A valid data source must be provided.`);\n\n\n/**\n * Returns an error to be thrown when there are multiple nodes that are missing a when function.\n * @docs-private\n */\nexport function getTreeMultipleDefaultNodeDefsError() {\n return Error(`There can only be one default row without a when predicate function.`);\n\n\n/**\n * Returns an error to be thrown when there are no matching node defs for a particular set of data.\n * @docs-private\n */\nexport function

```
getTreeMissingMatchingNodeDefError() {\n return Error(`Could not find a matching node definition for the provided node data.`);\n}\n\n/**\n *
Returns an error to be thrown when there are tree control.\n * @docs-private\n */\nexport function getTreeControlMissingError() {\n return Error(`Could not find a tree control for the tree.`);\n}\n\n/**\n * Returns an error to be thrown when tree control did not implement functions for
flat/nested node.\n * @docs-private\n */\nexport function getTreeControlFunctionsMissingError() {\n return Error(`Could not find functions for nested/flat tree in tree control.`);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {FocusableOption} from
 @angular/cdk/a11y';\nimport {CollectionViewer, DataSource, isDataSource} from '@angular/cdk/collections';\nimport {\n
AfterContentChecked,In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ContentChildren,In Directive,In ElementRef,In Input,In IterableChangeRecord,In IterableDiffer,In IterableDiffers,In OnDestroy,In Onlnit,In QueryList,In TrackByFunction,In ViewChild,In
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: \cdot ng-container cdkTreeNodeOutlet></ng-
container>`,\n host: {\n'class': 'cdk-tree',\n'role': 'tree',\n },\n encapsulation: ViewEncapsulation.None,\n // The \"OnPush\" status for the
 CdkTree` component is effectively a noop, so we are removing it.\in // The view for `CdkTree` consists entirely of templates declared in other
 views. As they are\n // declared elsewhere, they are checked when their declaration points are checked \n // tslint:disable-next-line:validate-
decorators in changeDetection: ChangeDetectionStrategy.Default, in standalone: true, in imports: [CdkTreeNodeOutlet], in}) inexport class CdkTree<T, K = T> implements AfterContentChecked, CollectionViewer, OnDestroy, Onlnit {\n /** Subject that emits when the component has been destroyed. */\n private readonly _onDestroy = new Subject<void>();\n\n /** Differ used to find the changes in the data provided by the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** Stores the node definition that does not have a when predicate. */\n private _defaultNodeDef: CdkTreeNodeDef<T> | null;\n\n /** Data subscription */\n private _dataSubscription: Subscription | null;\n\n /** Level of nodes
*/In private _levels: Map<T, number> = new Map<T, number>();In\n **rovides 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) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get dataSource) | Input()\n get data
@Input() treeControl: TreeControl<T, K>;\n\n * Tracking function that will be used to check the differences in data changes. Used
 similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know
if a node should be added/removed/moved.in * Accepts a function that takes two parameters, `index` and `item`.in */in @Input() trackBy:
 TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static:
true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to
 use `descendants: true`, because 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.treeControl && (typeof ngDevMode =
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();\in }\n this._defaultNodeDef =
 defaultNodeDefs[0];\n\n if (this.dataSource && this._nodeDefs && !this._dataSubscription) {\n this._observeRenderChanges();\n }\n }\n }\n }\n }\n |
 TODO(tinayuangao): Work on keyboard traversal and actions, make sure it's working for RTL\n // and nested trees.\n\n /**\n * Świtch to the
provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source
 is null, interpret this byln * clearing the node outlet. Otherwise start listening for new data.\n */\n private _switchDataSource(dataSource:
DataSource<T> | Observable<T[]> | T[]) {\n if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'fur (this.dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {\n this._dataSubscription.unsubscribe();\n
                                                                                                                                                                                                      == 'function') {\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
*/In renderNodeChanges(In data: readonly T], In dataDiffer: IterableDiffer<T> = this._dataDiffer, In viewContainer: ViewContainereRef = this._nodeOutlet.viewContainer, In parentData?: T,\in ) {In const changes = dataDiffer.diff(data); In if (!changes) {In return; In }\in\in changes.forEachOperation(\in (\in item: IterableChangeRecord<T>,\in adjustedPreviousIndex: number | null,\in currentIndex: number | null,\in ) =>
{In if (item.previousIndex == null) {In this.insertNode(data[currentIndex!], currentIndex!, viewContainer, parentData);In } else if (currentIndex ==
null) {\n viewContainer.remove(adjustedPreviousIndex!);\n this._levels.delete(item.item);\n } else {\n const view =
 viewContainer.get(adjustedPreviousIndex!);\n viewContainer.move(view!, currentIndex);\n }\n },\n };\n\n
 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 /**\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 viewln const context = new CdkTreeNodeOutletContext<T>(nodeData);\n\n // If the tree is flat tree, then use the `getLevel` function
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, Onlnit {in /**\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 ithn * in `CdkTree` and set the data to it.\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 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>,\in protected _tree: CdkTree<T, K>,\in ) {\in 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
isNodeElement(parent)) {\n parent = parent.parentElement;\n }\n if (!parent) {\n if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw
Error('Incorrect tree structure containing detached node.'); in } else {in return -1; in } in } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
Inf\ninfunction isNodeElement(element: HTMLElement) {in const classList = element.classList;\n return !!(classList?.contains('cdk-nested-
tree-node') || classList?.contains('cdk-tree'));\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n
 AfterContentInit,In ContentChildren,In Directive,In ElementRef,In IterableDiffer,In IterableDiffers,In OnDestroy,In OnInit,In QueryList,In} from
 '@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree
terrors';\n\n\r*\n * Nested node is a child of \cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cde\cdek\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\ree\cdk\r
CdkNestedTreeNode}, In ], In host: {\n 'class': 'cdk-nested-tree-node', In }, In standalone: true, In}) lnexport class CdkNestedTreeNode<T, K = T>\n extends CdkTreeNode<T, K>\n implements AfterContentinit, OnDestroy, Onlnit\n{\n /** Differ used to find the changes in the data provided by
the data source. */In private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */In protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
need to use `descendants: true`, because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n \}\n nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
   differs: IterableDiffers, In ) {In super(elementRef, tree); In }InIn ngAfterContentInit() {In this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode))
 {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this._tree.treeControl.getChildren(this.data);\n ii
 (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 act mode, the lifecycle hooks from parent class are not called.\n override ngOnInit() {\n
super.ngOnInit();\n }\n\n override ngOnDestroy() {\n this._clear();\n super.ngOnDestroy();\n }\n\n /** Add children dataNodes to the NodeOutlet */\n protected updateChildrenNodes(children?: T[]): void {\n const outlet = this._getNodeOutlet();\n if (children) {\n this._children = children;\n
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\n'** Gets the outlet for the current node. */\n private _getNodeOutlet() {\n const outlets = this.nodeOutlet;\n\n // \n vote 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. In *In * Use of this source code is governed by an MIT-style license that can be In * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {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
Initing Settlevering the very number; in fine from material design menu sub-menu spec.\n *\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string) {\n this._indent;\n }\n set indent(indent: number | string) {\n this._setIndentInput('cdkTreeNodePaddingIndent')\n per adding one tindent(): number | string) {\n this._setIndentInput('cdkTreeNodePaddingIndent')\n }\n _indent: number = 40;\n\n constructor(\n private _treeNode: CdkTreeNode<, K>\n private _tree: CdkTree<, K>\n private _element: ElementRef<hr/>
| CdkTreeNode<, K>\n private _tree: CdkTree</hr>
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In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in thein // data to ensure that everything is up to date.ln _treeNode._dataChanges.subscribe()) => this._setPadding());\n \n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n \n\n\n\n\n respectively.
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;in 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] = ";\r this._currentPadding = padding;\n }\n }\n\n \rangle \n\n \rangle \n\n \rangle \n\n\n' \rangle \rangle \n\n\n' \rangle \rangle \rangle \n\n' \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \rangle \ra
property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n *\n protected _setLevelInput(value: number) {\n |/ Set to null as the fallback value so that _setPadding can fall back to the node level if the\n |/ consumer set the directive as `cdkTreeNodePadding=\"\"`. We still want to take this value if\n |/ they set 0 explicitly.\n this._level = isNaN(value) ? null! : value;\n this._setPadding();\n }\n\/**\n * This has been extracted to a util because of TS 4 and VE.\n * View Engine doesn't support property rename inheritance.\n * TS 4.0 doesn't allow properties to override accessors or vice-versa.\n * @docs-private\n *\n\n protected
input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/m*\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

CdkTreeNodeToggle
T(click)': '_toggle($event)',\n },\n standalone: true,\n})\nexport class CdkTreeNodeToggle

CdkTreeNodeToggle
T(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}
Galighander (himport {CdkTreeNode organisms) (CdkTreeNode) from './toggle';\nimport {CdkTreeNode) from './tree';\nimport {CdkTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkNestedTreeNode} from './treet';\nimport {CdkTreeNodePadding,\n CdkTreeNodePadding,\n CdkTreeNodeOutlet,\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 './\n'\n' * Generated bundle index. Do not edit.\n' */\n'\n'\n' * from './\n'\n' * Generated bundle index.
  ./index';\n"],"names"
```

```
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AgD,CÃAC;ÁAErĎ,QÁAA,IAÁI,YAAÝ,CAAĆ,IAAI,ĆAAC,WAAW,CAAĆ,ĒAAE;ÝACIC,ÚAAU,GÁAG,IÁAI,CAÁC,WAAW,CAAĆ,OAAO,CAAC,IAAI,ĆA
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K,CAAC,CAAC;QACtC,IAAI,CAAC,WAAW,EAAE,CAAC;KACpB;qHA/GU,kBAAkB,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAAC,WAAA,EAAA,E AA,IAAA,GAAA,EAAA,CAAA,oBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,IAAA,EAAA,kBAAkB,yGAWmB,eAAe,C AAÁ,EAÁÁ,MAÁA,EAÁÁ,CAÁA,0BAÁÁ,EAÁA,QAÁA,CAÁA,EAÁÁ,EAÁA,QAÁA,EAÁA,EAÁA,EAÁA,CAÁA,CAÁA,CAÁA,EAÁA;;kGAXpD,kBAÁkB,EÁA A,UAAA,EAAA,CAAA;kBAJ9B,SAAS;AAAC,YAÁA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,sBAASB;AAChC,oBAAA,UAAU,EAAE,IAAI;A ACJB,IBAAA,CAAA;;0BASCI,QAAQ;yCAzBP,KAAK,EAAA,CAAA;sBADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,oBAAOB,E ACJB,IBAAA,CAAA;;UBASCI,QAAQ;YCAZBP,KAAK,EAAA,CAAA;SBADT,KAAK;AAAC,BBAAA,IAAA,CAAA,CAAA,CAAA,CAAK,EAAE,OBAAOB,E AAE,SAAS,EAAE,EAAE,CACAC,CAAA;gBAC5D,MAAM,EAAA,CAAA;SBADT,KAAK;UBAAC,0BAAOB,CAAA;;;ACTCNC;;AAEG;MAQU,iBAAIB,CAA A;IAK5B,WACY,CAAA,KAAOB,EACPB,SAA4B,EAAA;QAD5B,IAAK,CAAA,KAAA,GAAL,KAAK,CAAE;QACPB,IAAS,CAAA,SAAA,GAAT,SAAS,CA Amb;;QAJxC,IAAS,CAAA,SAAA,GAAY,KAAK,CAAC;KAKVB;AAEJ,IAAA,OAAO,CAAC,KAAY,EAAA;AACIB,QAAA,IAAI,CAAC,SAAS;AACZ,CAAE ,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC,IBAAIB,CAAC,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC;AAC/D,cAAE,IAAI,CAAC,KAAK,CAAC,WAAW,CAAC, AAA,CAAA,CAAA,EAAA;AAAjB,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAA A,eAAA,EAAA,IAAA,EAAA,IBAAIB,wHAE4B,gBAAgB,CAAA,EAAA,EAAA,IAAA,EAAA,SAAA,EAAA,EAAA,OAAA,EAAA,IBAAA,IBAAA,EAAA, AA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAF7D,iBAAiB,EAAA,UAAA,EAAA,CAAA;kBAP7B,SAAS;AAAC,YAAA,IAAA,EAAA,C AAA;AACT,oBAAA,QAAQ,EAAE,qBAAqB;AAC/B,oBAAA,IAAI,EAAE;AACJ,wBAAA,SAAS,EAAE,iBAAiB;AAC7B,qBAAA;AACD,oBAAA,UAAU,E AAE,IAAI;AACjB,IBAAA,CAAA;gGAIC,SAAS,EAAA,CAAA;sBADR,KAAK;AAAC,gBAAA,IAAA,EAAA,CAAA,EAAC,KAAK,EAAE,4BAA4B,EAAE,S AAS,EAAE,gBAAgB,EAAC,CAAA;;;ACR3E,MAAM,qBAAqB,GAAG;IAC5B,iBAAiB;IACjB,cAAc;IACd,kBAAkB;IAClB,iBAAiB;IACjB,OAAO;IACP, WAAW;IACX,IBAAIB;CACIB,CAAC;MAMW,aAAa,CAAA;qHAAb,aAAa,EAAA,IAAA,EAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,Q AAA, EAAA, CAAA, CAAA, EAAA, AAAB, IAAA, SAAA, IAAA, CAAA, IAAA, GAAA, EAAA, CAAA, mbaaa, Caaa, Eaaa, Uaaa, Eaaa, Qaaa, Eaaa, OaaA,EAAA,eAAA,EAAA,EAAA,EAAA,EAAA,AAA,EAAA,EAAA,EAAA,AAA,EAAA,BAAA,E

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this 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,In QueryList,In TrackByFunction,In ViewChild,In ViewContainerRef,In ViewEncapsulation,In numberAttribute,In} from '@angular/core';\nimport {\n BehaviorSubject,\n isObservable,\n Observable,\n of as observableOf,\n Subject,\n Subscription,\n} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\nimport {TreeControl} from './control/tree-control';\nimport {CdkTreeNodeDef, CdkTreeNodeOutletContext} from './node';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {\n getTreeControlFunctionsMissingError,\n getTreeControlMissingError,\n getTreeMissingMatchingNodeDefError,\n getTreeMultipleDefaultNodeDefsError,\n getTreeNoValidDataSourceError,\n} from './tree-errors';\n\n/**\n * CDK tree component that connects with a data source to retrieve data of type T` and 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, In standalone: true, In imports: [CdkTreeNodeOutlet], In]) In export 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 similarly\n * to `ngFor` `trackBy` function. Optimize node operations by identifying a node based on its data\n * relative to the function to know if a node should be added/removed/moved.\n * Accepts a function that takes two parameters, `index` and `item`.\n */\n @Input() trackBy:
TrackByFunction<T>;\n\n // Outlets within the tree's template where the dataNodes will be inserted.\n @ViewChild(CdkTreeNodeOutlet, {static: true}) _nodeOutlet: CdkTreeNodeOutlet;\n\n /** The tree node template for the tree */\n @ContentChildren(CdkTreeNodeDef, {\n // We need to use 'descendants: true , because lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\n _nodeDefs: QueryList<CdkTreeNodeDef<T>>;\n\n // TODO(tinayuangao): Setup a listener for scrolling, emit the calculated view to viewChange.\n // Remove the MAX_VALUE in viewChange\n /**\n * Stream containing the latest information on what rows are being displayed on screen.\n * Can be used by the data source to as a heuristic of what data should be provided.\n */\n readonly viewChange = new BehaviorSubject<{start: number; end: number}>({\n start: 0,\n end: Number.MAX_VALUE,\n });\n\n constructor(\n private _differs: IterableDiffers,\n private _changeDetectorRef: ChangeDetectorRef,\n) {}\n\n ngOnlnit() {\n this._dataDiffer = this._differs.find([]).create(this.trackBy);\n if (!this.treeControl && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n }\n ngOnDestroy() {\n throw getTreeControlMissingError();\n ngOnDestroy() {\n throw getTreeControlMissi 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 CataSource as Da provided data source by resetting the data and unsubscribing from the current\n * render change subscription if one exists. If the data source is null, interpret this byin * clearing the node outlet. Otherwise start listening for new data.\n */\n private_switchDataSource(dataSource: DataSource<T> | Observable<T[]> | T[]) {In if (this._dataSource && typeof (this._dataSource as DataSource<T>).disconnect === 'function') {In (this._dataSource as DataSource<T>).disconnect(this);\n }\n\n if (this._dataSubscription) {In this._dataSubscription.unsubscribe();\n this._dataSubscription = null;\n }\n\n // Remove the all dataNodes if there is now no data sourcein if (!dataSource) {\n this._nodeOutlet.viewContainer.clear();\n }\n\n this._dataSource = dataSource;\n if (this._nodeDefs) {\n this._observeRenderChanges();\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)) {In dataStream = this._dataSource;\n } else if (Array.isArray(this._dataSource)) {In dataStream = observableOf(this._dataSource);\n }\n\n if (dataStream) {\n this._dataSubscription = dataStream\n .pipe(takeUntil(this._onDestroy))\n .subscribe(data => this.renderNodeChanges(data));\n } else if (typeof ngDevMode === 'undefined' || ngDevMode) {\n throw getTreeNoValidDataSourceError();\n }\n }\n\n`/** Check for changes made in the data and render each change (node added/removed/moved). {In if (item.previousIndex == null) {In 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 viewln 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. IreeControl.getLevel(nodeData), in } else in (typeor parentData):— undernice de unio_levels.mapparentData)! + 1; in } else {in context.level = 0; in } in this._levels.set(nodeData, context.level); in in // Use default tree nodeOutlet, or nested node's nodeOutlet/in const container = viewContainer ? viewContainer : this._nodeOutlet.viewContainer; in // Outleton NodeOutlet.
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*\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',In '[attr.aria-expanded]': 'isExpanded',In },In standalone: true,In)}Inexport class CdkTreeNode<T, K = T> implements
FocusableOption, OnDestroy, OnInit {In /**\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. */In protected readonly _destroyed = new Subject<void>(), in In /** 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(); In In In In protected _data: T; In In get isExpanded(): boolean {In return this_tree.treeControl.isExpanded(this._data); In In get level(): number {In // the treeControl has a getLevel of 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\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(this._h)\(t
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 ngOnlnit(): void {\n this._parentNodeAriaLevel =
getParentNodeAriaLevel(this._elementRef.nativeElement);\n this._elementRef.nativeElement.setAttribute('aria-level', `${this.level + 1}');\n }\n\n
ngOnDestroy() {\n // If this is the last tree node being destroyed,\n // clear out the reference to avoid leaking memory.\n if
(CdkTreeNode.mostRecentTreeNode === this) {\n CdkTreeNode.mostRecentTreeNode = null;\n }\n\n this_dataChanges.complete();\n
this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** 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.'); in } else {in return -1; in } in } else if (parent.classList.contains('cdk-nested-tree-
node')) {\n return numberAttribute(parent.getAttribute('aria-level')!);\n } else {\n // The ancestor element is the cdk-tree itself\n return 0;\n
'@angular/core';\nimport {isObservable} from 'rxjs';\nimport {takeUntil} from 'rxjs/operators';\n\nimport {CDK_TREE_NODE_OUTLET_NODE,
CdkTreeNodeOutlet} from './outlet';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {getTreeControlFunctionsMissingError} from './tree
errors';\n\n/**\n * Nested node is a child of `cdk-tree>`. It works with nested tree.\n * By using `cdk-nested-tree-node` component in tree node template, children of the parent node will\n * be added in the `cdkTreeNodeOutlet` in tree node template.\n * The children of node will be
automatically added to `cdkTreeNodeOutlet`.\n */\n@Directive({\n selector: 'cdk-nested-tree-node',\n exportAs: 'cdkNestedTreeNode',\n
providers: [In {provide: CdkTreeNode, useExisting: CdkNestedTreeNode},\n {provide: CDK_TREE_NODE_OUTLET_NODE, useExisting:
CdkNestedTreeNode},\n ],\n host: {\n 'class': 'cdk-nested-tree-node',\n },\n standalone: true,\n}\nexport class CdkNestedTreeNode<T, K = T>\n
extends CdkTreeNode<T, K>\n implements AfterContentInit, OnDestroy, OnInit\n{\n /** Differ used to find the changes in the data provided by
the data source. */\n private _dataDiffer: IterableDiffer<T>;\n\n /** The children data dataNodes of current node. They will be placed in `CdkTreeNodeOutlet`. */\n protected _children: T[];\n\n /** The children node placeholder. */\n @ContentChildren(CdkTreeNodeOutlet, {\n // We
need to use `descendants: true`, because Ivy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n }\\n
nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\n elementRef: ElementRef<HTMLElement>,\n tree: CdkTree<T, K>,\n protected
  differs: IterableDiffers,In ) {In super(elementRef, tree);In }InIn ngAfterContentInit() {In this._dataDiffer =
this._differs.find([]).create(this._tree.trackBy);\n if (!this._tree.treeControl.getChildren && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throw getTreeControlFunctionsMissingError();\n }\n const childrenNodes = this._tree.treeControl.getChildren(this.data);\n if
(Array(childrenNodes)) {In this.updateChildrenNodes(childrenNodes as T[]);In } else if (isObservable(childrenNodes)) {In childrenNodes(nesult => this.updateChildrenNodes(nesult));In }\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
In if (outlet && this._children) In const viewContainer = outlet.viewContainer; in this._tree.renderNodeChanges(this._children, this._dataDiffer,
viewContainer, this._data);\n } else {\n // Reset the data differ if there's no children nodes displayed\n this._dataDiffer.diff([]);\n }\n }\n }\n\n /** Clear
the children dataNodes. */in protected _clear(): void {\n const outlet = this._getNodeOutlet();\n if (outlet) {in outlet.viewContainer.clear();\n
this._dataDiffer.diff([]);In }\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:
'I'is directive will add retributed to show hierarchy. In 'Ani@Directive({In selector. 'I'ricdkTreeNodePadding\',\n standalone: true,\n\}\nexport class CdkTreeNodePadding\',\n = T\> implements OnDestroy \{\n | /** Current padding value applied to the element. Used to avoid unnecessarily hitting the DOM. */\n private _currentPadding: string | null;\n\n | /** Subject that emits when the component has been destroyed. */\n private readonly _destroyed = new Subject<void>\();\n\n | /** CSS units used for the indentation value. */\n indentUnits = 'px';\n\n | /** The level of depth of the tree node. The padding will be `level * indent` pixels. */\n @Input(\{alias:
 cdkTreeNodePadding', transform: numberAttribute})\n get level(): number {in return this._level;\n }\n set level(value: number) {in
this._setLevelInput(value);\n }\n _level: number;\n\n /**\n * The indent for each level. Can be a number or a CSS string.\n * Default number 40px
from material design menu sub-menu spec.\n */\n @Input('cdkTreeNodePaddingIndent')\n get indent(): number | string {\n return this._indent;\n
In set indent(indent: number | string) {in this._setIndentInput(indent);in }In _indent: number = 40;InIn constructor(In private _treeNode:
 .
CdkTreeNode\=T, K>,\n private_tree: CdkTree\=T, K>,\n private_element: ElementRef<HTMLElement>,\n @Optional() private_dir:
Directionality,In) {In this_setPadding();In if (_dir) {In _dir.change.pipe(takeUntil(this_destroyed)).subscribe(() => this_setPadding(true));In
In Ivy the indentation binding might be set before the tree node's data has been added, in // which means that we'll miss the first render.
We have to subscribe to changes in the∖n // data to ensure that everything is up to date.\n _treeNode._dataChanges.subscribe(() =>
this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the
tree node. Returns a string with px numbers if not null. */\n _paddinglndent(): string | null {\n const nodeLevel =\n this_treeNode.data && this_tree.treeControl.getLevel(\n 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_paddingIndent();\n\n if (padding !== this_currentPadding | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChange | forceChang
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] = ";\r this._currentPadding = padding;\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) {In let value = indent;\n let units = 'px';\n\n if (typeof indent === 'string') {In 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,
source code is governed by an MI1-style license that can bein * found in the LICENSE file at https://angular.io/licensein */ininimport {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

CdkTreeNodeToggle
*/\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();\in \\n\\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\NgModule} from
 @angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
 ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,\in CdkTree,\in CdkTreeNode,\in CdkTreeNodeOutlet,\in];\in\in@NgModule({\in imports: EXPORTED_DECLARATIONS,\in exports: EXPORTED_DECLARATIONS,\in})\inverset class CdkTreeModule {\}\n","/**\n * Generated bundle index. Do not edit.\in */\in\inverset rom
'./index';\n"],"names":
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Α,ϹΑΑΑ,UΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΚΑΑΑ,ΕΑΑΑC,ΟΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΚΑΑΑ,ΕΑΑΑ,ΕΑΑΑ,ΟΑΑΑ,ΕΑΑΑ,ΟΑΑΑ,ΕΑΑΑ,ΚΑΑΑ,ΕΑΑΑ,ΜΑΑΑ,ΕΑΑΑ,
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Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\nimport {\n AfterContentInit,\n ContentChildren,\n Directive,\n ElementRef,\n IterableDiffer,\n IterableDiffers, In OnDestroy, In OnInit, In QueryList, In} from '@angular/core'; Inimport {isObservable} from 'rxjs'; Inimport {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-nestedtree-node',In },In standalone: true,In})Inexport class CdkNestedTreeNode<T, K = T>In extends CdkTreeNode<T, K>In 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 lvy will no longer match\n // indirect descendants if it's left as false.\n descendants: true,\n })\n nodeOutlet: QueryList<CdkTreeNodeOutlet>;\n\n constructor(\u00edn elementRef: ElementRef<HTMLElement>,\u00edn tree: CdkTree<T, K>,\u00edn protected _differs: IterableDiffers,\u00edn) {\u00edn super(elementRef, **Record of the content of the conte 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() (In super.ngOnInit();\n)\n\n override ngOnDestroy() (In 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; In this. tree.renderNodeChanges(this._children, this._dataDiffer, viewContainer, this._data); In } else {In // Reset the data differ if there's no children nodes displayed\n this_dataDiffer.diff([]);\n }\n }\n\n/** Clear the children dataNodes. */\n protected _clear(): void {In const outlet = this._getNodeOutlet();\n if (outlet) {In outlet.viewContainer.clear();\n this._dataDiffer.diff([]);\n }\n }\n }\n |n /** Gets the outlet for '@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.ln */ln@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; Inin constructor(In private _treeNode: CdkTreeNode<T, K>, In private _tree: CdkTree<T, K>, In 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\ // In Ivy the indentation binding might be set before
the tree node's data has been added, in // which means that we'll miss the first render. We have to subscribe to changes in the in // data to
ensure that everything is up to date.\n_treeNode._dataChanges.subscribe(() => this._setPadding());\n }\n\n ngOnDestroy() {\n this._destroyed.next();\n this._destroyed.complete();\n }\n\n /** The padding indent value for the tree node. Returns a string with px numbers if
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 l/ 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
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 *
this._tree.treeControl.toggle(this._treeNode.data);\ln\n event.stopPropagation();\ln }\ln\n',\l'\**\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":
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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) {In let value = indent;In let units = 'px';In\n if (typeof indent ==
                                                                                                                                                        = 'string') {\n const parts =
indent.split(cssUnitPattern);in value = parts[0];in units = parts[1] || units;in }In\n this.indentUnits = units;in this._indent = numberAttribute(value);in this._setPadding();in }In\n","/**In * @licenseIn * Copyright Google LLC All Rights Reserved.in *In * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\ni/*\n * Node toggle to expand/collapse the
node. In */In@Directive({In selector: '[cdkTreeNodeToggle]', In host: {In '(click)': '_toggle($event)', In }, In standalone: true, In})Inexport class CdkTreeNodeToggle

CdkTreeNodeToggle
T, K = T> {In /** Whether expand/collapse the node recursively. */In @Input({alias: 'cdkTreeNodeToggleRecursive', transform: booleanAttribute})In recursive: boolean = false; InIn constructor(In protected _tree: CdkTree
T, K >, In protected _treeNode: CdkTreeNode

CdkTreeNode
T, K >, In ] {}InIn_toggle(event: Event): void {In this.recursive}!n ?

this_ tree.treeControl.toggleDescendants(this_ treeNode.data); \n\: this_tree.treeControl.toggle(this_treeNode.data); \n\n event.stopPropagation(); \n\\n\: @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed
by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from
'@angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle}
from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from
 ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n
CdkTreeNodeToggle,In CdkTree,In CdkTreeNode,In CdkTreeNodeOutlet,In];InIn@NgModule({In imports: EXPORTED_DECLARATIONS,In
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Input, booleanAttribute} from '@angular/core';\n\nimport {CdkTree, CdkTreeNode} from './tree';\n\n/*\n * Node toggle to expand/collapse the node.\n */\n@Directive({\n selector: '[cdkTreeNodeToggle]',\n host: {\n \text{N}} Cdk/reeNode} from '.tree';inin/*\in' Node toggie to expand/collapse the node.in '\in@Directive(\in selector: '[cdk/reeNodeToggle(), in nost: \in\cdot'\cdk/reeNodeToggle(\sevent)',\in \in\cdk/reeNodeToggle\cdot'\cdk/reeNodeToggle\cdot'\cdk/reeNode\cdot'\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/reeNode\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdy/\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdot'\cdot'\cdot'\cdot'\cdot'\cdot'\cdot'\cdk/ree\cdot'\cdk/ree\cdot'\cdot'\cdot'\cdot'\cdot'\cdot'\cdot'\cda \cdot'\c event.stopPropagation();\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from @angular/core';\nimport {CdkTreeNodeOutlet} from './outlet';\nimport {CdkTreeNodePadding} from './padding';\nimport {CdkTreeNodeToggle} from './toggle';\nimport {CdkTree, CdkTreeNode} from './tree';\nimport {CdkTreeNodeDef} from './node';\nimport {CdkNestedTreeNode} from ./nested-node';\n\nconst EXPORTED_DECLARATIONS = [\n CdkNestedTreeNode,\n CdkTreeNodeDef,\n CdkTreeNodePadding,\n CdkTreeNodeToggle,\n CdkTree,\n CdkTreeNode,\n CdkTreeNodeOutlet,\n];\n\n@NgModule({\n imports: EXPORTED_DECLARATIONS,\n exports: EXPORTED_DECLARATIONS,In})Inexport class CdkTreeModule {}In","/**In * Generated bundle index. Do not edit.In */InInexport * 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,CAAI,IAAI,CAAC,CAAC;KAuEjE;;AAhDC,IAAA,MAAM,CAAC,QAAW,EAAA;AAChB,QAAA,IAAI,CAAC,cAAc,CAA A,IAAI,aAAa,GAAG,CAAC,QAAQ,CAAC,CAAC;QAC/B,aAAa,CAAC,IAAÍ,CAAC,GAAG,IAAI,CAAC,CAAc,CAAC,QAAQ,CAAC,CAAC,CAAC;QAC KÁCXÉ;AAES,IAAÁ,&AA&,CAAC,KAAY,ÉAAA;ÁACIC,QAAA,OAAO,IAAI,CAAC,OAAO,GAÁG,IAAÍ,CAAĆ,OAAÓ,CAAĆ,KAAÚ,CAAĆ,GAAÍ,KAAW CAAC;KAC/D;AACF;;AC/ED;AACM,MAAO,eAA0B,SAĀQ,eAAqB,CAAA;;AAEIE,IAAA,WAAA,CACkB,QAAiC,EACjC,YAASC,EAC/C,OAASC,EAAA ;AAE7C,QAAA,KAAK,EAAE,CAAC;QAJQ,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAYB;QACJC,IAAY,CAAA,YAAA,GAAZ,YAAY,CAA0B;QAC/C,IAAO, CAAA,OAAA,GAAP,OAAO,CAA+B;AAI7C,QAAA,IAAI,IAAI,CAAC,OAAO,EAAE;YAChB,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC,OAAO, CAAC;SACrC;KACF;AAED;;;;;AAKG;AACH,IAAA,cAAc,CAAC,QAAW,EAAA;QACxB,MAAM,UAAU,GAAG,IAAI,CAAC,SAAS,CAAC,OAAO,CAAC OAAO,CAAC;SACrC;KACF;AAED;;;;;AAKG;IACH,SAAS,GAAA;AACP,QAAA,IAAI,CAAC,CAAC,CAAC,KAAK,EAAE,CAAC;AAC5B,QAAA,MAAM, QAAQ,GAAG,IAAI,CAAC,SAAS,CAAC,MAAM,CACpC,CAAC,WAAgB,ÉAAE,QAAQ,KAAK,CAAC,GAAG,WAAW,EAAE,GAAG,IAAI,CAAC,cAAc,C ĂAC,QAAQ,CAAC,EAAE,QAAQ,CAAC,EAC5F,EAAE,CACH,CAAC,QACF,IAAÌ,CAĂC,cAAC,CAAC,MAAM,CAAC,GAAG,QAAQ,CAAC,GAAG,GAAG,

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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
CÁAC, CAAC, MÁAM, CAAC, IÁAI, CÁAC, aÁAa, CÁAC, QÁAQ, CÁAC, CAAC, CAAC; KAC1D;; AAGD, IÁAA, QÁAQ, CAAC, QÁAW, EAAA; AACIB, QÁAA, IÁ
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Directive,\n InjectionToken,\n Input,\n OnChanges,\n OnDestroy,\n SimpleChanges, In booleanAttribute, In} from '@angular/core'; Inimport {Subject} from 'rxjs'; InIn/** Used to generate unique ID for each accordion. */Inlet nextId = 0;\n\n/**\n * Injection token that can be used to reference instances of `CdkAccordion`. It serves\n * as alternative token to the actual `CdkAccordion` class which could cause unnecessary\n * retention of the class and its directive metadata.\n */\nexport const CDK_ACCORDION = new InjectionToken<CdkAccordion>('CdkAccordion');\n\n/**\n * Directive whose purpose is to manage the expanded state of CdkAccordionItem children.\n */\n@Directive({\ln selector: 'cdk-accordion, [cdkAccordion]',\n exportAs: 'cdkAccordion',\n providers: [{provide: CDK_ACCORDION, useExisting: CdkAccordion}],\n standalone: true,\n}\)\nexport class CdkAccordion implements OnDestroy, OnChanges {\n | /** Emits when the state of the accordion changes */\n readonly _stateChanges = new Subject<SimpleChanges> ();\n\n | /** Stream that emits true/false when openAll/closeAll is triggered. */\n readonly _openCloseAllActions: Subject<boolean> = new Subject<box boolean>();\n\n /** A readonly id value to use for unique selection coordination. */n readonly id: string = `cdk-accordion-\${nextId++}`;\n\n /** Whether the accordion should allow multiple expanded accordion items simultaneously. */n @Input({transform: booleanAttribute}) multi: boolean = false;\nin /** Opens all enabled accordion items in an accordion where multi is enabled. *\nn openAll(): void {\n if (this.multi) {\n this._openCloseAllActions.next(true);\n }\n \n\n /** Closes all enabled accordion items. */\n closeAll(): void {\n this._openCloseAllActions.next(false);in }\n\n ngOnChanges(changes: SimpleChanges) {\n this._stateChanges.next(changes);in }\n\n ngOnDestroy() {\n this._stateChanges.complete();\n this._openCloseAllActions.complete();\n }\n\n","**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n Output,\n Directive,\n EventEmitter,\n Input,\n OnDestroy,\n Optional,\n ChangeDetectorRef,\n SkipSelf,\n Inject,\n booleanAttribute,\n} from '@angular/core';\nimport {UniqueSelectionDispatcher} from '@angular/cdk/collections';\nimport {CDK_ACCORDION, CdkAccordion} from './accordion';\nimport {Subscription} from 'rxjs';\n\n/** Used to generate unique ID for each accordion item. */\nlet nextId = 0;\n\n/**\n * An basic directive expected to be extended and decorated as a component. Sets up all\n * events and attributes needed to be managed by a CdkAccordion parent.\n */\n@Directive({\n selector: 'cdk-accordion-item, [cdkAccordionItem]',\n exportAs: 'cdkAccordionItem',\n providers: [in // Provide 'CDK_ACCORDION' as undefined to prevent nested accordion items from\n // registering to the same accordion.\n {provide: CDK_ACCORDION, useValue: undefined},\n],\n standalone: true,\n}\nexport class CdkAccordionItem implements OnDestroy {\n /** Subscription to openAll/closeAll events. */\n private _openCloseAllSubscription = Subscription.EMPTY;\n /** Event emitted every time the AccordionItem is closed. */\n @Output() readonly closed: EventEmitter<void> = new EventEmitter<void>();\n /** Event emitted every time the AccordionItem is opened. */\n @Output() readonly opened: EventEmitter<void> = new the id of the CdkAccordionItem.\n * the name value is the id of the accordion.\n */\n const accordionId = this.accordion? this.accordion.id : this.id;\n this._expansionDispatcher.notify(this.id, accordionId);\n } else {\n this.closed.emit();\n }\n\n // Ensures that the animation will run when the value is set outside of an `@Input`.\n // This includes cases like the open, close and toggle methods.\n this._changeDetectorRef.markForCheck();in }in }in private _expanded = false;inin /** Whether the Accordionitem is disabled. */in @Input({transform: booleanAttribute}) disabled: boolean = false;inin /** Unregister function for _expansionDispatcher. */in private _removeUniqueSelectionListener: () => void = () => {};\n\n constructor(\n @Optional() @Inject(CDK_ACCORDION) @SkipSelf() public accordion: CdkAccordion,\n private _changeDetectorRef: ChangeDetectorRef,\n protected _expansionDispatcher: UniqueSelectionDispatcher,\n) {\n this._removeUniqueSelectionListener = _expansionDispatcher.listen(\n (id: string, accordionId: string) => {In if (In this.accordion &&\n !this.accordion.multi &&\n this.accordion.id === accordionId &&\n this.id !== id\n) {In this.expanded = false;\n }\n ,In);InIn // When an accordion item is hosted in an accordion, subscribe to open/close events.In if (this accordion) {In this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAccordion} from './accordion';\nimport {CdkAccordionItem} from './accordion item';\n\n@NgModule({in imports: [CdkAccordion, CdkAccordionItem],\n exports: [CdkAccordion, CdkAccordionItem],\n}\nexport class

```
CdkAccordionModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
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ĺ,ČAAC,oBAÁOB,CÁAC,IAÁI,CAÁC,IAAÍ,CAAC,CAAC;SÁCtC;KACF;;IÁGD,QÁAQ,GÁAA;AÁCN,QÁAA,ÍAAI,CAAC,oBAAÓB,CAÁC,IAAÍ,CAAĆ,K
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obaáa, Qaáq, Eaáe, wcaawc; aacid, obaaá, Qaaq, Eaae, kbaakb; aac5b, obaáa, Saás, Eaae;;; aagt, wbaáa, Eaác, oáao, Eaáe, aaáa, Ea
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C,CAAÁ;gBA8BE,QAÁQ,EAÁÁ,CAÁÁ;sBÁÁ7C,KAÁK;uBÁÁC,EAÁČ,SAÁS,EAÁÉ,gBAÁGB,EAÁC,CAÁÁ;;;MC5EzB,kBAÁkB,CAAÁ;qHAĂÍB,kBA
AAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAJ9B,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EA
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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 LICÉNŠE file at https://angular.io/license\n */\n\nimport {\n Output,\n Directive,\n EventEmitter,\n Input,\n OnDestroy,\n Optional,\n ChangeDetectorRef,\n SkipSelf,\n Inject,\n booleanAttribute,\n} from '@angular/core';\nimport {UniqueSelectionDispatcher} from '@angular/cdk/collections';\nimport {CDK_ACCORDION, CdkAccordion} from './accordion';\nimport {Subscription} from 'rxjs';\n\n/** Used to generate unique ID for each accordion item. */Inlet nextld = 0;Inln/**In * An basic directive expected to be extended and decorated as a component. Sets up all\n * events and attributes needed to be managed by a CdkAccordion parent.\n */\n@Directive({\n selector: 'cdk-accordion-item, [cdkAccordionItem]',\n exportAs: 'cdkAccordionItem',\n providers: [\n // Provide `CDK_ACCORDION` as undefined to prevent nested accordion items from\n // registering to the same accordion.\n {provide: CDK_ACCORDION, useValue: undefined},\n],\n standalone: true,\n}\n)\nexport class CdkAccordionItem implements OnDestroy {\n /** Subscription to openAll/closeAll events. */\n private openCloseAllSubscription = Subscription.EMPTY;\n |** Event emitted every time the AccordionItem is closed. */\n @Output() readonly closed:

EventEmitter<void> = new EventEmitter<void>();\n |** Event emitted every time the AccordionItem is closed. */\n @Output() readonly opened: EventEmitter<void> = new EventEmitter<void>();\n /** Event emitted every time the Accordionitem is opened. "\n @Output() readonly opened. EventEmitter<void> = new EventEmitter<void>();\n /** Event emitted when the Accordionitem is destroyed. */\n @Output() readonly destroyed: EventEmitter<void> = new EventEmitter<void>();\n\n /**\n * Emits whenever the expanded state of the accordion changes.\n * Primarily used to facilitate two-way binding.\n * @docs-private\n */\n @Output() readonly expandedChange: EventEmitter<boolean> = new EventEmitter<boolean>();\n\n /** The unique AccordionItem id. */\n readonly id: string = `cdk-accordion-child-\${nextId++}`;\n\n /** Whether the AccordionItem is expanded. */\n @Input({transform: booleanAttribute})\n get expanded(): boolean {\n return this._expanded;\n }\n set expanded(expanded: boolean) {\n // Only emit events and update the internal value if the value changes.\n if (this._expanded !== expanded) {\n this._expanded = expanded;\n´this.expandedChange.emit(expanded);\n\n if (expanded) {\n this.opened.emit();\n /**\n * In the unique selection dispatcher, the id parameter is the id of the CdkAccordionItem,\n * the name value is the id of the accordion.\n */\n const accordionId = this.accordion ? this.accordion.id : this.id;\n this._expansionDispatcher.notify(this.id, accordionId);\n } else {\n this.closed.emit();\n }\n\n // Ensures that the animation will run when the value is set outside of an `@Input`.\n // This includes cases like the open, close and toggle methods.\n this._changeDetectorRef.markForCheck();\n \\n |\n private _expanded = false;\n\n |** Whether the AccordionItem is disabled. *\n@Input({transform: booleanAttribute}) disabled: boolean = false;\n\n |** Unregister function for _expansionDispatcher. *\n private Jain James When an according to the strong of the strong o this._removeUniqueSelectionListener();In this._openCloseAllSubscription.unsubscribe();In }InIn /** Toggles the expanded state of the accordion item. */\n toggle(): void {\n if (!this.disabled) {\n this.expanded = !this.expanded;\n }\n }\n }\n }\n }\n }\n }\n formula \text{Nn } \text{In toggle(): void {\n if (!this.disabled) {\n this.expanded = !this.expanded;\n }\n }\n }\n \text{Nn }\n \text{Nn } \text{In toggle(): void {\n if (!this.disabled) {\n this.expanded = !this.expanded;\n }\n }\n \text{Nn

item to true. */\n open(): void {\n if (!this.disabled) {\n this.expanded = true;\n }\n }\n\n private _subscribeToOpenCloseAllActions(): Subscription {\n return this.accordion._openCloseAllActions.subscribe(expanded => {\n // Only change expanded state if item is enabled\n if (!this.disabled) {\n this.expanded = expanded;\n }\n }\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MiT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {NgModule} from '@angular/core';\nimport {CdkAccordion} from './accordion';\nimport {CdkAccordionItem} from './accordionitem';\n\n@NgModule({\n imports: [CdkAccordion, CdkAccordion|tem],\n exports: [CdkAccordion, CdkAccordion|tem],\n}\\nexport class CdkAccordionModule {\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names": I,CAAC,oBAAOB,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;SACtC;KACF;;IAGD,QAAQ,GAAA;AACN,QAAA,IAAI,CAAC,oBAAOB,CAAC,IAAI,CAAC,K ÁAK,CÁAC,CAAC;KACVC;AAED,IAAA,WAAW,CAAC,OAASB,EAAA;AAChC,QAAA,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;KAC IC;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,aAAa,CAAC,QAAQ,EAAE,CAAC;AAC9B,QAAA,IAAI,CAAC,0BAA0B,CAAC,QAAQ,EAAE,CAAC; KÁCtC;qHAhCÚ,YAAY,EAAÁ,ÌAAA,ÉAAÁ,EAAÁ,EAAÁ,BAAÁ,BAAÁ,EAAÁ,CAAÁ,AAÁ,AAÁ,SAAÁ,BAAÁ,CAAA,ÁAAA,ÉAAA,ÁAAZ,IÁAA,SÁ AA,IAAA,CAAA,IAAA,GAAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA,EAAA,OAAA,EAAA,EAAA,EAAA,IAAA,EAAA,YAAY,EAWJ,Y AAA,EAAA,IAAA,EAAA,QAAA,EAAA,+BAAA,EAAA,MAAA,EAAA,EAAA,KAAA,EAAA,CAAA,OAAA,EAAA,OAAA,EAAA,gBAAgB,CAdxB,EAAA, A,EAAA,IAAA,EAAA,QAAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAGrD,YAAY,EAAA,UAAA,EAAA,CAAA;kBANxB,SAAS;AAAC,YAAA,IAA A,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,+BAA+B;AACzC,oBAAA,QAAQ,EAAE,cAAc;oBACxB,SAAS,EAAE,CAAC,EAAC,OAAO,EAAE,aAAa, EAAE,WAAW,EAAC,YAAA,EAAC,CAAC;AAChE,oBAAA,UAAU,EAAE,IAAI;AACjB,iBAAA,CAAA;8BAYuC,KAAK,EAAA,CAAA;8BAA1C,KAAK;uB AAC,EAAC,SAAS,EAAE,gBAAgB,EAAC,CAAA;;;ACzBtC;AACA,IAAI,MAAM,GAAG,CAAC,CAAC;AAEf;;;AAGG;MAWU,gBAAgB,CAAA;;AAqB3B AAC,EAAE,EAAE,WAAW,CAAC,CAAC;aACXD;iBAAM;AACL,BBAAA,IAAI,CAAC,MAAM,CAAC,IAAI,EAAE,CAAC;aACDB;;;;AAID,YAAA,IAAI,CAA C,kBAAkB,CAAC,YAAY,EAAE,CAAC;SACXC;KACF;AASD,IAAA,WAAA,CACWD,SAAUB,EACrE,kBAAqC,EACnC,oBAA+C,EAAA;QAFH,IAAS,CA AA,SAAA,GAAT,SAAS,CAAC;QACrE,IAAkB,CAAA,kBAAA,GAAIB,kBAAkB,CAAmB;QACnC,IAAoB,CAAA,oBAAA,GAApB,oBAAoB,CAA2B;;AAz DnD,QAAA,IAAA,CAAA,yBAAyB,GAAG,YAAY,CAAC,KAAK,CAAC;;AAEpC,QAAA,IAAA,CAAA,MAAM,GAAuB,IAAI,YAAY,EAAQ,CAAC;;AAEtD,Q AAA,IAAA,CAAA,MAAM,GAAUB,IAAI,YAAY,EAAQ,CAAC;;AAEtD,QAAA,IAAA,CAAA,SAAS,GAAUB,IAAI,YAAY,EAAQ,CAAC;AAE5E;;;;AAIG;AAČ gB,QAAA,IAAA,CAAA,CAAA,CAAC,GAA0B,IAAI,YAAY,EAAW,CAAC;;AAG9E,QAAA,IAAA,CAAA,EAAE,GAAW,CAAA,OBAAA,EAAUB,MAAM,EAAE,EAA Ĕ,CĂAC;QA8BhD,IAAS,CAAA,SAAA,GAAG,KAAK,CAAC;;QAGY,IAAQ,CAAA,QAAA,GAAY,KAAK,CAAC;;AAGXD,QAAA,IAAA,CAAA,8BAA8B,G AAe,MAAK,GAAG,CAAC;AAO5D,QAAA,IAAI,CAAC,8BAA8B,GAAG,0BAA0B,CAAC,MAAM,CAC/D,CAAC,EAAU,EAAE,WAAmB,KAAI;YACIC,IAC E,IAAI,CAAC,SAAS;AACd,gBAAA,CAAC,IAAI,CAAC,SAAS,CAAC,KAAK;AACrB,gBAAA,IAAI,CAAC,SAAS,CAAC,EAAE,KAAK,WAAW;AACjC,g BAAA,IAAI,CAAC,EAAE,KĂAK,EAAE,EACd;AACA,gBAAA,IAAI,CAAC,QAAQ,GAĂG,KAAK,CAAC;aACvB;AACH,SAAC,CACF,CAAC;;AAGF,QĂA A,IAAI,IAAI,CAAC,SAAS,EAAE;AACIB,YAAA,IAAI,CAAC,yBAAyB,GAAG,IAAI,CAAC,+BAA+B,EAAE,CAAC;SACzE;KACF;;IAGD,WAAW,GAAA;A ACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;AACvB,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;AACvB,QAAA,IAAI,CAAC, SAAS,CAAC,IAAI,EAAE,CAAC;AACtB,QAAA,IAAI,CAAC,SAAS,CAAC,QAAQ,EAAE,CAAC;QAC1B,IAAI,CAAC,8BAA8B,EAAE,CAAC;AACtC,QA AA,IAAI,CAAC,yBAAyB,CAAC,WAAW,EAAE,CAAC;KAC9C;;IAGD,MAAM,GAAA;AACJ,QAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;AACIB,YAAA, IAAI,CAAC,QAAQ,GAAG,CAAC,IAAI,CAAC,QAAQ,CAAC;SAChC;KACF;;IAGD,KAAK,GAAA;AACH,QAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE; AACIB,YAAA,IAAI,CAAC,QAAQ,GAAG,KAAK,CAAC;SACvB;KACF;;IAGD,IAAI,GAAA;AACF,QAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;AACIB, YAAA,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC;SACtB;KACF;IAEQ,+BAA+B,GAAA;QACrC,OAAO,IAAI,CAAC,SAAS,CAAC,OBAAOB,CAAC,SAAS,C AAC,QAAQ,IAAG;;AAE9D,YAAA,IAAI,CAAC,IAAI,CAAC,QAAQ,EAAE;AÁCIB,gBÀAA,IÁAI,CAÁC,QAAQ,GÁAG,QAAQ,CAAC;aAC1B;AÁCH,SÁA C,CÁÀC,CÁAC;KÁCJ;AAtHU,IAÁA,SÁAA,IAÁA,CÁAA,IÁÀA,GÁAA,EÁAA,CAÁA,KBAÁA,CAAA,ÉÁAA,ÚÁAA,EÁAA,QÁAA,EÁAA,OÁAA,EAÁA, AA,KAAA,ÉÀAA,EAAA,CAAA,IBAAA,EAAA,EAAA,ÉAAA,KAAA,ÉAAA,EAAA,CAAÀ,YBAAA,EAAA,CAAA,EAAA,AAA,EAAA,EAAA,EAAA,CAAA, A,CAAA,SAAA,EAAA,CAAA,CAAA,EAAA;AAzDxB,IAAA,SAAA,IAAA,CAAA,IAAA,GÃAA,EAAA,CAAA,OBAAA,CAAA,EAAA,UAAA,EAAA,QAAA, EAAA,OAAA,EAAA,eAAA,EAAA,IAAA,EAAA,gBAAgB,EAqBR,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,wCAAA,EAAA,MAAA,EAAA,EAAA,QAAA, EAAA,CAAA,UAAA,EAAA,UAAA,EAAA,gBAAgB,CA8BhB,EAAA,QAAA,EAAA,CAAA,UAAA,EAAA,UAAA,EAAA,gBAAgB,CA1DxB,EAAA,ĒAAA, OAAA,EAAA,EAAA,MAAA,EAAA,QAAA,EAAA,MAAA,EAAA,QAAA,EAAA,SAAA,EAAA,WAAA,EAAA,cAAA,EAAA,gBAAA,EAAA,EAAA,EAAA,SAAA,E AAA;;;AAGT,YAAA,EAAC,OAAO,EAAE,aAAa,EAAE,QAAQ,EAAE,SAAS,EAAC;AAC9C,SAAA,EAAA,QAAA,EAAA,QAAA,KBAAA,CAAA,EAAA,Q AAA,EAAA,EAAA,EAAA,CAAA,CAAA,EAAA;;kGAGU,gBAAgB,EAAA,UAAA,EAAA,CAAA;kBAV5B,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT, obaaa,qaaq,eaae,wcaawc;aacid,obaaa,qaaq,eaae,kbaakb;aac5b,obaaa,saas,eaae;;;aagt,wbaaa,eaac,oaao,eaae,aaaa,ea AkB, YAHnB, YAAY, EAAE, gBAAgB, CAC9B, EAAA, OAAA, EAAA, CAAA, YAAY, EAAE, gBAAgB, CAAA, EAAA, CAAA, EAAA, EAAA AAA,CAAA,CAAA,EAAA;;kGAAIB,kBAAkB,EAAA,UAAA,EAAA,CAAA;kBAJ9B,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;AACR,oBAAA,OAAO,EA AE,CAAC,YAAY,EAAE,gBAAgB,CAAC;AACzC,oBAAA,OAAO,EAAE,CAAC,YAAY,EAAE,gBAAgB,CAAC;AAC1C,iBAAA,CAAA;;;ACfD;;AAEG;;;;

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

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Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {DOCUMENT} from '@angular/common';\nimport {inject, InjectionToken} from '@angular/core';\n\n/**\n * Injection token used to inject the document into Directionality.\n * This is used so that the value can be faked in tests.in *in * We can't use the real document in tests because changing the real 'dir' causes geometry-basedin * tests in Safari to fail.in *in * We also can't re-provide the DOCUMENT token from platform-browser because the unit testsin * themselves use things like `querySelector` in test code.\n *\n * This token is defined in a separate file from Directionality as a workaround for\n * https://github.com/angular/angular/issues/22559\n *\n * @docs-private\n */\nexport const DIR_DOCUMENT = new InjectionToken<Document> ('cdk-dir-doc', {n providedin: 'root',\n factory: DIR_DOCUMENT_FACTORY,\n});\n\n\/** @docs-private *\nexport function
DIR_DOCUMENT_FACTORY(): Document {\n return inject(DOCUMENT);\n}\n',"/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n
*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */In\nimport {EventEmitter, Inject, Injectable, Optional, OnDestroy} from '@angular/core';\nimport {DIR_DOCUMENT} from './dir-documenttoken';\n\nexport type Direction = 'ltr' | 'rtl';\n\n/** Regex that matches locales with an RTL script. Taken from `goog.i18n.bidi.isRtlLanguage`.
/\nconst RTL_LOCALE_PATTERN =\n /^(ar|ckb|dv|he|iw|fa|nqo|ps|sd|ug|ur|yi|.[-_](Adlm|Arab|Hebr|Nkoo|Rohg|Thaa))(?!.*[-_](Latn|Cyrl)(\$|-|_)) */\n@Injectable({providedIn: 'root'})\nexport class Directionality implements OnDestroy {\n /** The current 'ltr' or 'rtl' value. */\n readonly value: Direction = 'ltr';\n\n /** Stream that emits whenever the 'ltr' / 'rtl' state changes. */\n readonly change = new EventEmitter<Direction>();\n\n constructor(@Optional() @Inject(DIR_DOCUMENT)_document?: any) {In if (_document, {In const bodyDir = _document.body? _document.body.dir : null;\n const htmlDir = _document.documentElement? _document.documentElement.dir : null;\n this.value: resolveDirectionality(bodyDir || htmlDir || 'ltr');\n }\n }\n\n ngOnDestroy() {\n this.change.complete();\n }\n}\n\n,'\r**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Output, Input, EventEmitter, AfterContentInit, OnDestroy} from '@angular/core';\n\nimport {Direction, Directionality, _resolveDirectionality} from './directionality';\n\n/**\n * Directive to listen for changes of direction of part of the DOM.In *In * Provides itself as Directionality such that descendant directives only need to ever injectIn * Directionality to get the closest direction.\n */\n@Directive({\n selector: '[dir]',\n providers: [{provide: Directionality, useExisting: Dir}],\n host: {'[attr.dir]': '_rawDir'},\n exportAs: 'dir',\n standalone: true,\n}\)\nexport class Dir implements Directionality, AfterContentInit, OnDestroy {\n | r* Normalized direction that accounts for invalid/unsupported values. */\n private _dir: Direction = 'ltr';\n\n | r* Whether the `value` has been set to its initial value. */\n private _islnitialized: boolean = false;\n\n | r* Direction as passed in by the consumer. */\n _rawDir: string;\n\n | r* Event emitted when the direction changes. */\n @Output('dirChange') readonly change = new EventEmitter<Direction>();\n\n | r* @docs-private */\n @Input()\n get dir(): Direction {\n return this._dir;\n }\n set dir(value: Direction | 'auto') {\n const previousValue = this._dir;\n\n | Note: `_resolveDirectionality` resolves the language based on the browser's language,\n // whereas the browser does it based on the content of the element. Since doing so based\n // on the content can be expensive, for now we're doing the simpler matching.\n this._dir = _resolveDirectionality(value);\n this._rawDir = value;\n\n if (previousValue !== this._dir && this._isInitialized) {\n this.change.emit(this._dir);\n }\n }\n }\n\n /\n* Current layout direction of the element. */\n get value(): Direction {\n return this.dir;\n }\n\n /\n* Initialize once default value has been set. */\n ngAfterContentInit() {In this._isInitialized = true;In }\n\n ngOnDestroy() {In this.change.complete();In }\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;AACIB,IAAA,OAA O,EAAE,0BAA0B;AAC9B,CAAA,EAAE;AAEH;SACgB,0BAA0B,GAAA;AACIC,IAAA,OAAO,MAAM,CAAC,QAAQ,CAAC,CAAC;AAC1B;;ACrBA;A ACA,MAAM,KBAAKB,GACtB,oHAAoH,CAAC;AAEvH;AACM,SAAU,SBAASB,CAAC,QAAgB,EAAA;IACrD,MAAM,KAAK,GAAG,QAAQ,EAAE,WAA W,EÁAE,IAÁI,EAAE,ĆAAC;AÁE5C,IAÁA,IAAÍ,KAAK,KAAK,MAAM,ÍAAI,OAÁO,SAÁŠ,KAĂK,WAAŴ,IAAI,ŚAAS,ÉAAE,QAAQ,ÉÀAE;ÄAC/E,QAAA, OAAO,kBAAkB,CAAC,IAAI,CAAC,SAAS,CAAC,QAAQ,CAAC,GAAG,KAAK,GAAG,KAAK,CAAC;KACpE;IAED,OAAO,KAAK,KAAK,KAAK,GAAG, ,EAAA,CAAC,CADF,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,CAAC,EAAA,UAAA,EAAA,CAAA;kBAD1B,ÚAAU;mBAAC,EAAC,UAAÚ,EAAÉ,MA AM,EAAC,CAAA;;ÓBAQjB,QAAQ;;OBAAI,MAAM;2BAAC,YAAY,CAAA;;;AC5B9C;;;;;AAKG;MAQU,GAAG,CAAA;AAPhB,IAAA,WAAA,GAAA;;QAS U,IÁAI,CAÁA,IAAÁ,GAÃC,KÃAK,CAAC;;QAGXB,IAAc,CÁAA,CÁAA,GÁÁY,KAAK,CÁAC;;AÁMY,QÁAA,IAÁA,CAÁA,MAÁM,GAÁG,IAÁI,YAAY,ÉÂAa

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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 {EventEmitter, Inject, Injectable, Optional, OnDestroy} from '@angular/core';\nimport {DIR_DOCUMENT} from './dir-document-token';\n\nexport type Direction = 'ltr' | 'rtl';\n\n/** Regex that matches locales with an RTL script.

Taken from 'goog.i18n.bidi.isRtlLanguage`.*/\nconst RTL_LOCALE_PATTERN =\n /^(ar|ckb|dv|he|iw|fa|nqo|ps|sd|ug|ur|yi|.*[-] (Adlm|Arab|Hebr|Nkoo|Rohg|Thaa))(?!.*[-_](Latn|Cyr])(\$|-|_)|(\$|-|_)/i;\n\n** Resolves a string value to a specific direction. *\nexport function _resolveDirectionality(rawValue: string): Direction {\text{ln} const value} = rawValue?.toLowerCase() || ";\n\n if (value === 'auto' && typeof navigator !== 'undefined' && navigator?.languagé) {\n return RTL_LOCALE_PATTERN.test(navigator.language) ? 'rtl' : 'ltr';\n }\n\n return value === 'rtl' ? 'rtl' : 'ltr';\n}\n\n/**\n * The directionality (LTR / RTL) context for the application (or a subtree of it).\n * Exposes the current direction and a stream of direction changes.\n */\n@Injectable({providedIn: 'root'})\nexport class Directionality implements OnDestroy {\n /** The current 'ltr' or 'rtl' value. */\n readonly value: Direction = 'ltr';\n\n /** Stream that emits whenever the 'ltr' / 'rtl' state changes. */\n readonly change = new EventEmitter<Direction>();\n\n constructor(@Optional() @Inject(DIR_DOCUMENT) _document?: any) {\n if (_document) {\n const bodyDir = document.body ? _document.body.dir : null;\n const htmlDir = _document.documentElement ? _document.documentElement.dir : null;\n this.value = _resolveDirectionality(bodyDir || htmlDir || 'ltr');\n }\n }\n\n ngOnDestroy() {\n this.change.complete();\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.in *In * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */n\nimport {Directive, Output, Input, EventEmitter, AfterContentInit, OnDestroy} from '@angular/core';\n\nimport {Direction, Directionality, _resolveDirectionality} from './directionality';\n\nimport {Directive to listen for changes of direction of part of the DOM.\n *\n * Provides itself as Directionality such that descendant directives only need to ever inject\n * Directionality to get the closest direction.\n *\n@Directive({\n selector: '[dir]\,\n provide: Directionality, useExisting: Dir}],\n host: {'[attr.dir]': '_rawDir'},\n exportAs: 'dir',\n standalone: true,\n})\nexport class Dir implements Directionality, useExisting: Dir},\n exportAs: 'dir',\n standalone: true,\n})\nexport class Dir implements Directionality, AfterContentlnit, OnDestroy {\n | ** Normalized direction that accounts for invalid/unsupported values. */\n private _dir: Direction = 'ltr';\n\n | ** Whether the `value` has been set to its initial value. */\n private _isInitialized: boolean = false;\n\n | ** Direction as passed in by the consumer. */\n _rawDir: string;\n\n | ** Event emitted when the direction changes. */\n @Output('dirChange') readonly change = new EventÉmitter<Direction>();\n\n /** @docs-private */\n @Input()\n get dir(): Direction {\n return this._dir;\n}\n set dir(value: Direction | 'auto') {\n const previousValue = this._dir;\n\n | Note: `_resolveDirectionality` resolves the language based on the browser's language, In // whereas the browser does it based on the content of the element. Since doing so based\n // on the content can be expensive, for now we're doing the simpler matching.\n this._dir = _resolveDirectionality(value);\n this._rawDir = value;\n\n if (previousValue !== this._dir && this._isInitialized) {\n this.change.emit(this._dir);\n }\n }\n\n }\n\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() {In this._isInitialized = true;In }\n\n ngOnDestroy() {In this.change.complete();In }\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 KAAK,GAAG,KAAK,CAAC;AACZĆ,CAAĆ;AAED;;;AAGG;MAEU,cAAc,CAAÁ;AAOZB,IAAA,WAAA,CAA&C,SAAe,EAAA;;QALpD,IAAK,CAAA,KAA A,GAÁC,KAÁK,CAÁC;;AAGZB,QAÁA,IAAÁ,CAAÁ,MAÁM,GAAG,IAAI,YAAY,EÁAa,CAÁC;QAG9C,IAAI,SAÁS,EAÁE;AAĆb,YAÁA,MAAM,OAAÓ,G AAG,SAAS,CAAC,IAAI,GAAG,SAAS,CAAC,IAAI,CAAC,GAAG,GAAG,IAAI,CAAC;AAC3D,YAAA,MAAM,OAAO,GAAG,SAAS,CAAC,eAAe,GAAG,S AAS,CAAC,eAAe,CAAC,GAAG,GAAG,IAAI,CAAC;YACJF,IAAI,CAAC,KAAK,GAAG,sBAAsB,CAAC,OAAO,IAAI,OAAO,IAAI,KAAK,CAAC,CAAC;S ACIE;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;KACxB;AAJBU,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA, ,EAAA,CAAC,CADF,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,CAAC,EAAA,UAAA,EAAA,CAAA;kBAD1B,UAAU;mBAAC,EAAC,UAAU,EAAE,MA AM,EAAC,CAAA;;0BAQJB,QAAQ;;0BAAI,MAAM;2BAAC,YAAY,CAAA;;;AC5B9C;;;;;AAKG;MAQU,GAAG,CAAA;AAPhB,IAAA,WAAA,GAAA;;QAS U,IAAI,CAAA,IAAA,GAAC,KAAK,CAAC;;QAGxB,IAAc,CAAA,CAAA,GAAY,KAAK,CAAC;;AAMV,QAAA,IAAA,CAAA,MAAM,GAAG,IAAI,YAAY,EAAa ,CAAC;AAkCtE,KAAA;;AA/BC,IAAA,IACI,GAAG,GAAA;QACL,OAAO,IAAÍ,CAAC,IAAI,CAAC;KACIB;IACD,IAAI,GAAG,CAAC,KAAyB,ÉAAA;AAC/ A;;kĠAK7Ć,GAAĠ,EAAÁ,UAAÁ,EAAÁ,CAAÁ;kBAPf,SAAŚ;AAAĆ,YAAÁ,IAAA,EAAA,CAAA;AACT,oBAAÁ,QAAQ,EAAÉ,OAAÓ;oBACjB,SAAS,E AAE,CAAC,EAAC,OAAO,EAAE,cAAc,EAAE,WAAW,EAAK,GAAA,EAAC,CAAC;AACXD,oBAAA,IAAI,EAAE,EAAC,YAAY,EAAE,SAAS,EAAC,AAC/ B,oBAAA,QAAQ,EAAE,KAAK;AACf,oBAAA,UAAU,EAAE,IAAI;AACJB,IBAAA,CAAA;8BAY+B,MAAM,EAAA,CAAA;sBAAnC,MAAM;uBAAC,WAA AA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA;SHAAV,UAAU,EAAA,OAAA,EAAA,CAHX,GAAG,CAAA,EAAA,OAAA,EAAA,CACH,GAAG,CAA A,EAAA,CAAA,CÅAA,EAAA;sHAEF,UAAU,EAAA,CAAA,CAAA,EAAA;;kGAAV,UAAU,EAAA,UAAA,EAAA,CAAA;kBAJtB,QAAQ;AAAC,YAAA,IAA A,EAAA,CAAA;0BACR,OAAO,EAAE,CAAC,GAAG,CAAC;0BACd,OAAO,EAAE,CAAC,GAAG,CAAC;AACf,iBAAA,CAAA;;;ACdD;;AAEG;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Output, Input, EventEmitter, AfterContentInit, OnDestroy} from '@angular/core';\n\nimport {Direction, Directionality, _resolveDirectionality} from './directionality';\n\n/**\n * Directive to listen for changes of direction of part of the DOM.\n *\n * Provides itself as Directionality such that descendant directives only need to ever inject\n * Directionality to get the closest direction.\n *\n@Directive({\n selector: '[dir]',\n providers: [{\provide: Directionality, useExisting: Dir}],\n host: {'[attr.dir]': _rawDir'},\n exportAs: 'dir',\n standalone: true,\n}\newnightarrow for invalid/unsupported values. */\n private _direction = 'ltr';\n\n /** Whether the 'value' has been set to its initial value. */\n private _islnitialized: boolean = false;\n\n /** Direction as passed in by the consumer. */\n _rawDir: string;\n\n /** Event emitted when

the direction changes. */\n @Output('dirChange') readonly change = new EventEmitter<Direction>();\n\n /** @docs-private */\n @Input()\n get dir(): Direction {\n return this._dir;\n }\n set dir(value: Direction | 'auto') {\n const previousValue = this._dir;\n\n // Note: `_resolveDirectionality` resolves the language based on the browser's language,\n // whereas the browser does it based on the content of the element. Since doing so ngAfterContentinit() {In this_isinitialized = true;in }inin ngOnDestroy() {In this.change.complete();in }in,'in",'in" in *@licensein * Copyright
Google LLC All Rights Reserved.\n *\n * Use of this source 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' \n'',\n'',\n'',\n'',\n'' at the proof to provide the proof of t W,EÁAE,IAÁI,EAAE,ĆAAC;AÁE5C,IAÁA,IAAÍ,KAAK,KAAK,MAAM,ÍAAI,OAÁO,SAÁS,KAAK,WAAW,IAAI,SAAS,ÉAAE,QAAQ,ÉÁAE;ÁAC/E,QAAA, OÁAO,kBAAKB,CAÁC,IAAÍ,CAAC,SAAS,CAÁC,QAÁQ,CAÁC,GAÁG,KÁAK,GÁAG,KÁAK,CÁAC;KÁCPE;IAED,OAAO,KAAK,KAAK,KAAK,GÁAG, KAAK,GAAG,KAAK,CAAC;AACzC,CAAC;AAED;;;AAGG;MAEU,cAAc,CAAA;AAOzB,IAAA,WAAA,CAA8C,SAAe,EAAA;;QALpD,IAAK,CAAA,KAA A,GAAC,KAAK,CAAC;;AAGZB,QAAA,IAAA,CAAA,MAAM,GAAG,IAAI,YAAY,EAAa,CAAC;QAG9C,IAAI,SAAS,EAAE;AACb,YAAA,MAAM,OAAO,G AAG,SAAS,CAAC,IAAI,GAAG,SAAS,CAAC,IAAI,CAAC,GAAG,GAAG,IAAI,CAAC;AAC3D,ŸAAA,MAAM,OAAO,GAAG,SAAS,CAAC,eAAe,GAAG,S AAS,CAAC,eAAe,CAAC,GAAG,GAAG,IAAI,CAAC;YACjF,IAAI,CAAC,KAAK,GAAG,sBAAsB,CAAC,OAAO,IAAI,OAAO,IAAI,KAAK,CAAC,CAAC; ACIE;KACF;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE,CAAC;KACxB;AAjBU,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA, ЕААА,СААА,КВААА,СААА,ЕААА,ИААА,ЕААА,QААА,ЕААА,ОААА,ЕААА,еААА,ЕААА,QААА,ЕААА,ЕААА,ЕААА,ІААА,ЕААА,СААС,КВАОО,ҮА AY,EAAA,QAAA,EAAA,IAAA,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA,AAP)C,IAAA,SAAA,IA B,QAAA,MAAM,aAAa,GAAG,IAAI,CAAC,IAAI,CAAC;;;;AAKhC,QAAA,IAAI,CAAC,IAAI,GAAG,SBAASB,CAAC,KAAK,CAAC,CAAC;AAC1C,QAAA,I AAÌ,CAAC,OAAO,GAAG,KAAK,CAAC;QAErB,IAAI,aAAa,KAAK,ÌAAI,CAAC,IAAI,IAAI,CAAC,cAAc,EAAE;YACtÓ,IAAI,CAAC,MAAM,CAAC,IA AI,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;SAC7B;KACF;;AAGD,IAAA,IAAI,KAAK,GAAA;QACP,OAAO,IAAI,CAAC,GAAG,CAAC;KACJB;;IAGD,IBA AKB,GAAA;AACHB,QAAA,IAAI,CAAC,CAAC,GAAG,IAAI,CAAC;KAC5B;IAED,WAAW,GAAA;AACT,QAAA,IAAI,CAAC,MAAM,CAAC,QAAQ,EAAE, CAAC;KACXB;qHA5CU,GAAG,EAAA,ÍAAA,EAAA,ÉAAAÁ,EAAÁ,MAAA,EAAAÁ,EAAA,CAAA,CAAA,SAAÁ,EAAÁ,CAAÁ,CAAÁ,CAAÁ,ÈAAÁ;yGAAÁ ,GAAG,EAAA,YAAA,EAAA,IAAA,EAAA,QAAA,EAAA,OAAA,EAAA,MAAA,EAAA,EAAA,GAAA,EAAA,KAAA,EAAA,EAAA,OAAA,EAAA,EAAA,AAA, A;;kGAK7C,GAAG,EAAA,UAAA,EAAA,CAAA;kBAPf,SAAS;AAAC,YAAA,IAAA,EAAA,CAAA;AACT,oBAAA,QAAQ,EAAE,OAAO;oBACjB,SAAS,E AAE,CAAC,EAAC,OAAO,EAAE,cAAc,EAAE,WAAW,EAAK,GAAA,EAAC,CAAC;AACXD,oBAAA,IAAI,EAAE,EAAC,YAAY,EAAE,SAAS,EAAC;AAC/ B,oBAAA,QAAQ,EAAE,KAAK;AACf,oBAAA,UAAU,EAAE,IAAI;AACjB,IBAAA,CAAA;8BAY+B,MAAM,EAAA,CAAA;sBAAnC,MAAM;uBAAC,WAA

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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 {\ngModule} from './dir';\n\n@\ngModule({\n imports: [\noting ir],\n exports: [\noting ir],\n exports: [\noting ir],\n exports: [\noting ir],\n\nexport class BidiModule {\n',"/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],\names":

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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source 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 const MAC_ENTER = 3;\nexport const BACKSPACE = 8;\nexport const TAB = 9;\nexport const NUM_CENTER = 12;\nexport const ENTER = 13;\nexport const SHIFT = 16;\nexport const CONTROL = 17;\nexport const ALT = 18;\nexport const PAUSE = 19;\nexport const CAPS_LOCK = 20;\nexport const ESCAPE = 27;\nexport const SPACE = 32;\nexport const PAGE_UP = 33;\nexport const PAGE_DOWN = 34;\nexport const END = 35;\nexport const HOME = 36;\nexport const LEFT_ARROW = 37;\nexport const UP_ARROW = 38;\nexport const RIGHT_ARROW = 39;\nexport const DOWN_ARROW = 40;\nexport const PLUS_SIGN = 43;\nexport const PRINT_SCREEN = 44;\nexport const INSERT = 45;\nexport const DELETE = 46;\nexport const ZERO = 48;\nexport const ONE = 49;\nexport const TWO = 50;\nexport const THREE = 51;\nexport const FOUR = 52;\nexport const FIVE = 53;\nexport const SEVEN = 55;\nexport const EIGHT = 56;\nexport const NINE = 57;\nexport const FF_SEMICOLON = 59; // Firefox (Gecko)

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; Inexport const AT_SIGN = 64; Inexport const A = 65; Inexport const B = 66; Inexport const C = 67; Inexport 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;Inexport const R = 82;Inexport const S = 83;Inexport const T = 84;Inexport const U = 85;Inexport const V = 86;Inexport const W = 87;Inexport const X = 88;Inexport const Y = 89;Inexport const X = 89;Inexport const X = 89;Inexport const X = 89;Inexport const X = 89;Inexport const X = 89;Inexport const MAC_WK_CMD_LEFT = 91;Inexport const MAC_WK_CMD_RIGHT = 93;Inexport const CONTEXT_MENU = 93;Inexport const NUMPAD_ONE = 97;Inexport const NUMPAD_TWO = 98;Inexport const NUMPAD_THREE = 99;Inexport const NUMPAD_SIX = 102;Inexport const NUMPAD_SIX = 103;Inexport const NUMPAD_SIX = 104;Inexport const NUMPAD_SIX = 105;Inexport const NUMPAD_MULTIPLY = 106;Inexport const NUMPAD_PLUS = 107;Inexport const NUMPAD_MINUS = 109;Inexport const NUMPAD_DIVIDE = 111;Inexport const F1 = 112;Inexport const F2 = 112;Inexport const F2 = 112;Inexport const F5 = 115;Inexport const F6 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; I/ 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 224;iii , r=\iii @ilicensein Copyright Google LLC All Rights Reserved.in \n \overline{\sigma} ose of this source code is governed by an MiT-style license to 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**\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\n return event.altKey || event.shiftKey || event.ctrlKey || event.metaKey;\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\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 || ModifierKey[]): boolean {\n if (modifiers.length) {\n return modifiers.some(modifier => event[modifier]);\n \n\nn return event.attkey |\n event.attkey |\n event.ctrlkey |\n event.ctrlkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n event.attkey |\n ev ;AACIB,MAAM,IAAI,GAAG,GAAG;AAChB,MAAM,GAAG,GAAG,GAAG;AACf,MAAM,GAAG,GAAG;AACf,MAAM,KAAK,GAAG,GAAG;AACj B,MAAM,IAAI,GAAG,GAAG,AAChB,MAAM,IAAI,GAAG,GAAG,AAChB,MAAM,GAAG,GAAG,GAAG,ACf,MAAM,KAAK,GAAG,GAAG,AACjB,MA AM,KAAK,GAAG,GAAG;AACjB,MAAM,IAAI,GAAG,GAAG;AACV,MAAA,YAAY,GAAG,GAAG;AACIB,MAAA,SAAS,GAAG,GAAG;AACrB,MAAM,aA Aa,GAAG,GAAG;AACzB,MAAM,OAAO,GAAG,GAAG;AACnB,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC, GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG ,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAA G;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AA Cb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,M AAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM, CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACb,MAAM,CAAC,GAAG,GAAG;AACP,MAAA,IAAI,GAAG,GAAG;AAChB,MAAM,eAAe, GAAG,GAAG;AAC3B,MAAM,gBAAgB,GAAG,GAAG;AAC5B,MAAM,YAAY,GAAG,GAAG;AACxB,MAAM,WAAW,GAAG,GAAG;AACvB,MAAM,UAA AAM,EAAE,GAAG,IAAI;AACf,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,GAAG,GAAG,IAAI;AAChB,MAAM,QAA Q,GAAG,IAAI;AACrB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM,WAAW,GAAG,IAAI;AACxB,MAAM,QAAQ,GAAG,IAAI;AACf,MAAA,IAAI,GAAĞ,IA ĂÍ;AACX,MAAA,WAAW,GAAG,IAAI;AACIB,MAAA,SAAS,GAAG,IAAI;AACtB,MAAM,OAAO,GAAG,IAAI;AACpB,MAAM,cAAc,GAAG,IAAÍ;AAC3B, MAAM,UAAU,GAAG,IAAI;AACvB,MAAM,YAAY,GAAG,IAAI;AACnB,MAAA,SAAS,GAAG,IAAI;AAChB,MAAA,MAAM,GAAG,IAAI;AACnB,MAAM,K AAK,GAAG,IAAI;AACZ,MAAA,IAAI,GAAG,IAAI;AACJB,MAAM,MAAM,GAAG,IAAI;AACnB,MAAM,KAAK,GAAG,IAAI;AACIB,MAAM,UAAU,GAAG,I

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
 LICENSE file at https://angular.io/license\n */\n\nimport {\n ViewContainerRef,\n ComponentFactoryResolver,\n Injector,\n StaticProvider,\n
 Type,\n} from '@angular/core';\nimport {Direction} from '@angular/cdk/bidi';\nimport {PositionStrategy, ScrollStrategy} from
'@angular/cdk/overlay';\nimport {BasePortalOutlet} from '@angular/cdk/portal';\n\n/** Options for where to set focus to automatically on dialog open */\nexport type AutoFocusTarget = 'dialog' | 'first-tabbable' | 'first-heading';\n\n/** Valid ARIA roles for a dialog. */\nexport type DialogRole
  = 'dialog' | 'alertdialog';\n\n/** Configuration for opening a modal dialog. */\nexport class DialogConfig<D = unknown, R = unknown, C extends
BasePortalOutlet = BasePortalOutlet> {\n /**\n * Where the attached component should live in Angular's *logical* component tree.\n * This
affects what is available for injection and the change detection order for thein * component instantiated inside of the dialog. This does not affect where the dialog!n * content will be rendered.in */In viewContainerRef; ViewContainerRef; Inin /**\n * Injector used for the instantiation of the component to be attached. If provided,\n * takes precedence over the injector indirectly provided by `ViewContainerRef`.\n */In injector?: Injector;\n\n /** ID for the dialog. If omitted, a unique one will be generated. */In id?: string;\n\n /** The ARIA role of the dialog element. */In
role?: DialogRole = 'dialog'; Inln /** Optional CSS class or classes applied to the overlay panel. */In panelClass?: string | string | = ";Inln /** Whether the dialog has a backdrop. */In hasBackdrop?: boolean = true;Inln /** Optional CSS class or classes applied to the overlay backdrop.
whether the dialog is a backdrop. In hasbacklop: boolean - die, initing Copionia Cost classes applied to the overlay backdrop.

*In backdropClass?: string | string | = ";\n\n /** Whether the dialog closes with the escape key or pointer events outside the panel element. */\n disableClose?: boolean = false;\n\n /** Width of the dialog. */\n width?: string = ";\n\n /** Height of the dialog. */\n height?: string = ";\n\n /** Minwidth of the dialog. If a number is provided, assumes pixel units. */\n minWidth?: number | string;\n\n /** Min-height of the dialog. If a number
 is provided, assumes pixel units. */\n minHeight?: number | string;\n\n /** Max-width of the dialog. If a number is provided, assumes pixel units.
 Defaults to 80vw. */\n maxWidth?: number | string;\n\n /** Max-height of the dialog. If a number is provided, assumes pixel units. */\n
 maxHeight?: number | string;\n\n /** Strategy to use when positioning the dialog. Defaults to centering it on the page. */\n positionStrategy?:
PositionStrategy;\n\n /** Data being injected into the child component. */\n data?: D | null = null;\n\n /** Layout direction for the dialog's content. */\n direction?: Direction;\n\n /** ID of the element that describes the dialog. */\n ariaDescribedBy?: string | null = null;\n\n /** ID of the
 element that labels the dialog. */\n ariaLabelledBy?: string | null = null;\n\n /** Dialog label applied via `aria-label` */\n ariaLabel?: string | null =
 null;\n\n /** Whether this is a modal dialog. Used to set the `aria-modal` attribute. */\n ariaModal?: boolean = true;\n\n /**\n * Where the dialog
 should focus on open.\n * @breaking-change 14.0.0 Remove boolean option from autoFocus. Use string or\n * AutoFocusTarget instead.\n */\n
autoFocus7: AutoFocusTarget | string | boolean = 'first-tabbable';\n\n /**\n * Whether the dialog should restore focus to the previously-focused element upon closing.\n * Has the following behavior based on the type that is passed in:\n * - `boolean` - when true, will return focus to the
element that was focused before the dialogin * was opened, otherwise won't restore focus at all.in * - `string - focus will be restored to the first element that matches the CSS selector.\n * - `HTMLElement` - focus will be restored to the specific element.\n */n restoreFocus?: boolean |
string | HTMLElement = true;\n\n | **\n * Scroll strategy to be used for the dialog. This determines how\n * the dialog responds to scrolling underneath the panel element.\n */\n scrollStrategy?: ScrollStrategy;\n\n /**\n * Whether the dialog should close when the user navigates
backwards or forwards through browserIn * history. This does not apply to navigation via anchor element unless using URL-hash basedIn * routing (`HashLocationStrategy` in the Angular router).In */In closeOnNavigation?: boolean = true;InIn /**In * Whether the dialog should close
 when the dialog service is destroyed. This is useful if\n * another service is wrapping the dialog and is managing the destruction instead.\n */\n
 closeOnDestroy?: boolean = true;\n\n /**\n * Whether the dialog should close when the underlying overlay is detached. This is useful if\n *
 another service is wrapping the dialog and is managing the destruction instead. E.g. an\n * external detachment can happen as a result of a
 scroll strategy triggering it or when the\n * browser location changes.\n */\n closeOnOverlayDetachments?: boolean = true;\n\n /** Alternate
  ComponentFactoryResolver` to use when resolving the associated component. */\n componentFactoryResolver?:
 ComponentFactoryResolver;\n\n /**\n * Providers that will be exposed to the contents of the dialog. Can also\n * be provided as a function in
 order to generate the providers lazily.\n */\n providers?:\n | StaticProvider[]\n | ((dialogRef: R, config: DialogConfig<D, R, C>, container: C) =>
StaticProvider[];\n\n /**\n * Component into which the dialog content will be rendered. Defaults to 'CdkDialogContainer'.\n * A configuration object can be passed in to customize the providers that will be exposed\n * to the dialog container.\n */\n container?:\n | Type<C>\n | {m type: Type<C>;\n providers: (config: DialogConfig<D, R, C>) => StaticProvider[];\n };\n\n /**\n * Context that will be passed to template-based dialogs.\n * A function can be passed in to resolve the context lazily.\n */\n templateContext?: Record<string, any> | (() => Record<string, any> | (() => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<string, any> | () => Record<str
any>);\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n FocusMonitor,\n FocusOrigin,\n FocusTrap,\n
FocusTrapFactory,\n InteractivityChecker,\n} from '@angular/cdk/a11y';\nimport {OverlayRef} from '@angular/cdk/overlay';\nimport {Platform, _getFocusedElementPierceShadowDom} from '@angular/cdk/platform';\nimport {\n BasePortalOutlet,\n CdkPortalOutlet,\n
 ComponentPortal,In DomPortal,In TemplatePortal,In} from '@angular/cdk/portal';Inimport {DOCUMENT} from '@angular/common';\nimport {In ChangeDetectionStrategy,In ChangeDetectorRef,In Component,In ComponentRef,In ElementRef,In EmbeddedViewRef,In Inject,In NgZone,In
 OnDestroy,In Optional,In ViewChild,In ViewEncapsulation,In inject,In} from '@angular/core';Inimport {DialogConfig} from './dialog-
 config';\n\nexport function throwDialogContentAlreadyAttachedError() {\n throw Error('Attempting to attach dialog content after content is
 already attached');\n}\n\n/**\n * Internal component that wraps user-provided dialog content.\n * @docs-private\n */\n@Component({\n selector:
 'cdk-dialog-container',\n templateUrl: './dialog-container.html',\n styleUrls: ['dialog-container.css'],\n encapsulation:
 // ViewEncapsulation.None,\n // Using OnPush for dialogs caused some G3 sync issues. Disabled until we can track them down.\n //
 tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports:
[CdkPortalOutlet],in host: {in 'class': 'cdk-dialog-container',in 'tabindex': '-1',in '[attr.id]': '_config.id || null',in '[attr.aria-label]': '_config.ariaLabel]: '_config.ariaLabel]: '_config.ariaLabel]: '_config.ariaLabel]: '_config.ariaLabel]: '_config.ariaLabel]: '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-describedby]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '_config.ariaLabel]; in '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-label]': '[attr.aria-lab
_document: Document;\n\n |** The portal outlet inside of this container into which the dialog content will be loaded. */\n @ViewChild(CdkPortalOutlet; \text{static: true}) _portalOutlet: CdkPortalOutlet;\n\n |** The class that traps and manages focus within the dialog. 
*/\n private _focusTrap: FocusTrap | null = null;\n\n |** Element that was focused before the dialog was opened. Save this to restore upon 
close. */\n private _elementFocusedBeforeDialogWasOpened: HTMLElement | null = null;\n\n |**\n * Type of interaction that led to the dialog 
being closed. This is used to determine\n * whether the focus style will be applied when returning focus to its original location\n * after the 
dialog is closed.\n */\n _closeInteractionType: FocusOrigin | null = null;\n\n |**\n * Queue of the IDs of the dialog's label element, based on their 
definition order. The first\n * ID will be used as the `aria-labelledby` value. We use a queue here to handle the case\n * where there are two or
more titles in the DOM at a time and the first one is destroyed while\n * the rest are present.\n */\n_ariaLabelledByQueue: string[] = []:\n\n
protected readonly _changeDetectorRef = inject(ChangeDetectorRef);\n\n constructor(\n protected _elementRef: ElementRef,\n protected
  _focusTrapFactory: FocusTrapFactory,\n @Optional() @Inject(DOCUMENT) _document: any,\n @Inject(DialogConfig) readonly _config: C,\n
 private _interactivityChecker: InteractivityChecker,In protected _ngZone: NgZone,In private _overlayRef: OverlayRef,In private
_focusMonitor?: FocusMonitor,\n ) {\ln super();\n\n this._document = _document;\n\n if (this._config.ariaLabelledBy) {\ln this._ariaLabelledByQueue.push(this._config.ariaLabelledBy);\n }\n }\n\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLabelledBy(id: string) {\ln }\n _addAriaLa
 this._ariaLabelledByQueue.push(id);\n this._changeDetectorRef.markForCheck();\n }\n\n _removeAriaLabelledBy(id: string) {\n const index =
 this._ariaLabelledByQueue.indexOf(id);\n\n if (index > -1) {\n this._ariaLabelledByQueue.splice(index, 1);\n
 this._changeDetectorRef.markForCheck();\n }\n }\n\n protected _contentAttached() {\n this._initializeFocusTrap();\n
this._handleBackdropClicks();\n this._captureInitialFocus();\n }\n\n /**\n * Can be used by child classes to customize the initial focus\n * capturing behavior (e.g. if it's tied to an animation).\n */\n protected _captureInitialFocus() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapFocus();\n n }\n\n ngOnDestroy() {\n this._trapPocus();\n n }\n\n ngOnDestroy() {\n this._trapPocus();\n n }\n\n ngOnDestroy() {\n this._trapPocus();\n n }\n\n ngOnDestroy() {\n this._trapPocus();\n n }\n\n ngOnDestroy() {\n this._trapPocus();\n n }\n\n ng
&& (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n }\n\n const result = this._portalOutlet.attachComponentPortal(portal);\n this._contentAttached();\n return result;\n }\n\n /n*\n * Attach a TemplatePortal as content to this dialog container.\n * @param portal Portal to be attached as the dialog content.\n */\n attachTemplatePortal<7>(portal:
 TemplatePortal<T>): EmbeddedViewRef<T> {In if (this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {In
 throwDialogContentAlreadyAttachedError();\n }\n\n const result = this._portalOutlet.attachTemplatePortal(portal);\n this._contentAttached();\n
 return result;\n }\n\n /**\n * Attaches a DOM portal to the dialog container.\n * @param portal Portal to be attached.\n * @deprecated To be
 turned into a method.\ln * @breaking-change 10.0.0\ln */\ln override attachDomPortal = (portal: DomPortal) => {\n if
```

```
(this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n
Inln const result = this._portalOutlet.attachDomPortal(portal); In this._contentAttached(); In return result; In }; Inln // 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
tablindexin * attribute to forcefully focus it. The attribute is removed after focus is moved.in * @param element The element to focus.in */in private _forceFocus(element: HTMLElement, options?: FocusOptions) {in if (!this._interactivityChecker.isFocusable(element)) {in
element.tablndex = -1;\n // The tabindex attribute should be removed to avoid navigating to that element again\n
this.\_ngZone.runOutsideAngular(() => \{ ln const callback = () => \{ ln element.removeEventListener('blur', callback); ln element.removeEventListener('mousedown', callback); ln element.removeAttribute('tabindex'); ln \}; ln ln element.addEventListener('blur', callback); ln element.removeAttribute('tabindex'); ln \}; ln ln element.addEventListener('blur', callback); ln element.removeAttribute('tabindex'); ln \}; ln ln element.removeAttribute('tabindex'); ln \}; ln ln element.removeAttribute('tabindex'); ln \}; ln ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln \}; ln ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex'); ln element.removeAttribute('tabindex')
callback);in element.addEventListener('mousedown', callback);in });in }in element.focus(options);in }in ln /**in * Focuses the first element that matches the given selector within the focus trap.ln * @param selector The CSS selector for the element to set focus to.ln */\n private
dialog would not yet bein // 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;\in default:\in this_focusByCssSelector(this_config.autoFocus!);\in break;\in \lambda fin \text{inis_locusByCssSelector(this_config.autoFocus!);\in break;\in \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \text{in} \t
else if (focusConfig) {\n focusTargetElement = focusConfig;\n }\n\n // We need the extra check, because IE can set the `activeElement` to null in
some cases.In if (In this._config.restoreFocus &&In focusTargetElement &&In typeof focusTargetElement.focus === 'function'In ) {In const
activeElement = _getFocusedElementPierceShadowDom();in const element = this._elementRef.nativeElement;\n\n // Make sure that focus is
still inside the dialog or is on the body (usually because aln // non-focusable element like the backdrop was clicked) before moving it. It's
possible that In // the consumer moved it themselves before the animation was done, in which case we shouldn't In // do anything In if (In
 .
|activeElement ||\n activeElement === this._document.body ||\n activeElement ==
                                                                                                                                                      = element ||\n element.contains(activeElement)\n ) {\n if
(this._focusMonitor) {\n this._focusMonitor.focusVia(focusTargetElement, this._closeInteractionType);\n this._closeInteractionType = null;\n }
 else {In focusTargetElement.focus();\n }\n }\n }\n }\n h if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n }\n f\n focusEs the dialog container.
 */In private _focusDialogContainer() {In // Note that there is no focus method when rendering on the server.In 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 =
when the dialog closes.\n if (this_document) {\n this_focusTrap=ctory.create(this_elementRef.nativeElement);\n\n | Save the previously focused element. This element will be re-focused\n | when the dialog closes.\n if (this_document) {\n this_elementFocusedBeforeDialogWasOpened = _getFocusedElementPierceShadowDom();\n }\n \n\n \n\n \r* Sets up the listener that handles clicks on the dialog backdrop. *\n private _handleBackdropClicks() {\n || Clicking on the backdrop will move focus out of dialog.\n || Recapture it if closing via the backdrop is disabled.\n
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.
 */Inexport 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<\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.InIn this.keydownEvents.subscribe(event => {In if (event.keyCode === ESCAPE &&
 !this.disableClose && !hasModifierKey(event)) {\n event.preventDefault();\n this.close(undefined, {focusOrigin: 'keyboard'});\n }\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(() => {\ln // Check specifically for `false`, because we want `undefined` to be
treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {\in this.close();\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 =
(In this as {containerInstance: BasePortalOutlet}\n).containerInstance = null!;\n }\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.In * @param width New width of the dialog.In * @param height New height of the dialog.In */In updateSize(width: string | number = "). this {In this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of classes to the overlay pane. */\n addPanelClass(classes: string | string[]): this {In this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
  ™ Remove a CSS class or an array of classes from the overlay pane. ᢥ\n removePanelClass(classes: string | string[]): this {\n
this.overlayRef.removePanelClass(classes);in return this;in }\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport
 {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'); in\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,In deps: [Overlay],In useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,In};In","/**In *
@licenseIn * Copyright Google LLC All Rights Reserved.\In *In * Use of this source code is governed by an MIT-style license that can be\text{In * In * Use of this source code is governed by an MIT-style license that can be\text{In * In * Use of this source code is governed by an MIT-style license that can be\text{In * In * Use of this source code is governed by an MIT-style license that can be\text{In * In * Use of this source code is governed by an MIT-style license that can be\text{In * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * In * Use of this * Use of this * In * Use of this * In * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of this * Use of th
found in the LICENSE file at https://angular.io/license\n */In\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,In OverlayRef,In OverlayConfig,In ScrollStrategy,In OverlayContainer,In} from '@angular/cdk/overlay';Inimport {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 _openDatogsAtThisLevel = new Subject<DialogRef>();\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._parentDialog.endogs. */\n get afterOpened(): Subject<DialogRef<any, any>[] {\n return this._parentDialog? this._parentDialog.openDialogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.endogs.en
any>> {In return this._parentDialog ? this._parentDialog.afterOpened : this._afterOpenedAtThisLevel;\n }\n\n *\n readonly *\n return this._parentDialog .\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>(\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.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);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
config); In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config); InIn (dialogRef as {containerInstance
BasePortalOutlet}).containerInstance = dialogContainer; in this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer,
config); In\n // If this is the first dialog that we're opening, hide all the non-overlay content. In if (!this.openDialogs.length) {In
 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>|
* Finds an open dialog by its id.in * @param id ID to use when looking up the dialog.in */in getulalogs/gin
* Finds an open dialog by its id.in * @param id ID to use when looking up the dialog.in */in getulalogs/gin
* Finds an open dialog by its id.in * @param id ID to use when in order in the looking up the dialog.in */in getulalogs/gin/! / Nin ngOnDestroy() {\n | / Make one pass over all the dialogs that need to be untracked, but should not be closed. Weln | / 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 | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false) {\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false) {\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false) {\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false) {\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n | / Check for `false` specifically since we want `undefined` to be interprete
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.in reverseForEach(this_openDialogsAtThisLevel, dialog => dialog.close());\nin this_afterAllClosedAtThisLevel.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(),in scrollStrategy: config.scrollStrategy || this._scrollStrategy(),in
panelClass: config.panelClass,in hasBackdrop: config.hasBackdrop,in direction: config.direction,in minWidth: config.minWidth,in minHeight:
 config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
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:
StaticProvide: Datalogree; Datalogree; Datalogree; Datalogree; usevalue: datalogree;, in {provide: OverlayRet, usevalue: datalogree;, in {provide: OverlayRet, usevalue: datalogree;, in {provide: Datalogree; usevalue: datalogree;, in {provide: Datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue: datalogree; usevalue:
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 =
 config.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>
 (componentOrTemplateRef, null!, context, injector), In ); In } 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
optionally, to return a value.in * @param config Config object that is used to construct the dialog.in * @param dialogRef Reference to the dialog being opened.in * @param dialogContainer Component that is going to wrap the dialog content.in * @param fallbackInjector Injector to use as a fallback when a lookup fails in the customin * dialog injector, if the user didn't provide a custom one.in * @returns The custom injector that can be used inside the dialog.in */in private _createInjector<R, D, C>(in config: DialogConfig<P, DialogRef<R, C>>,in dialogRef<P, C>>,in dialogRef<P, C>>,in dialogRef<P, C>>,in dialogRef<P, C>>,in 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 if (typeof config.providers === 'function') }
provide: Directionality,\n useValue: {value: config.direction, change: observableOf()},\n });\n }\n\n return injector.create{{parent: userInjector || fallbackInjector, providers}};\n }\n\n /\n\n *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) {in this._ariaHiddenElements.forEach((previousValue, element) => {\n if (previousValue) {\n
(overlayContainer.parentElement) {In 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 h|\n\n private _getAfterAllClosed(): Subject<void> {\n const parent = this._parentDialog;\n return parent?
parent._getAfterAllClosed(): this._afterAllClosedAtThisLevel;\n \\n\n\n\n\*\n * Executes a callback against all elements in an array while
iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n */\nfunction reverseForEach<T>(items: T[] | readonly T[],
callback: (current: T) => void) {\n let i = items.length;\n\n while (i--) {\n callback(items[i]);\n }\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file 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({\nimports: [OverlayModule, PortalModule, A11yModule,
CdkDialogContainer], in exports: [In // Re-export the PortalModule so that people extending the `CdkDialogContainer`in // don't have to remember to import it or be faced with an unhelpful error. In PortalModule, In CdkDialogContainer, In ], In providers: [Dialog], In}) Inexport class
DialogModule {}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport * from './index';\n"],"names":
["i2","observableOf","i1"],"mappings":";;;;;;;;AAyBA;MACa,YAAY,CAAA;AAAzB,IAAA,WAAA,GAAA;;QAmBE,IAAI,CAAA,IAAA,GAAgB,QA
AQ,CAAC;;QAG7B,IAAU,CAAA,UAAA,GAAuB,EAAE,CAAC;;QAGpC,IAAW,CAAA,WAAA,GAAa,IAAI,CAAC;;QAG7B,IAAa,CAAA,aAAA,GAAuB,E
AĂĖ,CAAĆ;;QAGVĆ,IAAÝ,CAAÁ,YAAÁ,GAAa,KAAK,ĆAAC;;QĂG/B,IÁAK,ĆAAA,KAAA,GAAY,EÁAE,ĆAAC;;QAGpB,ÍAAM,CAAA,MAAA,GAAY,É
AAE,CAAC;;QAkBrB,IAAI,CAAA,IAAA,GAAc,IAAI,CAAC;;QAMvB,IAAe,CAAA,GAAAB,IAAI,CAAC;;QAGvC,IAAc,CAAA,CAAA,GAAmB,IA
AI,CAAC;;QAGtC,IAAS,CAAA,SAAA,GAAmB,IAAI,CAAC;;QAGjC,IAAS,CAAA,SAAA,GAAa,IAAI,CAAC;AAĒ3B;;;;AAIG;QACH,IAAS,CAAA,SAAA
,GAAwC,gBAAgB,CAAC;AAEIE;;;;;;AAOG;QACH,IAAY,CAAA,YAAA,GAAoC,IAAI,CAAC;AAQrD;;;;AAIG;QACH,IAAIB,CAAA,IBAAA,GAAa,IAAI,
CAAC;AAEnC;;;AAGG;QACH,IAAC,CAAA,CAAA,GAAa,IAAI,CAAC;AAEhC;;;;;AAKG;QACH,IAAyB,CAAA,YBAAA,GAAa,IAAI,CAAC;KA8B5C;AA
AA;;SChle,sCAAsC,GAAA;AACpD,IAAA,MAAM,KAAK,CAAC,uEAAuE,CAAC,CAAC;AACvF,CAAC;;AAED;;;AAGG;AAsBG,MAAO,kBACX,SAAQ,
gBAAgB,CAAA;AAgCxB,IAAA,WAAA,CACY,WAAuB,EACvB,IBAAmC,EACf,SAAc,EACb,OAAU,EACjC,qBAA2C,EACzC,OAAe,EACjB,WAAuB,E
ACvB,aAA4B,EAAA;AAEpC,QAAA,KAAK,EAAE,CAAC;QATE,IAAW,CAAA,WAAA,GAAX,WAAW,CAÁY;QACvB,IAAIB,CAAA,iBAAA,GÁAjB,IBÁAI
ACVB, AAAB, EAAA; AAEDC, QAAA, KAAK, EAAE, CAAC; QATE, IAAW, CAAA, WAAAA, GAAY, WAAW, CAAY; QACVB, IAAIB, CAAA, IBAAA, GAAJB, IBAAIB, CAAA, BAAA, CAAB, CAAA, GAAB, CAAA, GBAAB, CAAA, GBAAB, CAAA, GBAAB, CAAA, GBAAB, CAAA, CAAA, CAAA, CAAAB, CAAAB, CAAAB, CAAC, CAAC, IAAA, CAAAA, CAAAB, CAAB, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC; QACQ, CAAC, CAAC, CAAC; AAEJD;;;;;AAKG; QACH, IAAOB, CAAA, OBAAA, GAAA, EAAE, CAAC; AAEJB, QAAA, IAAA, CAAAA, BAAKB, GAAG, MAAM, CAAC, BAAB, IAAI, CAAC; AAEJD;;;;;AAKG; AACM, QAAA, IAAA, CAAAA, BAAC, CAAC, MAAIB, KAAI; AAC/C, CAAC, AAA, IAAI, IAAI, CAAC, AAAB, CAAC, WAAW, EAAE, KAAK, OAAO, SAAS, KAAK, WAAW, IAAI, SAAS, CAAC, EAAE; AACVF, GBAAA, SCAASC, EAAE, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, 
AAC;aAC1C;YAED,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;YAC1D,IAAI,CAAC,GBAAgB,EAAE,CAAC;AA
CXB, YAAA, OAAO, MAAM, CAAC; AACHB, SAAC, CAAC; AAJFA, QAAA, IAAI, CAAC, SAAS, GAAG, SAAS, CAAC; AAE3B, QAAA, IAAI, IAAI, CAAC, OAAO,
CAAC, CAAC, EAAÉ; YAC/B, IAAI, CAAC, 0BAA0B, CAAC, IAAI, CAAC, IAAI, CAAC, OAAO, CAAC, CAAC, CAAC, SAC7D; KACF; AAED, IAAA, kBAA
KB,CAAC,EAAU,EAAA;AAC3B,QAAA,IAAI,CAAC,oBAAoB,CAAC,IAAI,CAAC,EAAE,CAAC,CAAC;AACnC,QAAA,IAAI,ĆAAC,KBAAKB,CAAC,YAA
Y,EAAE,CAAC;KACxC;AAED,IAAA,qBAAqB,CAAC,EAAU,EAAA;QAC9B,MAAM,KAAK,GAAG,IAAI,CAAC,oBAAoB,CAAC,OAAO,CAAC,EAAE,C
AAC,CAAC;AAEpD,QAAA,IAAI,KAAK,GAAG,CAAC,CAAC,EAAE;YACd,IAAI,CAAC,oBAAoB,CAAC,MAAM,CAAC,KAAK,EAAE,CAAC,CAAC,CA
AC;AAC3C,YAAA,IAAI,CAAC,kBAAkB,CAAC,YAAY,EAAE,CAAC;SACxC;KACF;IAES,gBAAgB,GAAA;QACxB,IAAI,CAAC,oBAAoB,EAAE,CAAC;
QAC5B,IAAI,CAAC,qBAAqB,EAAE,CAAC;QAC7B,IAAI,CAAC,oBAAoB,EAAE,CAAC;KAC7B;AAED;;;AAGG;IACO,oBAAoB,GAAA;QAC5B,IAAI,
CAAC,UAAU,EAAE,CAAC;KACnB;IAED,WAAW,GAAA;QACT,IAAI,CAAC,aAAa,EAAE,CAAC;KACtB;AAED;;;AAGG;AACH,IAAA,qBAAqB,CAAI,
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ĀqB;YACIC,EAAČ,OAAO,EAAE,WAAW,EAAE,QAAQ,EAAĒ,MAĀM,CAAC,IAAI,EAAČ;AACŤC,YAAA,ĒAAČ,OAAO,EAAE,ŚÀAS,EAAE,QAAQ,EAA
E,SAAS,EAAC;SAC1C,CAAC;AAEF,QAAA,IAAI,MAAM,CAAC,SAAS,EAAE;AACpB,YAAA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU,EAAE;A
AC1C,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,EAAE,MAAM,EAAE,eAAe,CAAC,CAAC,CAAC;aACzE;iBAAM;gB
ACIC, GBAAA, SAAS, CAAC, IAAI, CAAC, GAAG, MAAM, CAAC, SAAS, CAAC, SAAS, EAAE, MAAM, EAAE, EAAE, CAAC, CAAC, CAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC,
AAK,EAAE,CAAC,CAAC,CAAC;;;AAIzD,YAAA,IAAI,CAAC,IAAI,CAAC,WAAW,CAAC,MAAM,EAAE;gBAC5B,IAAI,CAAC,mBAAmB,CAAC,OAAO,C
AAC,CAAC,aAAa,EAAE,OAAO,KAAI;oBAC1D,IAAI,aAAa,EAAE;AACjB,wBAAA,OAAO,CAAC,YAAY,CAAC,aAAa,EAAE,aAAa,CAAC,CAAC;qBAC
pD;yBAAM;AACL,wBAAA,OAAO,CAAC,eAAe,CAAC,aAAa,CAAC,CAAC;qBACxC;AACH,iBAAC,CAAC,CAAC;AAEH,gBAAA,IAAI,CAAC,mBAAm
B,CAAC,KAAK,EAAE,CAAC;gBAEjC,IAAI,SAAS,EAAE;AACb,oBAAA,IAAI,CAAC,kBAAkB,EAAE,CAAC,IAAI,ÉAAE,CAAC;iBACIC;aACF;SACF;K
ACF;;IAGO,4CAA4C,GAAA;QACID,MAAM,gBAAgB,GAAG,IAAI,CAAC,iBAAiB,CAAC,mBAAmB,EAAE,CAAC;;AAGtE,QAAA,IAAI,gBAAgB,CAAC
,aAAa,EAAE;AACIC,YAAA,MAAM,QAAQ,GAAG,ǧBAAgB,CAAC,aAAa,CAAC,QAAQ,CAAC;AAEzD,YAAA,KAAK,IAAI,CAAC,GAAG,QAAQ,CAAC,
C,CAAC;gBAE5B,IACE,OAAO,KAAK,gBAAgB;oBAC5B,OAAO,CAAC,QAAQ,KAAK,QAAQ;oBAC7B,OAAO,CAAC,QAAQ,KAAK,OAAO;AAC5B,o
BÁAA,CÃAC,OAÁO,CÁAC,YAÁY,CAÁČ,WAĂW,CAAC,EÁCIC;AÁCA,oBAAA,ÍAAI,CÁĂC,mBAAmB,CÁAC,GAAG,CÃAC,ÕAAO,EAAE,OÁAO,CÁA
C,YAAY,CAAC,aAAa,CAAC,CAAC,CAAC;AAC3E,oBAAA,OAAO,CAAC,YAAY,CAAC,aAAa,EAAE,MAAM,CAAC,CAAC;IBAC7C;aACF;SACF;KACF
;IAEO,kBAAkB,GAAA;AACxB,QAAA,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC;AACIC,QAAA,OAAO,MAAM,GAAG,MAAM,CAAC,kBAAkB,E
AAE,GAAG,IAAI,CAAC,0BAA0B,CAAC;KAC/E;qHAtWU,MAAM,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAAC,IAAA,CAAA,OAAA,EAAA,EAAA,
```

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n FocusMonitor,\n FocusOrigin,\n FocusTrap,\n FocusTrapFactory,\n InteractivityChecker,In} from '@angular/cdk/a11y';Inimport {OverlayRef} from '@angular/cdk/overlay';Inimport {Platform, _getFocusedElementPierceShadowDom} from '@angular/cdk/platform';Inimport {In BasePortalOutlet,In CdkPortalOutlet,In __getPocusedLeinienteriereandownoni; inoin @angular/cukpitationii; inimport {In DocUMENT} from '@angular/common';\nimport {In ComponentPortal,\n DomPortal,\n TemplatePortal,\n} from '@angular/common';\nimport {In ChangeDetectionStrategy,\n ChangeDetectorRef,\n Component,\n ComponentRef,\n ElementRef,\n EmbeddedViewRef,\n Inject,\n NgZone,\n OnDestroy, In Optional, In ViewChild, In ViewEncapsulation, In inject, In] from '@angular/core'; Inimport {DialogConfig} from '.@angular/core'; Inimport {DialogConfig} from '.@angular/core'; Inimport function throwDialogContentAlreadyAttachedError() {\n throw Error('Attempting to attach dialog content after content is already attached');\n}\n\n/**\n * Internal component that wraps user-provided dialog content.\n * @docs-private\n */\n@Component({\n selector: cdk-dialog-container',\n templateUrl: './dialog-container.html',\n styleUrls: ['dialog-container.css'],\n encapsulation: // ViewEncapsulation.None,\n // Using OnPush for dialogs caused some G3 sync issues. Disabled until we can track them down.\n // tslint:disable-next-line:validate-decorators\n changeDetection: ChangeDetectionStrategy.Default,\n standalone: true,\n imports: [CdkPortalOutlet],\n host: {\n 'class': 'cdk-dialog-container',\n 'tabindex': '-1',\n '[attr.id]': '_config.id || null',\n '[attr.role]': '_config.role',\n '[attr.aria-modal]': '_config.ariaModal',\n '[attr.aria-labelledby]': '_config.ariaLabel ? null : _ariaLabelledByQueue[0]',\n '[attr.aria-label]': '_config.ariaLabel',\n '[attr.aria-describedby]': '_config.ariaDescribedBy || null',\n },\n}\nexport class CdkDialogContainer<C extends
DialogConfig = DialogConfig>\n extends BasePortalOutlet\n implements OnDestroy\n{\n private _platform = inject(Platform);\n protected
_document: Document;\n\n /** The portal outlet inside of this container into which the dialog content will be loaded. */\n @ViewChild(CdkPortalOutlet, {static: true}) _portalOutlet: CdkPortalOutlet;\n\n /** The class that traps and manages focus within the dialog.
*/\n private _focusTrap: FocusTrap | null = null;\n\n /** Element that was focused before the dialog was opened. Save this to restore upon close. */In private _elementFocusedBeforeDialogWasOpened: HTMLElement | null = null;\n\n /**\n * Type of interaction that led to the dialog being closed. This is used to determine\n * whether the focus style will be applied when returning focus to its original location\n * after the dialog is closed.in */in_closeInteractionType: FocusOrigin | null = null; inin /**in * Queue of the IDs of the dialog's label element, based on their definition order. The first\n * ID will be used as the `aria-labelledby` value. We use a queue here to handle the case\n * where there are two or more titles in the DOM at a time and the first one is destroyed while\n * the rest are present.\n */\n_ariaLabelledByQueue: string[] = []:\n\n
protected readonly _changeDetectorRef = inject(ChangeDetectorRef);\n\n constructor(\n protected _elementRef: ElementRef,\n protected focusTrapFactory: FocusTrapFactory,\n @Optional() @Inject(DOCUMENT) _document: any,\n @Inject(DialogConfig) readonly _config: C,\n private _interactivityChecker: InteractivityChecker,\n protected _ngZone: NgZone,\n private _overlayRef: OverlayRef,\n private focusMonitor?: FocusMonitor,\n) {\n super();\n\n this._document = _document;\n\n if (this._config.ariaLabelledBy) {\n this._ariaLabelledByQueue.push(this._config.ariaLabelledBy);\n }\n }\n\n _addAriaLabelledBy(id: string) {\n this._ariaLabelledByQueue.push(id);\n this._changeDetectorRef.markForCheck();\n }\n\n _removeAriaLabelledBy(id: string) {\n const index = this._ariaLabelledByQueue.indexOf(id);\n\n if (index > -1) {\n this._ariaLabelledByQueue.splice(index, 1);\n this._changeDetectorRef.markForCheck();\n }\n }\n\n protected _contentAttached() {\n this._initializeFocusTrap();\n this._handleBackdropClicks();\n this._captureInitialFocus();\n }\n\n /**\n * Can be used by child classes to customize the initial focus\n * capturing behavior (e.g. if it's tied to an animation).\n */\n protected _captureInitialFocus() {\n this._trapFocus();\n }\n\n ngOnDestroy() {\n this._restoreFocus();\n }\n\n /**\n * Attach a ComponentPortal as content to this dialog container.\n * @param portal Portal to be attached as the dialog content.\n */\n attachComponentPortal<T>(portal: ComponentPortal<T>): ComponentRef<T> {\n if (this._portalOutlet.hasAttached() the dialog content. In "An attachcomponentPortal (1) portal: ComponentPortal (1); ComponentRel (1); (1) In (Inis_portal other. has Attached); (2) the content of the conten throwDialogContentAlreadyAttachedError();\in }\n\in const result = this._portalOutlet.attachTemplatePortal(portal);\in this._contentAttached();\in return result;\n }\n\n /**\n * Attaches a DOM portal to the dialog container.\n * @param portal Portal to be attached.\n * @deprecated To be turned into a method.\n * @breaking-change 10.0.0\n */\n override attachDomPortal = (portal: DomPortal) => {\n if (this._portalOutlet.hasAttached() && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n throwDialogContentAlreadyAttachedError();\n Inln const result = this._portalOutlet.attachDomPortal(portal); In this._contentAttached(); In return result; In }; Inln // 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.tablndex = -1;\n // The tabindex attribute should be removed to avoid navigating to that element again\n this._ngZone.runOutsideAngular(() => {\n const callback = () => {\n element.removeEventListener('blur', callback);\n 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) {In 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()) {\infty} 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 before the dialog opened. */In private _restoreFocus() {In const focusConfig = this._config.restoreFocus; In let focusTargetElement:

HTMLElement | null = null; In if (typeof focusConfig === 'string') {In focusTargetElement = this._document.querySelector(focusConfig); In } else if (typeof focusConfig) {In focusTargetElement = focusConfig; In } In I/ We need the extra check, because IE can set the `activeElement` to null in some cases.In if (In this._config.restoreFocus&&In focusTargetElement &&In typeof focusTargetElement.focus === 'function'In) {In const config.restoreFocus&BedowPom/In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus ==== 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === 'function'In) {In const clampet = this._document.focus === this._document.focus ==== this._document.focus ==== this._document.focus ====== activeElement = _getFocusedElementPierceShadowDom();\n const element = this._elementRef.nativeElement;\n\n // Make sure that focus is still inside the dialog or is on the body (usually because aln // non-focusable element like the backdrop was clicked) before moving it. It's possible that\n // the consumer moved it themselves before the animation was done, in which case we shouldn't\n // do anything.\n if (\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 {In focusTargetElement.focus();\n }\n }\n }\n }\n\n if (this._focusTrap) {\n this._focusTrap.destroy();\n }\n }\n }\n\n if (this._focusTrap)

```
*/In 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\ /** Returns whether focus is inside the dialog.
 /n private _containsFocus() {In const element = this._elementRef.nativeElement;in const activeElement =
  _getFocusedElementPierceShadowDom();\n return element === activeElement || element.contains(activeElement);\n }\n\n /** Sets up the focus
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
 'rxis';\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.
 */Inexport interface DialogCloseOptions {\n /** Focus original to use when restoring focus. */\n focusOrigin?: FocusOrigin;\n}\n\n/*
 Reference to a dialog opened via the Dialog service.\n *\lambda next class DialogRef<\textbf{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
"An readonly componentifer: Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Componentifer Co
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.InIn this.keydownEvents.subscribe(event => {In 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(() => \{ \ln I | Check specifically for 'false', because we want 'undefined' to be
 treated like `true`.\n if (config.closeOnOverlayDetachments !== false) {in this.close(); in }\n }\, in }\, in }\n\n /**\n * Close the dialog.\n * @param result
 Optional result to return to the dialog opener.\n * @param options Additional options to customize the closing behavior.\n */\n close(result?: R,
 options?: DialogCloseOptions): void {\n if (this.containerInstance) {\n const closedSubject = this.closed as Subject<R | undefined>;\n
this.containerInstance._closeInteractionType = options?.focusOrigin || 'program';\n // Drop the detach subscription first since it can be triggered by the\n // `dispose` call and override the result of this closing sequence.\n this._detachSubscription.unsubscribe();\n
and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n */\n updateSize(width: string | number = ", height: string | number = "): this {\n this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of
 classes to the overlay pane. */\n addPanelClass(classes: string | string[]): this {\n this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
 /** Remove a CSS class or an array of classes from the overlay pane. */in removePanelClass(classes: string | string[]): this {\n
{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.in * @breaking-change 19.0.0\n */inexport function DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY(overlay):

Overlay): () => ScrollStrategy {\n return () => overlay.scrollStrategies.block();\n}\ni\n/**\n * @docs-private\n * @deprecated No longer used. To be removed.in * @breaking-change 19.0.0\n */inexport 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.in *\n * Use of this source code is governed by an MIT-style license that can be\n *
Gille at https://angular.io/licensein*/Inhimport (In TemplateRef,In Injectable,In Injector,In OnDestroy,In Type,In StaticProvider,In Inject,In Optional,In SkipSelf,In ComponentRef,In} from '@angular/core';Inimport {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, In OverlayRef, In OverlayConfig, In ScrollStrategy, In OverlayContainer, In Jacob God Gangular/cdk/overlay'; Inimport {startWith} from 'rxjs/operators'; InInimport {DEFAULT_DIALOG_CONFIG, DIALOG_DATA, DIALOG_SCROLL_STRATEGY} from './dialog-injectors'; Inimport
 {CdkDialogContainer} from './dialog-container';\n\n/** Unique id for the created dialog. */\nlet 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. *In get openDialogs(): readonly DialogRef<any, any>[] {In return this._parentDialog ? this._parentDialog.openDialogs et this._parentDialog ? this._parentDialog .openDialog .openDialogs. *In get afterOpened(): Subject<DialogRef<any, any>> {In return this._parentDialog ? this._parentDialog .afterOpened : this._afterOpenedAtThisLevel;\n }\n\n *\n * Stream that emits when a 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. openDialogs.length\n ? this._getAfterAllClosed()\n : this. openDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parentDialog ? this._parent
DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog
 content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D =
 unknown, C = unknown>(\in template: TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in ): DialogRef<R, C>;\in\in open<R =
 unknown, D = unknown, C = unknown>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n config?: DialogConfig<D,
DialogRef<R, C>>,\n ): DialogRef<R, C>;\n\n open<R = unknown, D = unknown, C = unknown>(In 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-${uniqueld++}`;\n\n´if (\n config.id &&\n this.getDialogByld(config.id) &&\n´(typeof ngDevMode === 'undefined' ||
ngDevMode)\n) {\n throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique.');\n }\n\n const overlayConfig = this_getOverlayConfig(config);\n const overlayRef = this_overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
config);In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);In\n (dialogRef as {containerInstance:
BasePortalOutlet}).containerInstance = dialogContainer;In this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer, config);In\n // If this is the first dialog that we're opening, hide all the non-overlay content.\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 {In return this openDialogs find(dialog => dialog id === id);\ln }\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'. In if (dialog.config.closeOnDestroy === false) {In
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._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<\n, R>(config: DialogConfig<\n, 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; In }In\n /**\n * Attaches a dialog container to a dialog's already-created overlay. In * @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}, In ]; In let containerType: Type<BasePortalOutlet>; InIn if (config.container) {In if (typeof config.container === 'function') {In
 containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {In containerType = CdkDialogContainer;In }InIn const containerPortal = new ComponentPortal(In containerType,In
config.viewContainerRef,\n Injector.create({parent: userInjector || this_injector, providers}),\n config.componentFactoryResolver,\n );\n const containerRef = overlay.attach(containerPortal);\n\n return containerRef.instance;\n \\n\n * Attaches the user-provided component to the already-created dialog container.\n * @param componentOrTemplateRef The type of component being loaded into the dialog,\n * or a
 TemplateRef to instantiate as the content.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer
Component that is going to wrap the dialog content.\n * @param config Configuration used to open the dialog.\n */\n private
  _attachDialogContent<R, D, C>(\n componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,\n dialogRef: DialogRef<R, C>,\n
 dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef)
 In const injector = this. createInjector(config, dialogRef, dialogContainer, undefined); In let context: any = {$implicit: config.data,
 dialogRef};inin if (config.templateContext) {in context = {in ...context, in ...(typeof config.templateContext === 'function'in ?
 config.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>
 (componentOrTemplateRef, null!, context, injector),in );in } 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,In injector,In config.componentFactoryResolver,In ),In (dialogRef as {componentRef:
 }\n\n /**\n * Creates a custom injector to be used inside the dialog. This allows a component loaded inside\n * of a dialog to close itself and,
optionally, to return a value.\n * @param config Config object that is used to construct the dialog.\n * @param dialogRef Reference to the dialog being opened.\n * @param dialogContainer Component that is going to wrap the dialog content.\n * @param fallbackInjector Injector to use as a fallback when a lookup fails in the custom\n * dialog injector, if the user didn't provide a custom one.\n * @returns The custom
injector that can be used inside the dialog.\n *\n private _createlnjector<\text{R, D, C>\(\n\) config: DialogConfig<\text{D, DialogRef<\text{R, C>\}\n\ dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector \{\n\ \construction \text{Construction}\} in constructions of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of the construction of 
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider = \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capacity} \\ \text{\capaci
providers.push(...config.providers(dialogRef, config, dialogContainer));\n\} else {\n\ providers.push(...config.providers);\n\} \n\} \n\n\ (\n\ config.direction &&\n\ (\n\ config.providers);\n\} \n\ \n\ (\n\ config.direction &&\n\ (\n\ config.providers);\n\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \n\ (\n\ config.direction \delta\) \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>
| const sibling = siblings[j];\n\n if (\n sibling !== overlayContainer,\text{Ball nodeName !== 'SCRIPT' &&\n sibling.nodeName !== 'STYLE' &&\n sibling.nodeName !== 'STYLE' &&\n sibling.nodeName !== 'STYLE' &&\n sibling.nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' &\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text{Results nodeName !== 'STYLE' |\text
titerating in reverse.\n * Useful if the array is being modified as it is being iterated.\n *\nfunction reverseForEach<T>(items: Ti] | readonly Ti], 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], in exports: [in // Re-export the PortalModule so that people extending the `CdkDialogContainer`in // 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
gBAAgB,CAAA;AAgCxB,IAAA,WAAA,CACY,WAAuB,EACvB,iBAAmC,EACf,SAAc,EACb,OAAU,EACjC,qBA2C,EACzC,OAAe,EACjB,WAAuB,E
 ĂCvB,aAA4B,EAAA;AAEpC,QAAA,KAAK,EAAE,CAAC;QATÉ,IAAW,CAAA,WAAA,GAAX,WAAW,CAAY;QACvB,IAAIB,CAAA,iBAAA,GAAjB,IBAAI
 B,CAÁKB;QAÉd,IAAO,CAAA,OAAA,GAAP,OAAO,CAAG;QACÍC,IAAqB,CAAA,qBAAA,GAArB,qBAAqB,CAASB;QACzC,IAAO,CAAA,OAAA,GAA
 P,OAAO,CÀAQ;QACjB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAY;QACvB,IAAa,CAAA,aAAA,GAAb,aAAa,CAAe;AArC9B,QAAA,IAAA,CAAA,SAAS,
 GAAG,MAAM,CAAC,QAAQ,CAAC,CAAC;;QAO7B,IAAU,CAAA,UAAA,GAAqB,IAAI,CAAC;;QAGpC,IAAoC,CAAA,oCAAA,GAAuB,IAAI,CAAC;AA
 EXE;;;;AAIG;QACH,IAAqB,CAAA,qBAAA,GAAuB,IAAI,CAAC;AAEjD;;;;;AAKG;QACH,IAAOB,CAAA,oBAAA,GAAa,EAAE,CAAC;AAEjB,QAAA,IA
 AA,CAAA,KBAAKB,GAAG,MAAM,CAAC,IBAAIB,CAAC,CAAC;AAIFIE;;;;;AAKG;AACM,QAAA,IAAA,CAAA,eAAe,GAAG,CAAC,MAAIB,KAAI;AAC/
 C,YAAA,IÁAI,IAAI,CAAC,aAAa,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,IÀAI,SAAS,CAAC,EAAE;AACvF,ġBAAA,sCAAsC,EAAE,C
 AAC;aAC1C;YAED,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,eAAe,CAAC,MAAM,CAAC,CAAC;YAC1D,IAAI,CAAC,GBAAgB,EAAE,CAAC;AA
CxB,YAAA,OAAO,MAAM,CAAC;AAChB,SAAC,CAAC;AAjFA,QAAA,IAAI,CAAC,SAAS,GAAG,SAAS,CAAC;AAE3B,QAAA,IAAI,IAAI,CAAC,OAAO,
CXB, YARA, OAAO, MAAM, CAAC; AACHB, SAAC, CAAC; AAJ-A, QAAA, IAAI, CAAC, SAAS, SAAS, CAAC; CAAC; CAAC; AACHB, SAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC
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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,gBA
AgB,EAAE,CAAC;AACxB,QAAA,OAAO,MAAM,CAAC;KACf;AAED;;;AAGG;AACH,IAAA,oBAAoB,CAAI,MAAyB,EAAA;AAC/C,QAAA,IAAI,IAAI,C
AAC,aAAa,CAAC,WAAW,EAAE,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AACvF,YAAA,sCÁASC,EAAE,CAAĆ;SAC1C;QAED,M
AAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC,oBAAoB,CAAC,MAAM,CAAC,CAAC;QAC/D,IAAI,CAAC,gBAAgB,EAAE,CAAC;AACxB,QAAA,OAAO,
MAAM,CAAC;KACf;;;IAOBD,eAAe,GAAA;AACb,QAAA,IAAI,CAAC,IAAI,CAAC,EAAE,EAAE;YAC1B,IAAI,CAAC,UAAU,EAAE,CAAC;SACnB
MAAM,CAAC;RACI;;;IAOBD,GAAG,GAAA;AACD,QAAA;AAI,CAAC,IAAI,CAAC,CAAC;EAAE;EAAE;TACIE,IAAI,CAAC,OAAO,EAAE;CAAC;SACIBE
;KACF;AAED;;;;AAIG;IACK,WAAW,CAAC,OAAOB,EAAE,OAASB,EAAA;QAC9D,IAAI,CAAC,AAAC,CAAC,QBAQB,CAAC,WAAW,CAAC,OAAO,CAAC
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,MAAM,YAAY,GAAG,OAAO,CAAC,MAAM,CAAC,eAAe,CAAC,CAAC;QAErD,OAAO,YAAY,CAAC,QAAQ,CAAC;KAC9B;AAED;;;;;;AAOG;AACK,IA
AA,oBAAOB,CAC1B,sBAAyD,EACZD,SAA0B,EAC1B,eAAiC,EACjC,MAAWC,EAAA;AAExC,QAAA,IAAI,SBAASB,YAAY,WAAW,EAAE;AACJD,YAAA
,MAAM,QAAQ,GAAG,IAAI,CAAC,eAAe,CAAC,MAAM,EAAE,SAAS,EAAE,eAAe,EAAE,SAAS,CAAC,CAAC;YACrF,IAAI,OAAO,GAAQ,EAAC,SAAS, EAAE,MAAM,CAAC,IAAI,EAAE,SAAS,EAAC,CAAC;AAEVD,YAAA,IAAI,MAAM,CAAC,EAAE,AAC1B,gBAAA,OAAO,GAAG;AACR,OBAAA,G AAG,OAAO;AACV,oBAAA,IAAI,OAAO,MAAM,CAAC,eAAe,KAAK,UAAU;AAC9C,0BAAE,MAAM,CAAC,eAAe,EAAE;AAC1B,0BAAE,MAAM,CAAC, eAAe,CAAC;iBAC5B,CAAC;aACH;AAED,YAAA,eAAe,CAAC,OBAAOB,CACIC,IAAI,cAAc,CAAI,sBAAsB,EAAE,IAAK,EAAE,OAAO,EAAE,QAAQ,C AAC,CACXE,CAAC;SACH;aAAM;AACL,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,eAAe,CAAC,MAAM,EAAE,SAAS,EAAE,eAAe,EAAE,IAAI,CAAC,S AAS,CAAC,CAAC;YAC1F,MAAM,UAAU,GAAG,eAAe,CAAC,qBAAqB,CACtD,IAAI,eAAe,CACjB,sBAAsB,EACtB,MAAM,CAAC,gBAAgB,EACvB,Q AAQ,EACR,MAAM,CAAC,wBAAwB,CAChC,CACF,CAAC;AACD,YAAA,SAA6C,CAAC,YAAY,GAAG,UAAU,CAAC;AACxE,YAAA,SAAoC,CAAC,iBA AiB,GAAG,UAAU,CAAC,QAAQ,CAAC;SAC/E;KACF;AAED;;;;;;;AASG;AACK,IAAA,eAAe,CACrB,MAAwC,EACxC,SAA0B,EAC1B,eAAiC,EACjC, gBAASC,EAAA;QAEtC,MAAM,YAAY,GAAG,MAAM,CAAC,QAAQ,IAAI,MAAM,CAAC,gBAAgB,EAAE,QAAQ,CAAC;AAC1E,QAAA,MAAM,SAAS,GA ÃqB;YACIC,EAAC,OAAO,EAAE,WAAW,EAAE,QAAQ,EAAE,MAAM,CAAC,IAAI,EAAC,ACTC,YAAA,ÈAAC,OAAO,EAAE,SAAS,EAAE,QAAQ,EAA E,SAAS,EAAC;SAC1C,CAAC;AAEF,QAAA,IAAI,MAAM,CAAC,SAAS,EAAE;AACpB,YAAA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU,EAAE;A AC1C,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,EAAE,MAAM,EAAE,eAAe,CAAC,CAAC,CAAC;aACzE;iBAAM;gB ACL,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,CAAC;aACTC;SACF;QAED,IACE,MAAM,CAAC,SAAS,AAChB,aAAC,CAAC,YAAY;AACZ,gBAAA,CAAC,YAAY,CAAC,GAAG,CAAC,AAB,cAAC,AAC,AAC,QAAQ,EAAE,IAAI,EAAC,CAAC,CAAC,CAAC,EACRF;YACA,SAAS,CAAC,IAAI,CAAC;AACD,gBAAA,OAAO,EAAE,cAAC;AACVB,gBAAA,QAAQ,EAAE,EAAC,KAAK,EAAE,MAAM,CAAC,SAAS,EAAE,MAAM,EAAEC,EAAY,EAAE,EAAC;AAC5D,aAAA,CAAC,CAAC;SACJ;AAED,QAAA,OAAO,QAAQ,CAAC,MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,gBAAGB,EAAE,SAAS,EAAC,CAAC;KAC/E;AAED;;;;;AAIG;IACK,IBAAIB,CAAO,SAAOB,EAAE,SAAKB,EAAA;QAC5E,MAAM,KAAK,GAAG,IAAI,CAAC,WAA W,CAAC,OAAO,CAAC,SAAS,CAAC,CAAC;AAEID,QAAA,IAAI,KAAK,GAAG,CAAC,CAAC,EAAE;YACb,IAAI,CAAC,WAAIC,CAAC,MAAM,CAAC,K AAK,EAAE,CAAC,CAAC,CAAC;;;AAIZD,YAAA,IAAI,CAAC,IAAI,CAAC,WAAW,CAAC,MAAM,EAAE;gBAC5B,IAAI,CAAC,mBAAmB,CAAC,OAAO,C AAC,CAAC,aAAa,EAAE,OAAO,KAAI;oBAC1D,IAAI,aAAa,EAAE;AACjB,wBAAA,OAAO,CAAC,YAAY,CAAC,aAAa,EAAE,aAAa,CAAC,CAAC;qBAC pD;yBAAM;AACL,wBAAA,OAAO,CAAC,eAAe,CAAC,aAAa,CAAC,CAAC;GBACxC;AACH,iBAAC,CAAC,CAAC;AAEH,gBAAA,IAAI,CAAC,mBAAm B,ČÁAC,KÁAK,EÁAE,CAÁC;gBÁÉjC,IAÁI,SAÁS,EAÁÉ;AACb,oBÁAA,IAÁI,CAAC,ÁBAAÁB,EAAÉ,CAAĆ,IAAI,ÉAAE,ČÁAC;IBÁCIĆ;aACF;SACF;K ACF;;IAGO,4CAA4C,GAAA;QACID,MAAM,gBAAgB,GAAG,IAAI,CAAC,iBAAiB,CAAC,mBAAmB,EAAE,CAAC;;AAGtE,QAAA,IAAI,gBAAgB,CAAC ,aAAa,EAAE;AACIC,YAAA,MAAM,QAAQ,GAAG,gBAAgB,CAAC,aAAa,CAAC,QAAQ,CAAC;AAEzD,YAAA,KAAK,IAAI,CAAC,GAAG,QAAQ,CAAC, MAAM,GAAG,CAAC,EAAE,CAAC,GAAG,CAAC,ČAAC,EAAE,CAAC,EAAE,EAAE,AAC7C,gBAAA,MAAM,OAAO,GAAG,QAAQ,CAAC,CAAC,CAA C,CAAC;gBAE5B,IACE,OAAO,KAAK,gBAAgB;oBAC5B,OAAO,CAAC,QAAQ,KAAK,QAAQ;oBAC7B,OAAO,CAAC,QAAQ,KAAK,OAAO;AAC5B,o BAAA,CAAC,OAAO,CAAC,YAAY,CAAC,WAAW,CAAC,EACIC;AACA,oBAAA,IAAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,OAAO,EAAE,OAAO,CAA C,YAAY,CAAĆ,aAAa,CAAĆ,CAAĆ,CAAĆ;AAC3É,oBAAA,OAÁO,CAÁĆ,YAAY,CAAĆ,aAÁa,EAAE,MAAM,CAAC,CÁAC;IBAC7C;AACF;SACF;KACF ;IAEO,kBAAkB,GAAA;AACxB,QAAA,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC;AACIC,QAAA,OAAO,MAAM,GAAG,MAAM,CAAC,kBAAkB,E , IALO, IDAAR, GAAA, AACAB, QAAA, IMAAIII, MAAIII, MAAA, IAAAA, IAAAA, CAAA, EAAA, CAAA, IAAA, GAAA, IAAA, C ,CADM,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,MAAM,EAAA,UAAA,EAAA,CAAA;kBADIB,UAAU;mBAAC,EAAC,UAAU,EAAE,MAAM,EAAC,C AAA;;0BA+B3B,QAAQ;;0BAAI,MAAM;2BAAC,qBAAqB,CAAA;;0BACxC,QAAQ;;0BAAI,QAAQ;;0BAEpB,MAAM;2BAAC,sBAAsB,CAAA;;AAWUIC
;;;AAGG;AACH,SAAS,cAAc,CAAI,KAAyB,EAAE,QAA8B,EAAA;AACIF,IAAA,IAAI,CAAC,GAAG,KAAK,CAAC,MAAM,CAAC;IAErB,OAAO,CAAC,E AA,ÉAAA,ÉAAA,ÍMÀAA,ÉÀAA,ÈAAA,CAAA,¢AAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,AÁZ,IAAA,SAAÁ,IAAA,CAAA,IAAA,GAAA,ÉAAA,CA AAA,EAFZ,CAAC,MAAM,CAAC,YAPT,aAAa,EAAE,YAAY,EAAE,UAAU;;;YAI/C,YAAY,CAAA,EAAA,CAAA,EAAA;;kGAKH,YAAY,EAAA,UAAA ,EAAA,CAAA;KBAVxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;OBACR,OAAO,EAAÉ,CAAC,aAAa,EAAE,YAAY,EAAE,ÜAAU,EAAE,KBAAKB,CAAC ;AACtE,oBAAA,OAAO,EAAE;;;wBAGP,YAAY;wBACZ,kBAAkB;AACnB,qBAAA;oBACD,SAAS,EAAE,CAAC,MAAM,CAAC;AACpB,iBAAA,CAAA;;; ACxBD;;AAEG;;;;"}

```
event.preventDefault();\n this.close(undefined, {focusOrigin: 'keyboard'});\n }\n }\;\n\n this.backdropClick.subscribe(() => {\n if
(!this.disableClose) {in this.close(undefined, {focusOrigin: 'mouse'});\n }in });\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
and height.\n * @param width New width of the dialog.\n * @param height New height of the dialog.\n *\n updateSize(width: string | number =
  , height: string | number = "): this {\n this.overlayRef.updateSize({width, height});\n return this;\n }\n\n /** Add a CSS class or an array of
 classes to the overlay pane. */\n addPanelClass(classes: string | string|): this {\n this.overlayRef.addPanelClass(classes);\n return this;\n }\n\n
 /** Remove a CSS class or an array of classes from the overlay pane. */in removePanelClass(classes: string | string[]): this {\n
this.overlayRef.removePanelClass(classes);In return this;In }In;In","/**In * @licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use
of this source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/licensein */ininimport
 {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:
DIALOG_SCROLL_STRATEGY,In deps: [Overlay],In useFactory: DIALOG_SCROLL_STRATEGY_PROVIDER_FACTORY,In};In","/**In *
@licenseIn * Copyright Google LLC All Rights Reserved.In *In * Use of this source code is governed by an MIT-style license that can beIn *
 found in the LICENSE file at https://angular.io/license\n */In\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,In OverlayRef,In OverlayConfig,In ScrollStrategy,In OverlayContainer,In} from '@angular/cdk/overlay';Inimport {startWith} from
 'rxjs/operators';\n\nimport {DEFAULT_DIALOG_CONFIG, DIALOG_DATA, DIALOG_SCROLL_STRATEGY} from './dialog-injectors';\nimport
 {CdkDialogContainer} from './dialog-container';\n\n/** Unique id for the created dialog. */\nlet uniqueld = 0;\n\n@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 :
Dialog, In private _overlayContainer: OverlayContainer, In @Inject(DIALOG_SCROLL_STRATEGY) scrollStrategy: any, In ) {In
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,
unknown, D = unknown, C = unknown>(In componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,In config?: DialogConfig<D, DialogRef<R, C>>,In ): DialogRef<R, C>;InIn open<R = unknown, D = unknown, C = unknown>(In componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,In config?: DialogConfig<D, DialogRef<R, C>>,In ): DialogRef<R, C> {In const defaults = (this._defaultOptions || new DialogConfig()) as DialogConfig<In D,In DialogRef<R, C>In >;In config = {...defaults, ...config};In config.id = config.id || `cdk-dialog-${uniqueld++}`;InIn if (In config.id &&In this.getDialogById(config.id) &&In (typeof ngDevMode === 'undefined' || ngDevMode)In ) {In throw Error(`Dialog with id \"${config.id}\" exists already. The dialog id must be unique.`);In }InIn const overlayConfig = this._getOverlayConfig(config);In const overlayRef = this._overlay.create(overlayConfig);In const dialogRef = new DialogRef(overlayRef, config);In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config);InIn (dialogRef as {containerInstance: BasePortalOutlet}).containerInstance = dialogContainer;In this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer, config);InIn || If this is the first dialog that we're opening, hide all the non-overlay content.In if (!this.openDialogS.length) {In hidePonDialogContentEromAssistiveTechnology():In }InIn (this openDialogs as DialogRef&R, C>II) push(dialogRef).In
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 {In return this openDialogs find(dialog => dialog id === id); In }\n\n ngOnDestroy() {\n // Make one pass over all the dialogs that need
to be untracked, but should not be closed. We\n // want to stop tracking the open dialog even if it hasn't been closed, because the tracking\n //
 determines when `aria-hidden` is removed from elements outside the dialog.\n reverseForEach(this._openDialogsAtThisLevel, dialog => {\in I/
 Check for `false` specifically since we want `undefined` to be interpreted as `true`.In if (dialog.config.closeOnDestroy === false) {In
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._openDialogsAtThisLevel, dialog => dialog.close());\n\n this._afterAllClosedAtThisLevel(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<\n, R>(config: DialogConfig<\n, 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; In }In\n /**\n * Attaches a dialog container to a dialog's already-created overlay. In * @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.In */In private_attachContainer<R, D, C>(In overlay: OverlayRef,In dialogRef: DialogRef<R, C>,In config: DialogConfig<D,
 DialogRef<R, C>>,\n ): BasePortalOutlet {\n const userInjector = config.injector || config.viewContainerRef?.injector;\n const providers:
StaticProvider = [\n {provide: DialogConfig, useValue: config},\n {provide: DialogRef, useValue: dialogRef},\n {provide: OverlayRef, useValue:
overlay},\n ];\n let containerType: Type<BasePortalOutlet>;\n\n if (config.container) {\n if (typeof config.container === 'function') {\n containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
In } else {in containerType = CdkDialogContainer;in }inin const containerPortal = new ComponentPortal(in containerType,in
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>(in componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,in dialogRef: DialogRef<R, C>,in dialogRef. DialogRef<R, C>,in dialogContentOrTemplateRef<R, C>,in dialogContentOrTemplateRef<Br/>dialogContainer: BasePortalOutlet,in config: DialogConfig<D, DialogRef<R, C>>,in ) {in if (componentOrTemplateRef) instanceof TemplateRef)
```

```
{\n const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);\n let context: any = {$implicit: config.data,
dialogRef};in\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); In const contentRef = dialogContainer.attachComponentPortal < C > (In new ComponentPortal (In componentOrTemplateRef, In
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 dialogContainer: BasePortalOutlet,\n fallbackInjector: Injector | undefined,\n ): Injector {\n const userInjector =
config.injector || config.viewContainerRef?.injector;\n const providers: StaticProvider[] = [\n {provide: DIALOG_DATA, useValue:
config.data},\n {provide: DialogRef, useValue: dialogRef},\n ];\n\n if (config.providers) {\n if (typeof config.providers === 'function') {\n
providers.push(...config.providers(dialogRef, config, dialogContainer));\n } else {\n providers.push(...config.providers);\n }\n }\n \}\n\n 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 } element.removeAttribute('aria-hidden');\n }\n }\);\n\n\n
this._overlayContainer.getContainerElement();in\n // Ensure that the overlay container is attached to the DOM.\n if
(overlayContainer.parentElement) {In const siblings = overlayContainer.parentElement.children;InIn for (let i = siblings.length - 1; i > -1; i--) {In
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 h|\nn 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. In \times Useful if the array is being modified as it is being iterated. In \times Infunction reverse For Each \times (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
\{Portal Module\}\ from '@angular/cdk/portal'; lnimport {A11yModule}\ from '@angular/cdk/a11y'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimport {Dialog}\ from './dialog'; lnimpo
{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
AI,CÁAC;;QÁĞtC,IAÁS,CÁAA,SÁAA,GÁAMB,IAAÍ,CAAC;;QAGJC,ÍAAS,CAAA,SAAA,GAAa,IÁAI,CÁAC;AÁÈ3B;;;;ÁAIG;QACH,ÍAAS,CAAA,SÁAA
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Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {InjectionToken, inject} from '@angular/core';\nimport {Overlay, ScrollStrategy} from '@angular/cdk/overlay';\nimport {DialogConfig} from './dialog-config';\n\n/** Injection token for the Dialog's ScrollStrategy. */\nexport const */Inexport const DIALOG_SCROLL_STRATEGY_PROVIDER = {In provide: DIALOG_SCROLL_STRATEGY, In deps: [Overlay] source code is governed by an MIT-style license that can be in * found in the LICENSE file at https://angular.io/licensein */ininimport {in 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 uniqueld = 0;\n\n@lnjectable({providedIn: 'root'})\nexport class Dialog implements OnDestroy {\n private _openDialogsAtThisLevel: DialogRef<any, any>[] = [];\n private readonly _afterAllClosedAtThisLevel = new Subject<void>();\n private readonly are no open dialogs to begin with.\n */\n readonly afterAllClosed: Observable<void> = defer(() =>\n this.openDialogs.length\n readonly afterAllClosed(),\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) {In 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 */In open<R = unknown, D = unknown, C = unknown>(In component: ComponentType<C>,In config?: DialogConfig<D, DialogRef<R, C>>,In): 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 = 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 => {\in I/
 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._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,in hasBackdrop: config.hasBackdrop,in direction: config.direction,in minWidth: config.minWidth,in minHeight:
config.minHeight,\n maxWidth: config.maxWidth,\n maxHeight: config.maxHeight,\n width: config.width,\n height: config.height,\n
disposeOnNavigation: config.closeOnNavigation,\n });\n\n if (config.backdropClass) {\n state.backdropClass = config.backdropClass;\n }\n\n
return state; In }In\n /**\n * Attaches a dialog container to a dialog's already-created overlay. In * @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.In */In private_attachContainer<R, D, C>(In overlay: OverlayRef,In dialogRef: DialogRef<R, C>,In config: DialogConfig<D,
DialogRef<R, C>>,\n): BasePortalOutlet {\n const userInjector = config.injector || config.viewContainerRef?.injector;\n const providers:
StaticProvider[] = [\n {provide: DialogConfig, useValue: config},\n {provide: DialogRef, useValue: dialogRef},\n {provide: OverlayRef, useValue:
overlay}, In ]; In let containerType: Type<BasePortalOutlet>; InIn if (config.container) {In if (typeof config.container === 'function') {In
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\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>(in componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,in dialogRef: DialogRef<R, C>,in
dialogContainer: BasePortalOutlet,\n config: DialogConfig<D, DialogRef<R, C>>,\n ) {\n if (componentOrTemplateRef instanceof TemplateRef) {\n const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);\n let context: any = {\simplicit: config.data,
dialogRef};\n\n if (config.templateContext) {\n context = {\n ...context,\n ...(typeof config.templateContext === 'function'\n ?
config.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>
 (componentOrTemplateRef, null!, context, injector),in );in } else {\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
Inly | http://www.new.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
optionally, to return a value.in *@param config Config object that is used to construct the dialog.in *@param dialogRef Reference to the dialog being opened.in *@param dialogContainer Component that is going to wrap the dialog content.in *@param dialogRef injector injector to use as a fallback when a lookup fails in the customin *dialog injector, if the user didn't provide a custom one.in *@param fallbackInjector to use as a fallback when a lookup fails in the customin *dialog injector, if the user didn't provide a custom one.in *@param fallbackInjector to use as a fallback when a lookup fails in the customin *dialogConfig-Co.in the custom one.in *@param dialogRef-Ref. C>, in dialogConfig-Co.in injector injector that can be used inside the dialog.in *\int provider Co.in config. DialogRef-Ref. C>, in dialogRef. In light injector injector | undefined.in ): Injector {\notate config. dialogContainer: BasePortalOutlet, in fallbackInjector: Injector | undefined.in ): Injector {\notate config. provider: DIALOG_DATA, useValue: config. data}, in {\notate config. provider injector injector config. provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector. In provider injector
config.direction &&\n (!userInjector ||\n !userInjector.get<Directionality | null>(Directionality, null, {optional: true}))\n ) {\langle 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) {in this._ariaHiddenElements.forEach((previousValue, element) => {\n if (previousValue) {\n
overlay from assistive technology. */In private _hideNonDialogContentFromAssistiveTechnology() {In const overlayContainer = this._overlayContainer.getContainerElement();InIn // Ensure that the overlay container is attached to the DOM.In if
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
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CAAC,CAAe,qBAAqB,EAAE;AAE7F;;;;AAIG;AACG,SAAU,uCAAUC,CAAC,OAAGB,EAAA;IACIE,OAAO,MAAM,OAAO,CAAC,GBAAGB,CAAC,KAA
K,EAAE,CAAC;AACHD,CAAC;AAED;;;;AAIG;AACU,MAAA,+BAA+B,GAAG;AAC7C,IAAA,OAAO,EAAE,SBAASB;IAC/B,IAAI,EAAE,CAAC,OAAO,
CAAC;AACf,IAAA,UAAU,EAAE,uCAAUC;;;ACTrD;AACA,IAAI,QAAQ,GAAG,CAAC,CAAC;MAGJ,MAAM,CAAA;;AAQJB,IAAA,IAAI,WAAW,GAAC;MACA,OAAO,IAAI,CAAC,aAAa,GAAG,IAAI,CAAC,aAAA,CAAC,WAAW,GAAG,IAAI,CAAC,uBAAUB,CAAC;KAC3F;;AAGD,IAAA,IAAI,WAAW
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tf.oaaa.iaai,caac.iaai,caac.waaw.caac.maam,eaae;yac5b.iaai,caac.4caa4c.eaae,caac;sacrd;aaea.oaaa.iaai,caac.waaic.c
```

AAC,IAAI,CAAC,SAAS,CAAC,CAAC;AACxD,QAAA,SAAS,CAAC,MAAM,CAAC,SAAS,CAAC,MAAM,IAAI,CAAC,iBAAiB,CAAC,SAAS,EAAE,IAAI, CAAC,CAAC,CAAC;AAC1E,QAAA,IAAI,CAAC,WAAW,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;AAEjC,QAAA,OAAO,SAAS,CAAC;KACIB;AAED;;A AEG;IACH,QAAQ,GAAA;AACN,QAAA,cAAc,CAAC,IAAI,CAAC,WAAW,EAAE,MAAM,IAAI,MAAM,CAAC,KAAK,EAAE,CAAC,CAAC;KAC5D;AAED; ;;AAGG;AACH,IAAA,AAAa,CAAO,EAAU,EAAA;AAC5B,QAAA,OAAO,IAAI,CAAC,WAAW,CAAC,IAAI,CAAC,MAAM,IAAI,MAAM,CAAC,EAAE,KAA K,EAAE,CAAC,CAAC;KAC1D;IAED,WAAW,GAAA;;;;AAIT,QAAA,cAAC,CAAC,IAAI,CAAC,uBAAuB,EAAE,MAAM,IAAG;;YAEpD,IAAI,MAAM,CAAC,MAAM,CAAC,cAAC,KAAK,KAAK,EAAE;AAC1C,gBAAA,IAAI,CAAC,iBAAiB,CAAC,MAAM,EAAE,KAAK,CAAC,CAAC;aACVC;AACH,SAAC,CAA C,CAAC;;;;AAKH,QAAA,cAAc,CAAC,IAAI,CAAC,uBAAuB,EAAE,MAAM,IAAI,MAAM,CAAC,KAAK,EAAE,CAAC,CAAC;AAEvE,QAAA,IAAI,CAAC, OBAA0B,CAAC,QAAQ,EAAE,CAAC;AAC3C,QAAA,IAAI,CAAC,UBAAUB,CAAC,QAAQ,EAAE,CAAC;AACXC,QAAA,IAAI,ACAAC,UBAAUB,GAAG,E AAE,CAAC;KACnC;AAED;;;;AAIG;AACK,IAAA,iBAAiB,CAAO,MAA0B,EAAA;AACXD,QAAA,MAAM,KAAK,GAAG,IAAI,aAAa,CAAC;YAC9B,gBAA gB,EACCI,MAAM,CAAC,gBAAgB;AACVB,gBAAA,IAAI,CAAC,QAAQ,CAAC,QAAQ,EAAE,CAAC,MAAM,EAAE,CAAC,IAAI,gAAG,GAAC,GBAA gB,EAAE;YAC3E,cAAc,EAAE,MAAM,CAAC,cAAc,IAAI,IAAI,CAAC,EAAE,EAAE;YAC/D,UAAU,EAAE,MAAM,CAAC,UAAU;YAC7B,WAAW,EAAE,M AAM,CAAC,WAAW;YAC/B,SAAS,EAAE,MAAM,CAAC,SAAS;YAC3B,QAAQ,EAAE,MAAM,CAAC,QAAQ;YAC2B,SAAS,EAAE,MAAM,CAAC,SAAS; YAC3B,QAAQ,EAAE,MAAM,CAAC,QAAQ;YAC2B,SAAS,EAAE,MAAM,CAAC,SAAS;YAC3B,KAAK,EAAE,MAAM,CAAC,KAAK;YACnB,MAAM,EAA E,MAAM,CAAC,MAAM;YAC/B,mBAAmB,EAAE,MAAM,CAAC,iBAAiB;AAC9C,SAAA,CAAC,CAAC;AAEH,QAAA,IAAI,MAAM,CAAC,aAAa,EAAE;A ACXB, YAAA, KAAK, CAAC, aAAa, GAAG, MAAM, CAAC, aAAa, CAAC; SAC5C; AAED, QAAA, OAAO, KAAK, CAAC; KACd; AAED;;;;; AAKG; AACK, IAAA, gBAAgB,CACtB,OAAmB,EACnB,SAA0B,EAC1B,MAAwC,EAAA;QAExC,MAAM,YAAY,GAAG,MAAM,CAAC,QAAQ,IAAI,MAAM,CAAC,gBAAgB,EA ĂE,QĂAQ,CAAC;AAC1E,QAAA,MAAM,SAAS,GAAqB;AACIC,YAAA,EAAC,OAAO,EAAE,YAAY,EAAE,QAAQ,EAAE,MAAM,EAAC;AACZC,YAĂA,E AAC,OAAO,EAAE,SAAS,EAAE,QAAQ,EAAE,SAAS,EAAC;AACZC,YAAA,EAAC,OAAO,EAAE,UAAU,EAAE,QAAQ,EAAE,OAAO,EAAC;SACZC,CA AC;AACF,QAAA,IAAI,aAAqC,CAAC;AAE1C,QAAA,IAAI,MAAM,CAAC,SAAS,EAAE;AACpB,YAAA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAU, EAAE;AAC1C,gBAAA,aAAa,GAAG,MAAM,CAAC,SAAS,CAAC;aACIC;iBAAM;AACL,gBAAA,aAAa,GAAG,MAAM,CAAC,SAAS,CAAC,IAAI,CAAC; AAa,GAAG,kBAAkB,CAAC;SACpC;AAED,QAAA,MAAM,eAAe,GAAG,IAAI,eAAe,CACzC,aAAa,EACb,MAAM,CAAC,gBAAgB,EACvB,QAAQ,CAA C,MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,IAAI,CAAC,SAAS,EAAE,SAAS,EAAC,CAAC,EACPE,MAAM,CAAC,WBAAWB,CAChC,CAAC;QACF
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component to load into the dialog.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n

```
open<R = unknown, D = unknown, C = unknown>(\n component: ComponentType<C>,\n config?: DialogConfig<D, DialogRef<R, C>>,\n ):
 DialogRef<R, C>;\n\n /**\n * Opens a modal dialog containing the given template.\n * @param template TemplateRef to instantiate as the dialog
content.\n * @param config Extra configuration options.\n * @returns Reference to the newly-opened dialog.\n */\n open<R = unknown, D =
unknown, C = unknown>(\in template: TemplateRef<C>,\in config?: DialogConfig<D, DialogRef<R, C>>,\in ): DialogRef<R, C>;\in\in open<R =
unknown, D = unknown, C = unknown>(In componentOrTemplateRef: ComponentType<C> | TemplateRef<C>,In 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 =
Component type-C> | TemplateRef-C>,in coming?: DialogConfing-D, DialogRef-CR, C>\n >,in config = { ...defaults ...config};\n config.id = config.id | `cdk-dialog-\{uniqueld++}`;\n\n if (\n config.id &&\n this.getDialogByld(config.id) &&\n (typeof ngDevMode === 'undefined' || ngDevMode)\n) \{\n throw Error(`Dialog with id \"\${config.id}\" exists already. The dialog id must be unique.`);\n \}\n\n\n const overlayConfig = this._getOverlayConfig(config);\n const overlayRef = this._overlay.create(overlayConfig);\n const dialogRef = new DialogRef(overlayRef,
config); In const dialogContainer = this._attachContainer(overlayRef, dialogRef, config); In (dialogRef as {containerInstance: BasePortalOutlet}).containerInstance = dialogContainer; In this._attachDialogContent(componentOrTemplateRef, dialogRef, dialogContainer,
config);\n\n // If this is the first dialog that we're opening, hide all the non-overlay content.\n if (!this.openDialogs.length) {\n'
 this._hideNonDialogContentFromAssistiveTechnology();\n }\n\n (this.openDialogs as DialogRef<R, C>[]).push(dialogRef);\n
dialogRef.closed.subscribe(() => this._removeOpenDialog(dialogRef, true));\n this.afterOpened.next(dialogRef);\n\n return dialogRef;\n }\n\n
/**\n * Closes all of the currently-open dialogs.\n */\n closeAll(): void {\n reverseForEach(this.openDialogs, dialog => dialog.close());\n }\n\n /**\n
 * Finds an open dialog by its id.\n * @param id ID to use when looking up the dialog.\n */\n getDialogById<R, C>(id: string): DialogRef<R, C> |
undefined {in return this openDialogs find(dialog => dialog id === id); in }\n\n ngOnDestroy() {\n // Make one pass over all the dialogs that need
to be untracked, but should not be closed. We\n // want to stop tracking the open dialog even if it hasn't been closed, because the tracking\n //
determines when `aria-hidden` is removed from elements outside the dialog.\n reverseForEach(this._openDialogsAtThisLevel, dialog => {\n // Check for `false` specifically since we want `undefined` to be interpreted as `true`.\n if (dialog.config.closeOnDestroy === false) {\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._openDialogsAtThisLevel = [];\n }\n\n \n \n \text{reates an overlay config from a dialog config.\n \text{*}
@param config The dialog configuration.\n * @returns The overlay configuration.\n *\n private _getOverlayConfig<br/>DialogConfig<br/>Config<br/>OverlayConfig<br/>(\n positionStrategy:\n config.positionStrategy)
this._overlay.position().global().centerHorizontally().centerVertically(),\n scrollStrategy: config.scrollStrategy || this._scrollStrategy || this._scrollStrategy || this._scrollStrategy || this._scrollStrategy || this.
 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; In }In\n /**\n * Attaches a dialog container to a dialog's already-created overlay. In * @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.In */\n private_attachContainer<R, D, Č>(\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}, In ]; In let containerType: Type<BasePortalOutlet>; InIn if (config.container) {In if (typeof config.container === 'function') {In
containerType = config.container;\n } else {\n containerType = config.container.type;\n providers.push(...config.container.providers(config));\n
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,In config: DialogConfig<D, DialogRef<R, C>>,In ) {In if (componentOrTemplateRef instanceof TemplateRef)
{In const injector = this._createInjector(config, dialogRef, dialogContainer, undefined);In let context: any = {$implicit: config.data,
dialogRef};\n\n if (config.templateContext) {\n context = {\n ...context,\n ...(typeof config.templateContext === 'function'\n ?
 config.templateContext()\n : config.templateContext),\n };\n }\n\n dialogContainer.attachTemplatePortal(\n new TemplatePortal<C>
 (componentOrTemplateRef, null!, context, injector),in );in } 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 * 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
optionally, to return a value.in * @param config Config object that is used to construct the dialog.in * @param dialogRef Reference to the dialog being opened.in * @param dialogContainer Component that is going to wrap the dialog content.in * @param fallbackInjector Injector to use as a fallback when a lookup fails in the customin * dialog injector, if the user didn't provide a custom one.in * @returns The custom injector that can be used inside the dialog.in */in private _createInjector<R, D, C>(in config: DialogConfig<D, DialogRef<R, C>,in dialogContainer: BasePortalOutlet,in fallbackInjector: Injector | undefined,in ): Injector {in const userInjector =
Daiografi R. C., in dialogContainer: BasePortailOutet, in faibackingector injector | underlied, in ): Injector | the dialogContainer | config.injector | config.injector | config.injector | function | config.injector | function | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider | config.grovider |
provide: Directionality,\in useValue: {value: config.direction, change: observableOf()},\in }\;\in }\n\n return injector.create{{parent: userInjector || fallbackInjector, providers}}\;\in }\n\n /*\n * Removes a dialog from the array of open dialogs.\in * @param dialogRef Dialog to be removed.\in *
 @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) {In const index = this.openDialogs.indexOf(dialogRef);\n\n if (index > -1) {In (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) {in this._ariaHiddenElements.forEach((previousValue, element) => {\n if (previousValue) {\n
overlay from assistive technology. */\n private _hideNonDialogContentFromAssistiveTechnology() {\n const overlayContainer =
| Sibling.hasAttribute('aria-live')\n) {In this._ariaHiddenElements.set(sibling, sibling.getAttribute('aria-hidden'));\n sibling.setAttribute('aria-hidden');\n }\n }\n }\n h\n private _getAfterAllClosed(): Subject<void> {\n const parent = this._parentDialog;\n return parent? parent._getAfterAllClosed(): this._afterAllClosedAtThisLevel;\n }\n}\n\n\n\n*\n * Executes a callback against all elements in an array while
iterating in reverse.\n * Useful if the array is being modified as it is being iterated.\n */\nfunction reverseForEach<T>(items: T[] | readonly T[],
callback: (current: T) => void) {\n let i = items.length;\n\n while (i--) {\n callback(items[i]);\n }\n}\n","/**\n * @license\n`* Copyright Google LLC
 All Rights Reserved in *in * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at
https://angular.io/license\n */\n\nimport {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],in exports: [\n // Re-export the PortalModule so that people extending the `CdkDialogContainer`\n // don't have to
```

```
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```

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ACxBD;;AAEG;;;;"}

```
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":";;;;;;;;AyBA;MACa,YAAY,CAAA;AAAZB,IAAA,WAAA,GAAA;;QAmBE,IAAI,CAAA,IAAA,GAAB,QA
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AAG,OAAO;AACV,oBAAA,IAAI,OAAO,MAAM,CAAC,eAAe,KAAK,UAAU;AAC9C,0BAAE,MAAM,CAAC,eAAe,EAAE,AAC1B,0BAAE,MAAM,CAAC,
eAAe,CAAC;iBAC5B,CAAC;aACH;AAED,YAAA,eAAe,CAAC,oBAAOB,CACIC,IAAI,cAAc,CAAI,sBAAsB,EAAE,IAAK,EAAE,OAAO,EAAE,QAAQ,C
AAC,CACXE,CAAC;SACH;aAAM;AACL,YAAA,MAAM,QAAQ,GAAG,IAAI,CAAC,eAAe,CAAC,MAAM,EAAE,SAAS,EAAE,eAAe,EAAE,IAAI,CAAC,S
AAS,CAAC,CAAC;YAC1F,MAAM,UAAU,GAAG,eAAe,CAAC,qBAAqB,CACtD,IAAI,eAAe,CACjB,sBAAsB,EACtB,MAAM,CAAC,gBAAgB,EACvB,Q
AAQ,EACR,MAAM,CAAC,wBAAwB,CAChC,CACF,CAAC;AACD,YAAA,SAA6C,CAAC,YAAY,GAAG,UAAU,CAAC;AACxÉ,YAAA,SAAoC,CAAC,IBÀ
AiB,GAAG,UAAU,CAAC,QAAQ,CAAC;SAC/E;KACF;AAED;;;;;;;AASG;AACK,IAAA,eAAe,CACrB,MAAwC,EACxC,SAA0B,EAC1B,eAAiC,EACjC,gBAAsC,EAAA;QAEtC,MAAM,YAAY,GAAG,MAAM,CAAC,QAAQ,IAAI,MAAM,CAAC,gBAAgB,EAAE,QAAQ,CAAC;AAC1E,QAAA,MAAM,SAAS,GA
ÄqB;YACIC,EAAC,OAAO,EAAE,WAAW,EAAE,QAAQ,EAAE,MAAM,CAAC,IAAI,EAAC,AAC,C,YAAA,EAAC,OAAO,EAAE,SAAS,EAAE,QAAQ,EAA
E,SAAS,EAAC;SAC1C,CAAC;AAEF,QAAA,IAAÌ,MAAM,CAAC,SAAS,EAAE;AACpB,YAAA,IAAI,OAAO,MAAM,CAAC,SAAS,KAAK,UAAÙ,EAAE;A
AC1C,gBAAA,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,SAAS,EAAE,MAAM,EAAE,eAAe,CAAC,CAAC,CAAC;aACzE;iBAAM;gB
ACL,SÃAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,SAAS,CAAC,CAAC;aACrc;SACF;QAED,IACE,MAAM,CAAC,SAAS;AAChB,aAAC,CAAC,YAAY
;AAĆZ,gBÁAA,CÁAC,ÝAAY,CÁAC,GÁAG,CÁAWB,ĆAAc,ÉAAE,IÁAI,EAÁE,EAÁC,QAÁQ,EAÁE,IAÁI,EAAĆ,CAAĆ,CAAĆ,EACnÉ;YACÁ,SAAŚ,CAA
C,IAAI,ČAAC;AACb,gBAAA,OAAO,EAAE,cAAc;AACvB,gBAAA,QAAQ,EAAE,EAAC,KAAK,EAAE,MAAM,CAAC,SAAS,ÉAAE,MAAM,EAAEC,EAA
Y,EAAE,EAAC;AAC5D,aAAA,CAAC,CAAC;SACJ;AAED,QAAA,OAAO,QAAQ,CAAC,MAAM,CAAC,EAAC,MAAM,EAAE,YAAY,IAAI,gBAAgB,EAAE,
SAAS,EAAC,CAAC,CAAC;KAC/E;AAED;;;;AAIG;IACK,IBAAIB,CAAO,SAA0B,EAAE,SAAKB,EAAA;QAC5E,MAAM,KAAK,GAAG,IAAI,CAAC,WAA
W,CAAC,OAAO,CAAC,SAAS,CAAC,CAAC;AAEID,QAAA,IAAI,KAAK,GAAG,CAAC,CAAC,EAAE;YACb,IAAI,CAAC,WAAIĆ,CAAĆ,MAAM,CAAC,K
AÁK,EAÁE,CAÁC,CAÁC,CAÁC;;;AÁIZD,YÁAA,IAÁI,CAAĆ,IAÁI,CAAĆ,WAAŴ,CAAĆ,MAÁM,EAÁE;gBÁC5B,IAAI,ĆAAC,mBAAmB,CAAĆ,OAAÓ,C
C,CAAC;gBAE5B,IACE,OAAO,KAAK,gBAAgB;oBAC5B,OAAO,CAAC,QAAQ,KAAK,QAAQ;oBAC7B,OAAO,CAAC,QAAQ,KAAK,OAAO;AAC5B,o
BAAA,CAAC,OAAO,CAAC,YAAY,CAAC,WAAW,CAAC,EACIC;AACA,OBAAA,IAAI,CAAC,mBAAmB,CAAC,GAAG,CAAC,OAAO,EAAE,OAAO,CAA
C,YAAY,CAAC,aAAa,CAAC,CAAC,CAAC;AAC3E,oBAAA,OAAO,CAAC,YAAY,CAAC,aAAa,EAAE,MAAM,CAAC,CAAC;IBAC7C;AACF;SACF;KACF
;IÁEO,KBAAKB,GAAA;AACxB,QAAA,MAAM,MAAM,GAAG,IAAI,CAAC,aAAa,CAAC;AACIC,QAAA,OAAO,MAAM,GAAG,MAAM,CAAĆ,KBAAKB,E
ÁAE,GAAG,IAAI,CAAC,0BAA0B,CAAC;KAC/E;qHAtWU,MAAM,EAAA,IAAA,EAAA,CAAA,EAAA,KAAA,EAAAC,IAAA,CAAA,OAAA,EAAA,EAAA,
EAAA,KAAA,EAAA,EAAA,CAAA,QAAA,EAAA,EAAA,EAAA,KAAA,EA8BK,qBAAqB,EAAA,QAAA,EAAA,IAAA,EAAA,EAAA,EAAA,KAAA,EAAA,
GjC,sBAAsB,EAAA,CAAA,EAAA,MAAA,EAAA,EAAA,CAAA,eAAA,CAAA,UAAA,EAAA,CAAA,CAAA,EAAA;AAjCrB,IAAA,SAAA,IAAA,CAAA,KA
AA,EAAA,EAAA,MÀAA,EÀAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,AAZ,IAAA,SAAA,IAAA,CAAA,IAAA,GAAA,EAAA,CA
AAY,EAAE,UAAU,EAAE,KBAAKB,CAAA,EAAA,OAAA,EAAA;;;YAInE,YAAY;YACZ,KBAAKB,CAAA,EAAA,CAAA,EAAA;SHAIT,YAAY,EAAA,S
```

AAA,EAFZ,CAAC,MAAM,CAAC,YAPT,aAAa,EAAE,YAAY,EAAE,UAAU;;;YAI/C,YAAY,CAAA,EAAA,CAAA,CAAA,EAAA;;kGAKH,YAAY,EAAA,UAAA,EAAA,CAAA;kBAVxB,QAAQ;AAAC,YAAA,IAAA,EAAA,CAAA;oBACR,OAAO,EAAE,CAAC,aAAa,EAAE,YAAY,EAAE,UAAU,EAAE,kBAAkB,CAAC;AACtE,oBAAA,OAAO,EAAE;;;wBAGP,YAAY;wBACZ,kBAAkB;AACnB,qBAAA;oBACD,SAAS,EAAE,CAAC,MAAM,CAAC;AACpB,iBAAA,CAAA;;;ACxBD;;AAEG;;;;"}

```
Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {\n AfterContentInit,\n booleanAttribute,\n ChangeDetectorRef,\n ContentChildren,\n
Directive, In ElementRef, In forwardRef, In inject, In Input, In NgZone, In OnDestroy, In Output, In QueryList, In} from '@angular/core'; Inimport
{ActiveDescendantKeyManager, Highlightable, ListKeyManagerOption} from '@angular/cdk/a11y';\nimport {\n A,\in DOWN_ARROW,\n END,\n
 ENTER,\n hasModifierKey,\n HOME,\n LEFT_ARROW,\n RIGHT_ARROŴ,\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[]) {In // The super class is always in multi-selection mode, so we need to override the behavior ifin // this selection model
actually belongs to a single-selection listbox.\n if (this.multiple) {\n return super.select(...values);\n } else {\n return
super.setSelection(...values);\n }\n }\n}\nh\nh\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($event)',\n '(focus)':
  handleFocus()',\n },\n})\nexport class CdkOption<T = unknown> implements ListKeyManagerOption, Highlightable, OnDestroy {\n /** The id
of the option's host element. */In @Input()In get id() {In return this._id || this._generatedId; In }In set id(value) {In this._id = value; In }In private _id: string; In private _generatedId = `cdk-option-${nextId++}`; In In /** The value of this option. */In @Input('cdkOption') value: T; In In ** The
text used to locate this item during listbox typeahead. If not specified, In * the `textContent` of the item will be used. In */\ln
 @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
*/In readonly element: HIMLETement = Inject(ElementRet).hativeElement(film).** The parent instruct this option belongs to. An protected readonly listbox: CdkListbox<T> = inject(CdkListbox);lnln /** Emits when the option is destroyed.*/In protected destroyed = new Subject<MouseEvent>();lnln ngOnDestroy() {In this.destroyed.complete();ln }\n\n /** Whether this option is selected. */\n isSelected() {In return this.listbox.isSelected(this);ln }\n\n /** Toggle the
selected state of this option. */in toggle() {\n this.listbox.toggle(this);\n }\n\n /** Select this option if it is not selected. */in 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()
{In 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()
{}In\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
tabindex for this option. */\n protected _getTabIndex() {\n if (this.listbox.useActiveDescendant || this.disabled) {\n return -1;\n }\n return
tabindex for this option. '\n protected _get labindex() {\n ir (this.listbox.useActiveDescendant || this.disabled) {\n return -1;\n }\n return this.sisActive()? this.enabledTabIndex : -1;\n }\n\n\n\@Directive({\n selector: '[cdkListbox]',\n 'tandalone: true,\n exportAs: 'cdkListbox',\n host: {\n 'role': 'listbox',\n 'class': 'cdk-listbox',\n '[id]': 'id',\n '[attr.abindex]': '_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)': '_handleFocus()',\n '(focusout)': '_handleFocus()',\n '(focusout)': '_handleFocus()',\n '(focusout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(housout)': '_handleFocus()',\n '(ho
@Input()\n get id() {\n return this._id || this._generatedId;\n }\n set id(value) {\n this._id = value;\n }\n private _id: string;\n private _generatedId = `cdk-listbox-${nextId++}`;\n\n /** The tabindex to use when the listbox is enabled. */\n @Input('tabindex')\n get enabledTabIndex() {\n return
this_enabledTabIndex === undefined ? 0 : this_enabledTabIndex;\n }\n set enabledTabIndex(value) {\n this_enabledTabIndex = value;\n }\n
private _enabledTabIndex?: number | null;\n\n /** The value selected in the listbox, represented as an array of option values. */\n
 @Input('cdkListboxValue')\n get value(): readonly T[] {In return this._invalid ? [] : this.selectionModel.selected;\n }\n set value(value: readonly
 T[]) {\n this._setSelection(value);\n }\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 in */in @input({alias: 'cdkListboxMultiple', transform:
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 if (value === 'horizontal') {\n this.listKeyManager?.withHorizontalOrientation(this._dir?.value || 'ltr');\n } else {\n this.listKeyManager?.withVerticalOrientation();\n }\n private _orientation: 'horizontal' | 'vertical' = 'vertical';\n\n /** The function used to compare option values. */\n @\nput('cdKListboxCompareWith')\n get compareWith(): undefined | ((o1: T, o2: T) => boolean) {\n return this.selectionModel.compareWith;\n
In set compareWith(fn: undefined | ((o1: T, o2: T) => boolean)) {In this.selectionModel.compareWith = fn;\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. */In @Input({alias: cdkListboxNavigatesDisabledOptions', transform: booleanAttribute})\n get
navigateDisabledOptions() {\n return this._navigateDisabledOptions;\n }\n set navigateDisabledOptions(skip: boolean) {\n
 this._navigateDisabledOptions = skip;n this.listKeyManager?.skipPredicate(\n this._navigateDisabledOptions ? this._skipNonePredicate :
this._skipDisabledPredicate,\n );\n }\n private _navigateDisabledOptions = false;\n\n /** Emits when the selected value(s) in the listbox change.
*/\n @Output('cdkListboxValueChange') readonly valueChange = new Subject<ListboxValueChangeEvent<T>>();\n\n /** The child options in
this listbox. */ln @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. *In protected readonly destroyed = new Subject</br>
William In Instruction In Instruction In Instruction In Instruction In Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction Instruction I
value in the selection model is invalid. */\n private _invalid = false;\n\n /** The last user-triggered option. */\n private _lastTriggered:
CdkOption<T> | null = null;\n\n /** Callback called when the listbox has been touched */\n private _onTouched = () => {};\n\n /** Callback called
*/\n private_optionClicked = defer(() =>\n (this.options.changes as 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\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 \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\text{this.}} = \frac{\text{this.}}{\t
* Toggle the selected state of the given value.\n * @param option \n \text{ \@param option} to toggle\n */\n toggle\n \text{ \end{align*}. \n \text{ \chinary} \text{ \end{align*}. \n \text{ \chinary} \text{ \chinary} \text{ \end{align*}. \n \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \text{ \chinary} \te
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);in }\n\n /**\n * Deselect the given value.\n * @param value The value to deselect\n */\n deselectValue(value: T)
{In if (this._invalid) {In this.selectionModel.clear(false); In }In this.selectionModel.deselect(value); In }In In I**In * 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\n fet 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
fn;\n }\n\n /r*\n * Registers a callback to be invoked when the listbox is blurred by the user.\n * @param fn The callback to register\n * @docs-
privateIn */In registerOnTouched(fn: () => {}): void {In this._onTouched = fn;\n }\n /*\n * Sets the listbox's value.\n * @param value The new value of the listbox\n * @docs-private\n */\n writeValue(value: readonly T[]): void {In 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
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); In if (changed) {In this._onChange(this.value); In this.valueChange.next({In value: this.value, In
listbox: this,in option: trigger,in });in }in }in /\n /\nin /**in * Sets the given option as active.in * @param option The option to make active.in */in
  setActiveOption(option: CdkOption<T>) {In this.listKeyManager.setActiveItem(option); In }In\n /** Called when the listbox receives focus. */In
protected _handleFocus() {\n if (!this.useActiveDescendant) {\n if (this.selectionModel.selected.length > 0) {\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,In this.getLastTriggeredIndex() ?? this.listKeyManager.activeItemIndex,In this.listKeyManager.activeItemIndex,In this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItemIndex,In !this.listKeyManager.activeItem;In if (trigger) {In const from = this.listKeyManager.activeItemIndex!;In this.listKeyManager.activeItemActive();In this.triggerRange(In trigger,In from,In this.listKeyManager.activeItemIndex!,In !!signager.activeItemIndex!
!trigger.isSelected(),\n );\n }\n event.preventDefault();\n return;\n }\n\n if (\n this.multiple &&\n keyCode === END &&\n hasModifierKey(event,
....ctrlKeys) &&In hasModifierKey(event, 'shiftKey')In ) {In const trigger = this.listKeyManager.activeItem;In if (trigger) {In const from = this.listKeyManager.activeItem;In if (trigger) {In const from = this.listKeyManager.activeItemIndex!;In this.listKeyManager.setLastItemActive();In this.triggerRange(In trigger,In from,In
this.listKeyManager.activeItemIndex!,\in !trigger.isSelected(),\n );\n }\n event.preventDefault();\n return;\n }\n\n if (keyCode === SPACE ||
keyCode === ENTER) {In this.triggerOption(this.listKeyManager.activeItem);in event.preventDefault();in return;in }inin const isNavKey =In
keyCode === UP_ARROW ||\n keyCode === DOWN_ARROW ||\n keyCode === LEFT_ARROW ||\n keyCode === RIGHT_ARROW ||\n keyCode
=== HOME ||In 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 in // 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\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\n'* Initialize the key
manager. */in 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
}In In if (this.selectionModel.selected.length) {In Promise.resolve().then(() => this._setNextFocusToSelectedOption());In }In In this.listKeyManager.change.subscribe(() => this._focusActiveOption());In }In In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }In It is.changeDetectorRef.markForCheck();In }
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); In }In this.selectionModel.setSelection(...this._coerceValue(value)); In In this._hasFocus) {In this._setNextFocusToSelectedOption(); In }In }In /** Sets the first selected option as first in the keyboard focus order. */In private
setNextFocusToSelectedOption() {\n // Null check the options since they only get defined after `ngAfterContentlnit`.\n const selected = this.options?.find(option => option.isSelected());\n\n if (selected) {\n this.listKeyManager.updateActiveItem(selected);\n }\n }\n\n \rac{\n** Update the
internal value of the listbox based on the selection model. */In private _updateInternalValue() {In const indexCache = new Map<T, number>();In this.selectionModel.sort((a: T, b: T) => {In const alndex = this._getIndexForValue(indexCache, a);In const bIndex =
this._getIndexForValue(indexCache, b);\n return alndex - 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)) {In index = i;In break;In }In }In cache.set(value, index);In }In return cache.get(value)!;In }InIn /**In * Handle the user
clicking an option.\n * @param option The option that was clicked.\n */\n private_handleOptionClicked(option: CdkOption<T>, event: MouseEvent) {\n event.preventDefault();\n this.listKeyManager.setActiveItem(option);\n if (event.shiftKey && this.multiple) {\n
this.triggerRange(In option,In this._getLastTriggeredIndex() ?? this.listKeyManager.activeItemIndex!,In this.listKeyManager.activeItemIndex!,In !option.isSelected(),In );In } else {In this.triggerOption(option);In }In }InIn /** Verifies that no two options represent the same value under the
compareWith function. */In private _verifyNoOptionValueCollisions() {In this.options.changes.pipe(startWith(this.options), takeUntil(this.destroyed)).subscribe(() => {\n const isEqual = this.compareWith ?? Object.is;\n for (let i = 0; i < this.options.length; i++) {\n}
const option = this options get(i)!; In let duplicate: CdkOption<T> | null = null; In for (let j = i + 1; j < this options length; j++) {In const other =
this.options.get(j)!;\n if (isEqual(option.value, other.value)) {\n duplicate = other;\n break;\n }\n j\n if (duplicate) {\n // TODO(mmalerba): Link to
docs about this. In if (this.compareWith) (In console.warn(in Found multiple CdkOption representing the same value under the given
compareWith function`,\n {\n option1: option.element,\n option2: duplicate.element,\n compareWith: this.compareWith,\n },\n );\n } else {\n
console.warn(`Found multiple CdkOption with the same value`, {In option1: option.element,In option2: duplicate.element,In });In }\n return;In
In the thin the option values are valid. */In private _verifyOptionValues() {In 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.');In }In }In }In In /**In * Coerces a value into an array representing a listbox selection.In * @param value The value to coerceIn *
@return An array\n */\n private _coerceValue(value: readonly T[]) {\n return value == null ? []: coerceArray(value);\n }\n\n /**\n * Get the sublist
*/in private_setPreviousActiveOptionAsActiveOptionOnWindowBlur() {\n this.ngZone.runOutsideAngular(() => {\n fromEvent(window, 'blur')\n
.pipe(takeUntil(this.destroyed))\u00edn .subscribe(() => {\u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00edn \u00
whenever the value of the listbox changes. */inexport interface ListboxValueChangeEvent<T> (in /** The new value of the listbox. */in 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 {\in","/**\n * Generated bundle index. Do not edit.\n */\n\nexports: [....EAPORTED_DECLARATIONS],\in exports: [....EAPORTED_DECLARATIONS],\in exports: [....EAPORTED_DECLARATIONS],\informallian (also continued) and continued index. Do not edit.\n */\n\nexport * from './\index';\n"],\"\names": [],\"\mappings": ";;;;;;;;;;AA2CA;AACA,IAAI,MAAM,GAAG,CAAC,CAAC;AAEf;;;;;;AA0G;AACH,MAAM,qBAAyB,SAAQ,cAAi,IACID,WAC S,CAAA,QAAA,GAAW,KAAK,EACVB,UBAABB,EAC7B,WAAW,GAAG,IAAI,EACIB,WAAUC,EAAA;QAEVC,KAAK,CAAC,IAAI,EAAE,UBAAUB,EAAE, WAAW,EAAE,WAAW,CAAC,CAAC;QALxD,IAAQ,CAAA,QAAA,GAAR,QAAQ,CAAQ;KAMxB;IAEQ,mBAAmB,GAAA;QAC1B,OAAO,IAAI,CAAC,QA AQ,CAAC;KACtB;IAEQ,MAAM,CAAC,GAAG,MAAW,CAAC,GAAG,MAAW,CAAC,GAAG,MAAW,CAAC,GAAG,MAAW,CAAC,CAAC;SACtC;aAAM;AACI,YAAA,OAAO,KAAK,CAAC,QAAQ,CAAC,GAAG,MAAM,CAAC,CAAC;SACtC;aAAM;AACI,YAAA,OAAO,KAAK,CAAC,YAAY,CAAC,GAAG,MAAM,CAAC,CAAC;SACtC;AAC
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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 {inject, Injectable, NgZone, OnDestroy} from '@angular/core';\nimport {Observable, Subject} from 'rxjs';\nimport {filter, shareReplay, takeUntil} from 'rxjs/operators';\n\n/**\n * Handler that logs \"ResizeObserver loop limit exceeded\" errors.\n * These errors are not shown in the Chrome console, so we log them to ensure developers are aware.\n * @param e The error\n */\nconst loopLimitExceededErrorHandler = (e: unknown) => {\n if (e instanceof Error && e.message === 'ResizeObserver loop limit Map<Element, Observable<ResizeObserverEntry[]><); Inln constructor(In I** The box type to observe for resizes. */In private box: ResizeObserverBoxOptions, In) {In if (typeof ResizeObserver!== 'undefined') {In this._resizeObserver = new ResizeObserver(entries => this._resizeSubject.next(entries));\n }\n }\n\n /*\n * Gets a stream of resize events for the given element.\n * @param target The element to observe.\n * @return The stream of resize events for the element.\n */\n observe(target: Element): Observable<ResizeObserverEntry[]> {\n if (!this__elementObservables.has(target)) {\n this__elementObservables.set(\n target,\in new Observable<ResizeObserverEntry[]>(observer => {\n const subscription = this._resizeSubject.subscribe(observer);\n this._resizeObserver?.observe(target, {box: this._box});\n return () => {\n this._resizeObserver?.unobserve(target);\n subscription.unsubscribe();\n this._elementObservables.delete(target);\n };\n }).pipe(in filter(entries => entries.some(entry => entry.target === target)),\n // Share a replay of the last event so that subsequent calls to observe the same element\n // receive initial sizing info like the first one. Also enable ref counting so the\n // element will be automatically unobserved when there are no more subscriptions. In shareReplay({bufferSize: 1, refCount: true}), In takeUntil(this._destroyed), In), In); In } In return this._elementObservables.get(target)!;\n }\n\n /** Destroys this instance. */\n destroy() {\n this._destroyed.next();\n this._destroyed.complete();\n this._resizeSubject.complete();\n this._elementObservables.clear();\n }\n}\n\n\n\n*\n * Allows observing resize events on multiple elements using a shared set of ResizeObserver.\n * Sharing a ResizeObserver instance is recommended for better performance (see\n * https://github.com/WICG/resize-observer/issues/59).\n *\n * Rather than share a single `ResizeObserver`, this class creates one `ResizeObserver` per type\n * of observed box ('content-box', 'border-box', and 'device-pixel-content-box'). This avoids\n * later calls to `observe` with a different box type from influencing the events dispatched to\n * earlier calls.\n */\n@Injectable({\n providedIn: 'root',\n})\nexport class SharedResizeObserver implements OnDestroy {\n /** Map of box type to shared resize observer. */\n private _observers = new Map<ResizeObserverBoxOptions, SingleBoxSharedResizeObserver>();\n\n\n'* The Angular zone. *\n\n\n'private_observer = inject(NgZone);\n\n\ constructor() {\n\ if (typeof ResizeObserver!== 'undefined' && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n\n\n'} this_ngZone.runOutsideAngular() => {\n window.addEventListener('error', loopLimitExceededErrorHandler);\n }\;\n }\n }\n\n gOnDestroy() {\n for (const [, observer] of this._observers) {\n observer.destroy();\n }\n this._observers.clear();\n if (typeof ResizeObserver !== 'undefined' && (typeof ngDevMode === 'undefined' || ngDevMode)) {\n window.removeEventListener('error', loopLimitExceededErrorHandler);\n }\n }\n\n |**\n * Gets a stream of resize events for the given target element and box type.\n * @param target The element to observe for resizes.\n * @param options Options to pass to the `ResizeObserver`\n * @return The stream of resize events for the element.\n */\n observe(target: Element, options?: ResizeObserverOptions): Observable<ResizeObserverEntry[]> {\n const box = options?.box || 'content-box';\n if (!this._observers.has(box)) {\n this._observers.set(box, new SingleBoxSharedResizeObserver(box));\n }\n return this._observers.get(box)!.óbserve(target);\n }\n}\n","/**\n * Generated bundle index. Do not edit.\n */in\nexport * from './index';\n"],"names" ;;;;;àAWA;;;;AAIG;AACH,MAAM,6BAA6B,GAAG,CAAC,CAAU,KAAI;IACnD,IAAI,CAAC,YAAY,KAAK,IAAI,CAAC,CAAC,OAAO,KA ÄK,oCAAoC,EAAE;QAC5E,OAAO,CAAC,KAAK,CACX,CAAA,EAAG,CAAC,CAAC,OAAO,CAA8I,4IAAA,CAAA,CAC3J,CAAC;KACH;AACH,CAAC, CAAC;AAEF;;;AAGG;AACH,MAAM,6BAA6B,CAAA;AAUjC,IAAA,WAAA;;IAEU,IAA8B,EAAA;QAA9B,IAAI,CAAA,IAAA,GAAJ,IAAI,CAA0B;;AAVh AA,OAAO,MAAK;AACV,oBAAA,IAAI,CAAC,eAAe,EAAE,SAAS,CAAC,MAAM,CAAC,CAAC;OBACXC,YAAY,CAAC,WAAW,EAAE,CAAC;AAC3B,oB AAA,IAAI,CAAC,mBAAmB,CAAC,MAAM,CAAC,MAAM,CAAC,CAAC;AAC1C,iBAAC,CAAC;aACH,CAAC,CAAC,IAAI,CACL,MAAM,CAAC,OAAO,I AAI,OAAO,CAAC,IAAI,CAAC,KAAK,IAAI,KAAK,CAAC,MAAM,KAAK,MAAM,CAAC,CAAC;;;;YAIjE,WAAW,CAAC,EAAC,UAAU,EAAE,CAAC,EAAE ,QAAQ,EAAE,IAAI,EAAC,CAAC,EAC5C,SAAS,CAAC,IAAI,CAAC,UAAU,CAAC,CAC3B,CACF,CAAC;SACH;QACD,OAAO,IAAI,CAAC,mBAAmB,C AAC,GAAG,CAAC,MAAM,CAAE,CAAC;KAC9Ć;;IAGD,OAAO,GAAA;AACL,QAAA,IAAI,CAAC,UAAU,CAAC,IAAI,EAAE,CAAC;AACVB,QAAA,IAAI, CAAC,UAAU,CAAC,QAAQ,EAAÉ,CAAC;AAC3B,QAAÁ,IAAI,CAAC,cAAc,CAAC,QAAQ,EAAE,CAAC;AAC/B,QAAA,IAAI,CAAC,mBAAmB,CAAC, KAAK,EAAE,CAAC;KACIČ;AACF,CAAA;AAED;;;;;;;;AASG;MAIU,oBAAoB,CAAÀ;AAÒ/B,IAAA,WAAA,GAAÀ;;AALQ,QAAA,IAAA,CAAA,UAAU, GAAG,IAAI,GAAG,EAA2D,CAAC;;AAGhF,QAAA,IAAA,CAAA,OAAO,GAAG,MAAM,CAAC,MAAM,CAAC,CAAC;AAG/B,QAAA,IAAI,OAAO,cAAc,K AAK,WAAW,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC5F,YAAA,IAAI,CAAC,OAAO,CAAC,IBAAIB,CAAC,MAAK;AACIC,gBA AA,MAAM,CAAC,gBAAgB,CAAC,OAAO,EAAE,6BAA6B,CAAC,CAAC;AACIE,aAAC,CAAC,CAAC;SACJ;KACF;IAED,WAAW,GAAA;QACT,KAĀK, MAAM,GAAG,QAAQ,CAAC,IAAI,IAAI,CAAC,UAAU,EAAE;YAC1C,QAAQ,CAAC,OAAO,EAAE,CAAC;SACpB;AACD,QAAA,IAAI,CAAC,UAAU,CAA C,KAAK,EAAE,CAAC;AACxB,QAAA,IAAI,OAAO,cAAc,KAAK,WAAW,KAAK,OAAO,SAAS,KAAK,WAAW,IAAI,SAAS,CAAC,EAAE;AAC5F,YAAA,M AAA,CAAA,CAAA,EAAA;;kGAEP,oBAAoB,EAAA,UAAA,EAAA,CAAA;kBAHhC,UAAU;AAAC,YAAA,IAAA,EAAA,CAAA;AACV,oBAAA,UAAU,EAA E,MAAM;AACnB,iBAAA,CAAA;;;ACIGD;;AAEG;;;"}

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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 {\njectable, 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 hasVBBreakIterator: boolean;\n\n// We need a try/catch around the reference to `\int\`, 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 {\ln 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. */In EDGE: boolean = this.isBrowser && /(edge)/i.test(navigator.userAgent);InIn /** 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.in /** Whether the current rendering engine is Blink. */In 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 &&ln /AppleWebKit/i.test(navigator.userAgent) &&ln !this.BLINK &&ln !this.EDGE &&ln !this.TRIDENT;lnln /** Whether the
current platform is Apple iOS. */ln IOS: boolean =\n this.isBrowser && /iPad|iPhone|iPod/.test(navigator.userAgent) && !('MSStream' in window);\n\n // It's difficult to detect the plain Gecko engine, because most of the browsers identify\n // them self as Gecko-like browsers and
modify the userAgent's according to that.\n // Since we only cover one explicit Firefox case, we can simply check for Firefox\n // instead of having an unstable check for Gecko.\n /** Whether the current browser is Firefox. */\n FIREFOX: boolean = this.isBrowser &&
/(firefox|minefield)/i.test(navigator.userAgent);\n\n /** Whether the current platform is Android. */\n // Trident on mobile adds the android
platform to the userAgent to trick detections.\in ANDROID: boolean = this.isBrowser && /android/i.test(navigator.userAgent) &&
this.TRIDENT;\n\n // Safari browsers will include the Safari keyword in their 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 beln * 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\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 \text{ln | / Result is cached.\n if (supportedInputTypes) {\n return supportedInputTypes;\n }\n\ / \n \text{ln | / 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 | / \text{just a helper function and can't inject it.\n if (typeof document !== 'object' || !document) {\n}
supportedInputTypes = new Set(candidateInputTypes);\n return supportedInputTypes;\n \\n\n let featureTestInput =
document.createElement('input');\n supportedInputTypes = new Set(\n candidateInputTypes.filter(value => {\n
featureTestInput.setAttribute('type', value);\n return featureTestInput.type === value;\n }),\n };\n\n return supportedInputTypes;\n}\n","/**\n *
@license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Cached result of whether the user's browser supports passive event listeners.
 */Inlet supportsPassiveEvents: boolean;In\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 return supportsPassiveEvents;\n}\n\n/**\n * Normalizes an `AddEventListener` object to something
that can be passed n * to `add Event Listener` on any browser, no matter whether it supports the <math>n * `options` parameter. In * options` parameter in * options` parameter. In * options` parameter in * options` parameter. In * options` parameter in * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter. In * options` parameter.
                                                                                                                                                                                                @param options
Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n):
LICENSE file at https://angular.io/licenseln*/lnln/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.

*/\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all
the way right.\n */\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
*/In INVERTED.\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) {In
scrollBehaviorSupported = true;\n } else {\n // At this point we have 3 possibilities: `scrollTo` isn't supported at all, it's\n // supported but it
doesn't handle scroll behavior, or it has been polyfilled.\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.
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 shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM.
*/Inexport function _supportsShadowDom(): boolean {\n if (shadowDomlSsupported == null) {\n const head = typeof document!== 'undefined' ? document.head : null;\n shadowDomlsSupported =!!(head && ((head as any).createShadowRoot || head.attachShadow));\n }\n\n return shadowDomlsSupported;\n\n\n** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. *\nexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode =
```

element.getRootNode ? element.getRootNode() : null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n }\n \n\n\n\return null;\n\n\n/\n\return null;\n\n\n\n\return \cdot\n\otimes \text{de currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n *\n\n\export function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null;\n\n\ while (activeElement && activeElement.shadowRoot) {\n const newActiveElement = activeElement as HTMLElement | null;\n\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null;\n\n\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\return | null\n\retur

;;;;AAWA;AACA;AACA,IAAI,kBAA2B,CAAC;AAEhC;AACA;AACA;AACA;AACA;AACA,IAAI;IACF,kBAAkB,GAAG,OAAO,IAAI,KA ÃK,WAAW,ĨAAK,ĨÁAY,CAAC,eAAe,CAAC;AACpF,CAAC;AAAC,MAAM;IACN,kBAAKB,GAAG,KAAK,CAAC;AAC7B,CAAC;AAED;;;AAGG;MAEU,Q AAQ,CAAA;AAuDnB,IAAA,WAAA,CAAyC,WAAmB,EAAA;QAAnB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAQ;;;;;QAID5D,IAAS,CAAA,SAAA,GAAY,I D,IAAI,CAAC,SAAS,IAAI,KBAAKB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,EAAE,UAAU,IAAI,MAAM,CAAC,CAAC;;;;;;AAO5F,QAAA,IAA AA,IAÁA,CAÁA,IÁAA,GÁAA,EÁAA,ĆAAA,KBAAÁ,CAÁA,EAÁA,UAÁA,EAÁA,QAAA,EAÁA,OÁAA,ÉAAA,ÉAAA,ÉAAA,ÉAAA,EÁAA,EAÁA,EAÁA,I AA,IAAA,EAAA,QAAQ,cADI,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,QAAQ,EAAA,UAAA,EAAA,CAAA;kBADpB,UAAU;mBAAC,EAAC,UAAU, EAAE,MAAM,EAAC,CAAA;;0BAwDjB,MAAM;2BAAC,WAAW,CAAA;;;MC3EpB,cAAc,CAAA;qHAAd,cAAc,EAAA,IAAA,EAAA,EAAA,MAAA EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA;SHAAd,cAAc,EAAA,CAAA,CAAA,EAAA;SHAAd,cAAc,EAAA,CAAA,CAAA,EA AA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAD1B,QAAQ;mBAAC,EAAE,CAAA;;;ACFZ;AACA,IAAI,mBAAgC,CAAC;AAErC;AACA,MAAM,mB AAmB,GAAG;;;;;IAK1B,OAAO;IACP,QAAQ;IACR,UAAU;IACV,MAAM;IACN,gBAAgB;IAChB,OAAO;IACP,MAAM;IACN,QAAQ;IACR,OAAO;IACP,O OAAO,qBAAqB,CAAC,IAAI,KAAK,KAAK,CAAC;KACxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAmB,CAAC;AAC7B;;ACzDA;AACA,IAAI,qB AA8B,CAAC;AAEnC;;;AAGG;SACa,6BAA6B,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;AACIE,QAAA,IAAI;A ACF,YAAA,MAAM,CAAC,gBAAgB,CACrB,MAAM,EACN,IAAK,EACL,MAAM,CAAC,CAAC,CAAC,EAAE,EAAE,SAAS,EAAE;gBACnC,ĞAAG,EAAE, OAAO,qBAAqB,GAAG,IAAI,CAAC;AAC1Ć,aAAA,CAAC,CACH,CAAC;SACH;gBAAS;AACR,YAAA,qBAAqB,GAAG,qBAAqB,IAAI,KAAK,CAAC;S ACxD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAgC,EAAA;AAEhC,IAAA,OAA O,6BAA6B,EAAE,GAAG,OAAO,GAAG,CAAC,CAAC,OAAO,CAAC,OAAO,CAAC;AACvE;;ACnCA;IACY,kBAgBX;AAȟBD,CAAA,UAAY,iBAAiB,EA AA;AAC3B;;;AAGG;AACH,IAAA,IBAAA,CAAA,IBAAA,CAAA,QAAA,CAAA,GAAA,CAAA,GAAA,QAAM,CAAA;AACN;;;AAGG;AACH,IAAA,I BAAA,CAAA,IBAAA,CAAA,SAAA,CAAA,GAAA,CAAA,CAAA,ĞAAA,SAAO,CAAA;AACP;;;AAGG;AACH,IAAA,IBAAA,CAAA,IBAAA,CAAA,UAAA, CAAA,GAAA,CAAA,CAAA,GAAA,UAAQ,CAAA;AACV,CAAC,EAhBW,iBAAiB,KAAjB,iBAAiB,GAgB5B,EAAA,CAAA,CAAA,CAAA;AAED;AACA,IA AI,IBAAgD,CAAC;AAErD;AACA,IAAI,uBAA4C,ĆAAC;AAEjD;SACgB,SBAASB,GAAA;AACpC,IAAA,IAAI,uBAAuB,IAAI,IAAI,EAAE;;;;AAGnC,QAA A,IAAI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,IAAI,OAAO,OAAO,KAAK,UAAU,IAAI,CAAC,OAAO,EAAE;YAC1F,uBAAuB,GAAG,KAAK,CA ,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AACtD,QAAA,MAAM,cAAc,GAAG,eAAe,CAAC,KAAK,CAAC;AAC7C,QAAA,eAAe,CAAC,G AAG,GAAG,KAAK,CAAC;AAC5B,QAAA,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;AAC7B,QAAA,cAAc,CAAC,QAAQ,GAAG,MAAM,CAAC;AACjC, O, AAC, CAAC AAU,CAAC;QAErC,MAAM,OAAO,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC9C,QAAA,MAAM,YAAY,GAAG,OAAO,CAAC,KAAK,C AAC;AACnC,QAAA,YAAY,CAAC,KAAK,GÀAG,KAAK,CAAC;AAC3B,QAAA,YAAY,CAAC,MAAM,GAAG,KAAK,CAAC;AAE5B,QAAA,eAAe,CAAC, WAAW,CAAC,OAAO,CAAC,CAAC;AACrC,QAAA,QAAQ,CAAC,IAAI,CAAC,WAAW,CAAC,eAAe,CAAC,CAAC;AAE3C,QAAA,IBAAIB,GAAG,IBAAI B,CAAC,MAAM,CAAC;;;;AAK7C,QAAA,IAAI,eAAe,CAAC,UAAU,KAAK,CAAC,EAAE;;;;AAKpC,YAAA,eAAe,CAAC,CAAU,GAAG,CAAC,CAAC;YA C/B,iBAAiB;AACf,gBAAA,eAAe,CAAC,UAAU,KAAK,CAAC,GAAG,iBAAiB,CAAC,OAAO,GAAG,iBAAiB,CAAC,QAAQ,CAAC;SAC7F;QAED,eAAe, CAÁC,MAAM,EAÁĚ,CAAĆ;KAC1B;AAĆD,IAÁA,OAÁO,IBÁÁIB,CAÁC;AAĆ3B;;AĆzGA,IÁAI,oBÁA6B,CÁAC;AÁÈIC;ŠACgB,kBAAkB,ĞAAÁ;AAĆh C,IAAA,IAAI,0BAA0B,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,OAAO,QAAQ,KAAK,WAAW,GAAG,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC ;AACpE,QAAA,0BAA0B,GAAG,CAAC,EAAE,IAAI,KAAM,IAAY,CAAC,gBAAgB,IAAI,IAAI,CAAC,YAAY,CAAC,CAAC,CAAC;KAC1F;AAED,IAAA,OA AO,0BAA0B,CAAC;AAC9B,CAAC;AAED;AACM,SAAU,0AA0,CAAC,OAA0B,EAAA;IACjD,IAAI,kBAAkB,EAAE,EAAE;AACxB,QAAA,MAAM,QAA S;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,CAAC,CAAC,IAAI,CAAC;;SAEtc,O AAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACZC;AACJ;;ACxBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\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 \n'\" does not conform to the required format.\n // The format is \n"#rrggbb\" where rr, gg, bb are two-digit hexadecimal numbers.\n 'color',\n 'button',\n 'checkbox',\n 'datet',\n 'datetime-local',\n 'email',\n 'file',\n 'hidden',\n 'image',\n 'month',\n 'n 'unmber',\n 'password',\n 'radio',\n 'range',\n 'reset',\n 'search',\n 'submit',\n 'tel',\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

```
Inn // 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.
Object to be normalized.\n */\nexport function normalizePassiveListenerOptions(\n options: AddEventListenerOptions,\n):
AddEventListenerOptions | boolean {\n return supportsPassiveEventListeners() ? options : !!options.capture;\n}\n","/**\n * @license\n *
Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.
*/\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all the way right.\n */\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way
right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
*/In INVERTED,\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', becauseln // some projects stub out the global 'document' during SSR which can throw us off.\n if (typeof document !== 'object' || !document || !== 'function' || !Element || n scrollBehaviorSupported = false\\n return scrollBehaviorSupported\\n\\n\\/\n |/ |f the
element can have a `scrollBehavior` style, we can be sure that it's supported.\in if ('scrollBehavior' in document.documentElement!.style) {In scrollBehaviorSupported = true;\in } else {\in // At this point we have 3 possibilities: `scrollTo` isn't supported at all, it's\in // supported but it
doesn't handle scroll behavior, or it has been polyfilled. In const scrollToFunction: Function | undefined = Element.prototype.scrollTo;In/n if (scrollToFunction) {In // We can detect if the function has been polyfilled by calling `toString` on it. Native\n // functions are obfuscated using
 [native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function.
Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native
code||]|\s*|\}/.test(scrollToFunction.toString());\n } else {\n scrollBehaviorSupported = false;\n }\n }\n }\n }\n }\n }\n return
scrollBehaviorSupported;\n\\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n *
Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */\nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't
check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return
RtIScrollAxisType.NORMAL;In }In\n if (rtIScrollAxisType == null) {In // Create a 1px wide scrolling container and a 2px wide content element.In
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 anin // 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 shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM.
*/\nexport function _supportsShadowDom(): boolean {\n if (shadowDomlsSupported == null) {\n const head = typeof document !== 'undefined'
? document.head : null;\n 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
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 *
@licenseln * Copyright Google LLC All Rights Reserved.ln *\n * Use of this source 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":
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AA,IAÁA,EÁAA,QÁAQ,cÁDI,MAÁM,EÁÁA,CAÁA,CAAÁ,EAAÁ;;kGÁCIB,QÁAQ,EÁĀA,UÁAA,EÁAA,CÁAA;kBADpB,UAAÚ;mBAÁC,EAÁC,UAÁU,
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AI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;AAC7C,QAAA,mBAAmB,GAAG,IAAI,GAAG,CAAC,mBAAmB,CAAC,CAAC;AACnD,QAA A,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;KACxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAmB,CAAC;AAC7B;;ACzDA;AACA,IAAI,qB AA8B,CAAC;AAEnC;;;AAGG;SACa,6BAA6B,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;AACIE,QAAA,IAAI;A ACF,YAAA,MAAM,CAAC,gBAAgB,CACrB,MAAM,EACN,IAAK,EACL,MAAM,CAAC,CAAC,CAAC,EAAE,EAAE,SAAS,EAAE;gBACnC,ĞAAG,EAAE, OAAO,qBAAqB,GAAG,IAAI,CAAC;AAC1C,aAAA,CAAC,CACH,CAAC;SACH;gBAAS;AACR,YAAA,qBAAqB,GAAG,qBAAqB,IAAI,KAAK,CAAC;S олао, увлачо, узлач, или, олао, дана, сал CAAA,GAAA,CAAA,GAAA,UAAQ,CAAA;AACV,CAAC,EAhBW,iBAAiB,KAAjB,iBAAiB,GAgB5B,EAAA,CAAA,CAAA,CAAA;AAED;AACA,IA AI,iBAAgD,CAAC;AAErD;AACA,IAAI,uBAA4C,CAAC;AAEjD;SACgB,sBAAsB,GAAA;AACpC,IAAA,IAAI,uBAAuB,IAAI,IAAI,EAAE;;;AAGnC,QAA A,ÍAAI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,ÍAAI,OAAO,ŎAAO,KAAK,UAAÚ,IAAI,CAAC,OAAO,EAAE;YAC1F,uBAAuB,GÁAG,KAAK,CA AC;AAChC,YAAA,OAAO,uBAAuB,CAAC;SAChC;;QAGD,IAAI,gBAAgB,IAAI,QAAQ,CAAC,eAAgB,CAAC,KAAK,EAAE;YACvD,uBAAuB,GAAG,IA AI,CAAC;SAChC;aAAM;;;AAGL,YAAA,MAAM,gBAAgB,GAAyB,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC;YAE1E,IAAI,gBAAgB,EAAE;;;;;gBAKpB, uBAAuB,GAAG,CAAC,2BAA2B,CAAC,IAAI,CAAC,gBAAgB,CAAC,QAAQ,EAAE,CAAC,CAAC;aAC1F;iBAAM;gBACL,uBAAuB,GAAG,KAAK,CAA C;aACjC;SACF;KACF;AAED,IAAA,OAAO,uBAAuB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,oBAAoB,GAAA;;IAEIC,IAAI,OAAO,QAAQ,KAAK,Q AAQ,IAAI,CAAC,QAAQ,EAAE;QAC7C,OAAO,iBAAIB,CAAC,MAAM,CAAC;KACjC;AAED,IAAA,IAAI,IBAAIB,IAAI,IAAI,EAAE;;QAE7B,MAAM,eAAe ,GAÃG,QÀAQ,CÀĂC,aÃAa,CAÁC,KAÁK,CAÁC,CAAĆ;AACtĎ,QAAÁ,MAAM,CAÁC,GAAG,eAAé,CAÁC,KAAK,CAÁC;ÁAC7Ć,QÃAA,eÁAe,CÁAC,G AAG,GAAG,KAAK,CAAC;AAC5B,QAAA,cAAC,CAAC,KAAK,GAAG,KAAK,CAAC;AAC7B,QAAA,cAAC,CAAC,QAAQ,GAAG,MAAM,CAAC;AACJC, QAAA,cAAC,CAAC,UAAU,GAAG,QAAQ,CAAC;AACrC,QAAA,cAAC,CAAC,AAAG,GAAG,MAAM,CAAC;AACtC,QAAA,cAAC,CAAC,QAAQ,GAAG,U AAU,CAAC;QAErC,MAAM,OAAO,GAAG,QAAQ,CAAC,AAAA,CAAC,KAAK,CAAC,CAAC;AAC9C,QAAA,MAAM,YAAY,GAAG,OAAO,CAAC,KAAK,C CAAC,MAAM,EAAE,CAAC;KAC1B;AACD,IAAA,OAAO,IBAAIB,CAAC;AAC3B;;ACzGA,IAAI,oBAA6B,CAAC;AAEIC;SACgB,kBAAkB,GAAA;AACh C,IAAA,IAAI,OBAAOB,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,OAAO,QAAQ,KAAK,WAAW,GAAG,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC;AACpE,QAAA,oBAAOB,GAAG,CAAC,EAAE,IAAI,KAAM,IAAY,CAAC,gBAAgB,IAAI,IAAI,CAAC,YAAY,CAAC,CAAC;CAAC;KAC1F;AAED,IAAA,OA ÁO,0BAÃOB,CAAC;AAC9B,CAAC;AAED;AACM,SAAU,CAAC,CAAC,OAAOB,EAAA;IACjD,IAAI,kBAAkB,EAAE,EAAE;AACxB,QAAA,MAAM,QAA Q,GAAG,OAAO,CAAC,WAAW,GAAG,OAAO,CAAC,WAAW,EAAE,GAAG,IAAÍ,CAAC;;;QAÍþE,IAAI,OAAÓ,UAAÚ,KAAK,WAAW,ÌAAI,ÚAAU,IAÀI,QA ĂQ,YAAY,UAAU,EAAE;AACrF,YAAA,OAAO,QAAQ,CAAC;SACjB;KACF;AAED,IAAA,OAAO,IAAI,CAAC;AACd,CAAC;AAED;;;AAGG;SACa,ICAAI C,ĞAAA;AAC/C,IAAA,IAAI,aAAa,GACf,OAAŌ,QAĀQ,KAAK,WAAW,IAAI,QAAQ;UACtC,QAAQ,CAAC,aAAoC;UAC9C,IAAI,CAAC;AAEX,IAAA,OA AO,aAAa,IAAI,aAAa,CAAC,UAAU,EAAE;AAChD,QAAA,MAAM,gBAAgB,ĞAAĞ,aAAa,CAAC,ÜAAU,CAAC,aAAmC,CAAC;AACtF,QAAA,IAAI,gBA AgB,KAAK,aAAa,EAAE;YACtC,MAAM;SACP;aAAM;YACL,aAAa,GAAG,gBAAgB,CAAC;SACIC;KACF;AAED,IAAA,OAAO,aAAa,CAAC;AACvB,C AAC;AAED;AACM,SAAU,eAAe,CAAWB,KAAY,EAAA;;;IAGjE,QAAQ,KAAK,CAAC,YAAY,GAAG,KAAK,CAAC,YAAY,EAAE,CAAC,CAAC,CAAC,GA AG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAKB,GAAA;;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAAK,WAAW,IAAI,CAAC,CAAC,SAA S;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,CAAC,CAAC,IAAI,CAAC;;SAEtC,O AAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACzC;AACJ;;ACxBA;;AAEG;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\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 In // 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 mathematical notation of the browser.}) featureTestInput.setAttribute("type", value);\n return featureTestInput.type === value;\n }),\n);\n\n return supportedInputTypes;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** Cached result of whether the user's browser supports passive event listeners. */Inlet supportsPassiveEvents: boolean;In\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 {In 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. 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 /\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\\n if it should be a scroll to (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 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. | scrollContainer.scrollLeft = 1;\n rt|ScrollAxisType =\n scrollContainer.scrollLeft === 0 ? Rt|ScrollAxisType.NEGATED :
RtlScrollAxisType.INVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtlScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM.
*/Inexport function _supportsShadowDom(): boolean {In if (shadowDomlsSupported == null) {In const head = typeof document !== 'undefined' ? document.head : null;In shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));In }InIn return
shadowDomlsSupported;\n\\\n\r* Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode =
element.getRootNode ? element.getRootNode() : null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode
instanceof ShadowRoot) {In return rootNode; in }In }In In return null; in In * Gets the currently-focused element on the page while In * also
piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let
activeElement =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null)\n : null;\n\n while
(activeElement && activeElement.shadowRoot) {In const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement |
null;\n if (newActiveElement === activeElement) {In break;\n } else {\n activeElement = newActiveElement;\n }\n }\n\n return
we have to use `composedPath` instead.in return (event.composedPath? event.composedPath()[0]: event.target) as T | null;\n\\n\","*\n* \
@license\n* Copyright Google LLC All Rights Reserved.in *\n* Use of this source code is governed by an MIT-style license that can be\n* found in the LICENSE file at https://angular.io/license\n*/\n\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\ // to the count of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the global state of the glo
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
from './index';\n"],"names"
                               .;;;AAWA;AACA;AACA,IAAI,kBAA2B,CAAC;AAEhC;AACA;AACA;AACA;AACA;AACA,IAAI;IACF,kBAAkB,GAAG,OAAO,IAAI,KA
```

[],"mappings" ÃK, WAAW, IAAK, IAAY, CAAC, eAAe, CAAC, AACPF, CAAC, AAAC, MAAM; IACN, kBAAKB, GAAG, KAAK, CAAC; AAC7B, CAAC; AAED;;; AAGG; MAEU, Q AAQ,CAAA;AAuDnB,IAAA,WAAA,CAAyC,WAAmB,EAAA;QAAnB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAQ;;;;;QAID5D,IAAS,CAAA,SAAA,GAAY,I AAI,CAAC,WAAW;AACnC,cAAE,iBAAiB,CAAC,IAAI,CAAC,WAAW,CAAC;cACnC,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,CAAC,QAAQ,CAAC;;A SAAS;AACd,YAAA,CAAC,EAAG,MAAc,CAAC,MAAM,IAAI,kBAAkB,CAAC;YAChD,OAAO,GAAG,KAAK,WAAW;YAC1B,CAAC,IAAI,CAAC,IAAI;YA CV,CÁAC,IAÁI,CAÁC,OAÁO,CAÁC;;;;QÁKhB,ÍAAM,CÁAA,MAAA,GÁCJ,IÁAI,CAAĆ,SAAŚ;AACd,YAAA,cAAc,ĆAAC,IÁAI,CAÁC,SÁAS,CÁAC,SA AS,CAAC;YACXC,CAAC,IAAI,CAAC,KÁAK;YACX,CÁAC,IAAI,CAAC,IAAI;YACV,CAAC,IAAI,CAAC,OAAO,CAAC;;QAGhB,IAAG,CAAA,GAAA,GAC AA,IAÁA,EÁAA,QÁAQ,cÁDI,MAÁM,EÁÁA,CAÁA,CAÁÁ,EAAÁ;;kGÁCIB,QÁAQ,EÁĀA,UÁAA,EÁAA,CÁAA;kÉADpB,UAAÚ;mBAÁC,EAÁC,UAÁU, EAAE,MAAM,EAAC,CAAA;;0BAwDjB,MAAM;2BAAC,WAAW,CAAA;;;MC3EpB,CAAC,CAAA;qHAAd,CAAC,EAAA,IAAA,EAAA,EAAA,MAAA EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,SHAAd,cAAc,EAAA,CAAA,CAAA,EAAA;SHAAd,cAAc,EAAA,CAAA,CAAA,EA AA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAD1B,QAAQ;mBAAC,EAAE,CAAA;;;ACFZ;AACA,IAAI,mBAAgC,CAAC;AAErC;AACA,MAAM,mB AAmB,GAAG;;;;;IAK1B,OAAO;IACP,QAAQ;IACR,UAAU;IACV,MAAM;IACN,gBAAgB;IAChB,OAAO;IACP,MAAM;IACN,QAAQ;IACR,OAAO;IACP,O AAO;IACP,QAAQ;IACR,UAAU;IACV,OAAO;IACP,OAAO;IACP,OAAO;IACP,QAAQ;IACR,QAAQ;IACR,KAAK;IACL,MAAM;IACN,MAAM;IACN,KAAK ;IACĹ,MAÁŇ;CAČP,CAÁC;AAEF;SÁCgB,sBAAsB,GAAÁ;;IAÉpC,IAÁI,mBÁAmB,EAAE;ĂACVB,QAÁA,OAÁO,mBAAmB,CAAĆ;KAC5B;;;;IÁKD,IA AI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;AAC7C,QAAA,mBAAmB,GAAG,IAAI,GAAG,CAAC,mBAAmB,CAAC,CAAC;AACnD,QAA A,ÓAAO,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;KACxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAMB,CAAC;AACF;;ACZDA;AACA,IAAI,AA AA8B,CAAC;AAEnC;;;AAGG;SACa,6BAA6B,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;AACIE,QAAA,IAAI;A ACF,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;gBAAS;AACR,YAAA,qBAAqB,GAAG,qBAAqB,IAAI,KAAK,CAAC;S ACXD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAgC,EAAA;AAEhC,IAAA,OAA O,6BAA6B,EAAE,GAAG,OAAO,GAAG,CAAC,CAAC,OAAO,CAAC,OAAO,CAAC;AACVE;;ACnCA;IACY,kBAgBX;AAhBD,CAAA,UAAY,iBAAIB,EA AA;AAC3B;;;AAGG;AACH,IAAA,IBAAA,CAAA,IBAAA,CAAA,QAAA,CAAA,GAAA,CAAA,CAAA,GAAA,QAAM,CAAA;AACN;;;AAGG;AACH,IAAA,I BAAA,CAAA,IBAAA,CAAA,SAAA,CAAA,GAAA,CAAA,CAAA,GAAA,SAAO,CAAA;AACP;;;AAGG;AACH,IAAA,IBAAA,CAAA,IBAACA,IA AI,iBAAgD,CAAC;AAErD;AACA,IAAI,uBAA4C,CAAC;AAEjD;SACgB,sBAAsB,GAAA;AACpC,IAAA,IAAI,uBAAuB,IAAI,IAAI,EAAE;;;AAGnC,QAA A,IAAI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,IAAI,OAAO,ŎAAO,KAAK,UAAU,IAAI,CAAC,OAAO,EAAE;YAC1F,uBAAuB,GAAG,KAAK,CA AC;AAChC,YAAA,OAAO,uBAAuB,CAAC;SAChC;;QAGD,IAAI,gBAAgB,IAAI,QAAQ,CAAC,eAAgB,CAAC,KAAK,EAAE;YACvD,uBAAuB,GAAG,IA AI,CAAC;SAChC;aAAM;;;AAGL,YAAA,MAAM,gBAAgB,GAAyB,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC;YAE1E,IAAI,gBAAgB,EAAE;;;;;gBAKpB, uBAAuB,GAAG,CAAC,2BAA2B,CAAC,IAAI,CAAC,gBAAgB,CAAC,QAAQ,EAAE,CAAC,CAAC;aAC1F;iBAAM;gBACL,uBAAuB,GAAG,KAAK,CAA C;aACjC;SACF;KACF;AAED,IAAA,OAAO,uBAAuB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,oBAAoB,GAAA;;IAEIC,IAAI,OAAO,QAAQ,KAAK,Q AAQ,IAAI,CAAC,QAAQ,EAAE;QAC7C,OAAO,IBAAIB,CAAC,MAAM,CAAC;KACJC;AAED,IAAA,IAAI,IBAAIB,IAAI,IAAI,EAAE;;QAE7B,MAAM,eAAe ,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AACtD,QAAA,MAAM,CAAC,GAAG,eAAe,CAAC,KAAK,CAAC;AAC7C,QAAA,eAAe,CAAC,G 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Q,GAAG,OAAO,CAAC,WAAW,GAAG,OAAO,CAAC,WAAW,EAAE,GAAG,IAAÍ,CAAC;;;QAÍþE,IAAI,OAAÓ,UAAÚ,KAAK,WAAW,ÌAAI,ÚAAU,IAÀI,QA ĂQ,YAAÝ,UAAU,EAAE;AACrF,YAAA,OAAO,QAAQ,CAAC;SACjB;KACF;AAED,IAAA,ÔĂAO,IAAI,CAAC;AACd,CAAC;AAED;;;AAGG;SACa,iCAĂi C,ĞAAA;AAC/C,IAAA,IAAI,aAAa,GACf,OAAŌ,QAAQ,KAAK,WAAW,IAAI,QAAQ;UACtC,QAAQ,CAAC,aAAoC;UAC9C,IAAI,CAAC;AAEX,IAAA,OA AO,aAAa,IAAI,aAAa,CAAC,UAAÚ,EAAE;AAChĎ,QAÄA,MAAM,gBAAgB,ĞAAĞ,aAAa,CÄAC,ŬAAU,CAAC,aAAmC,CAAC;AACtF,QAAA,IAAI,gBA AgB,KAAK,aAAa,EAAE;YACtC,MAAM;SACP;aAAM;YACL,aAAā,GAAĞ,gBAAgB,CAAC;SACIC;KACF;AAED,IAAA,OAAO,aAAa,CAAC;AACvB,C AĂC;AAED;AACM,SAAU,eAAe,CAAWB,KAAY,EAAA;;;IAGjE,QAAQ,KAĀK,CAĀC,YAAY,GAAG,KAAK,CAAC,YAAY,EAAE,CAAC,CAAC,CAAC,GA AG,KAAK,CAAC,MAAM,EAAc;AACnF;;ACtDA;SACgB,kBAAkB,GAAA;;;;;IAKhC;;IAEE,CAAC,OAAO,SAAS,KAAK,WAAW,IAAI,CAAC,CAAC,SAA S;;SAE/C,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,CAAC,OAAO,CAAC;;SAE5C,OAAO,IAAI,KAAK,WAAW,IAAI,CAAC,CAAC,IAAI,CAAC;;SAEtC,O AAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACZC;AACJ;;ACxBA;;AAEG;;;'"}

```
Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/n** Cached result of whether the user's browser supports passive event listeners. */\n\let 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
{In if (supportsPassiveEvents == null && typeof window!== 'undefined') {In try {In window.addEventListener(In 'test',In null!,In Object.defineProperty({}, 'passive', {In get: () => (supportsPassiveEvents = true),In }),In };In }; finally {In supportsPassiveEvents = supportsPassiveEvents || false;In }In }In return supportsPassiveEvents;In}InIn!**In * Normalizes an `AddEventListener` object to something that can be passedIn * to `addEventListener` on any browser, no matter whether it supports theIn * `options` parameter.In * @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.in *In * Use of this source code is governed by an MIT-style license that can bein * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages.
*/\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all
the way right.\n */\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way
right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n
*/In INVERTED,\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 {In if (scrollBehaviorSupported == null) {In // 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
[native code]`, whereas if it was overwritten we'd get\n // the actual function source. Via https://davidwalsh.name/detect-native-function.
Consider\n // polyfilled functions as supporting scroll behavior.\n scrollBehaviorSupported = !/\\{\\s*\\[native
code\\]\\s*\\\/.test(scrollToFunction.toString());\in } else {\n scrollBehaviorSupported = false;\n }\n }\n }\n }\n return
scrollBehaviorSupported;\n\\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n *
Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't
check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return
RtlScrollAxisType.NORMAL;\n \\n\n if (rtlScrollAxisType == null) \\n // Create a 1px wide scrolling container and a 2px wide content element.\n
const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n
containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents = 'none';\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'rein // dealing with one of the other two types of browsers.in 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:|NVERTED;\n }\n\n scrollContainer.remove();\n }\n return rtlScrollAxisType;\n}\n","/**\n * @license\n * Copyright Google LLC
All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM
*/\nexport function _supportsShadowDom(): boolean {\n if (shadowDomlsSupported == null) {\n const head = typeof document !== 'undefined'
? document.head : null;\n shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\n }\n\n return
shadowDomIsSupported;\n\\n\n/** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport
function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode =
element.getRootNode? element.getRootNode(): null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams
have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n }\n\n return null;\n\n\n/**\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n *\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let
activeElement =\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 h\n return
activeElement;\n }\n h\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 *
@licenseln * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport
function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n //
for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like
Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof
  :='undefined' && !!__karma__) ||\n // @ts-ignore\n (typeof jasmine !== 'undefined' && !!jasminé) ||\n // @ts-ignore\n (typeof jest !== 'undefined'
&& !!jest) ||\n // @ts-ignore\n (typeof Mocha !== 'undefined' && !!Mocha)\n );\n}\n","/**\n * Generated bundle index. Do not edit.\n */\n\nexport
from './index';\n"],"names"
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D,IAAI,CAAC,SAAS,IAAI,kBAAkB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,EAAE,UAAU,IAAI,MAAM,CAAC,CAAC;;;;;;AAO5F,QAAA,IAA
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Copyright @ Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/** The possible ways the browser may handle the horizontal scroll axis in RTL languages. */\nexport enum RtlScrollAxisType {\n /**\n * scrollLeft is 0 when scrolled all the way left and (scrollWidth - clientWidth) when scrolled\n * all the way right.\n */\n NORMAL,\n /**\n * scrollLeft is -(scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */\n NEGATED,\n /**\n * scrollLeft is (scrollWidth - clientWidth) when scrolled all the way left and 0 when scrolled\n * all the way right.\n */In 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 | document | Typeor Element :-- function | | Element | Air Scrollbehavior | Tunction | | Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor Element | Hypeor El [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 codel\|\ls*\\\\.test(scrollToFunction.toString());\n \ else \n scrollBehaviorSupported = false;\n \\n \\n \\n \\n return scrollBehaviorSupported;\n\\n\n/**\n * Checks the type of RTL scroll axis used by this browser. As of time of writing, Chrome is NORMAL,\n * Firefox & Safari are NEGATED, and IE & Edge are INVERTED.\n */nexport function getRtlScrollAxisType(): RtlScrollAxisType {\n // We can't check unless we're on the browser. Just assume 'normal' if we're not.\n if (typeof document !== 'object' || !document) {\n return RtlScrollAxisType.NORMAL;\n }\n\n if (rtlScrollAxisType == null) {\n // Create a 1px wide scrolling container and a 2px wide content element.\n const scrollContainer = document.createElement('div');\n const containerStyle = scrollContainer.style;\n scrollContainer.dir = 'rtl';\n containerStyle.width = '1px';\n containerStyle.overflow = 'auto';\n containerStyle.visibility = 'hidden';\n containerStyle.pointerEvents = 'none';\n containerStyle.position = 'absolute';\n\n const content = document.createElement('div');\n const contentStyle = content.style;\n contentStyle.width = '2px';\n contentStyle.height = '1px';\n\n scrollContainer.appendChild(content);\n document.body.appendChild(scrollContainer);\n\n rtlScrollAxisType = RtlScrollAxisType.NORMAL;\n\n // The viewport starts scrolled all the way to the right in RTL mode. If we are in a NORMAL\n // browser this would mean that the scrollLeft should be 1. If it's zero instead we know we're\n // dealing with one of the other two types of browsers.\n if (scrollContainer.scrollLeft === 0) \\n / \n \ / \n \ \n \text{N in a NEGATED browser the scrollLeft} is always somewhere in [-maxScrollAmount, 0]. For anin // INVERTED browser it is always somewhere in [0, maxScrollAmount]. We can determine which by\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 shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Shadow DOM. */\nexport function _supportsShadowDom(): boolean {\n if (shadowDomlsSupported == null) {\n const head = typeof document !== 'undefined' ? document.head : null;\n shadowDomlsSupported = !!(head && ((head as any).createShadowRoot || head.attachShadow));\n }\n\n return shadowDomIsSupported;\n}\n\n/** Gets the shadow root of an element, if supported and the element is inside the Shadow DOM. */\nexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {\n if (_supportsShadowDom()) {\n const rootNode = element.getRootNode? element.getRootNode(): null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n }\n\n return null;\n}\n\n/**\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null)\n : null;\n\n while $(active Element \& active Element.shadow Root) {In const new Active Element = active Element.shadow Root.active Element as HTML Element |$ (activeElement && activeElement.snadowRoot) {in const newActiveElement = activeElement.snadowRoot.activeElement a finite Element | null; in if (newActiveElement) fin }nn return activeElement; in }ln }ln return activeElement; in }ln }ln return activeElement; in }ln }ln return activeElement; in }ln }ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln |ln return activeElement; in }ln @licenseln * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can beln * found in the LICENSE file at https://angular.io/license\n */\n\n/** Gets whether the code is currently running in a test environment. */\nexport function _isTestEnvironment(): boolean {\n // We can't use `declare const` because it causes conflicts inside Google with the real typings\n // for these symbols and we can't read them off the global object, because they don't appear to\n // be attached there for some runners like Jest.\n // (see: https://github.com/angular/components/issues/23365#issuecomment-938146643)\n return (\n // @ts-ignore\n (typeof __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":

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BAÁA,CAÁÁ,ÍBAÁÁ,CAÁÁ,SAAÁ,CAAÁ,GAAÁ,CAAÁ,CAAÁ,ČAAÁ,ŠAAÓ,CAAÁ,ÁACP;;;AAGG;AACH,IAAÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,ÍBAÁÁ,CAÁÁ,CAÁÁ,CAÁÁ,CAÁÁ,AACV,CAÁC,EAHBW,ÍBAÁÍB,KAÁJB,ÍBAÁÍB,GAgB5B,EAAA,CAÁA,CAÁA,CAÁA;AAED;AACA,IA C;aACjC;SACF;KACF;AAED,IAAA,OAAO,UBAAUB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,oBAAOB,GAAA;;IAEIC,IAAI,OAAO,QAAQ,KAAK,Q AAQ,IAAI,CAAC,QAAQ,EAAE;QAC7C,OAAO,iBAAiB,CAAC,MAAM,CAAC;KACjC;AAED,IAAA,IAAI,IBAAiB,IAAI,IAAI,EAAE;;QAE7B,MAAM,eAAe ,GAAG,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AACtD,QAAA,MAAM,CAAC,GAAG,eAAe,CAAC,KAAK,CAAC;AAC7C,QAAA,eAAe,CAAC,G ÁAG,GÁAG,KÁAK,CÁAC;AAC5B,QAAA,CAAC,CAAC,KAAK,GÁAG,KAAK,CAAC;AAC7B,QAAÁ,CAAC,QAAQ,GAAQ,GAAG,MAAM,CAAC;AAC1C, QAAA,CAAC,CAAC,UAAU,GAAG,QAAQ,CAAC;AACrC,QAAA,CAAC,CAAC,aAAa,GAAG,MAAM,CAAC;AACtC,QAAA,CAAC,CAAC,QAAQ,GAAG,Ú ĂAU,CAAC;QAErC,MAAM,OAAO,ĞAAĞ,QAAQ,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC9C,QAAA,MAAM,YAAY,GAAG,OAAO,CAAC,KAAK,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\nlet shadowDomlsSupported: boolean;\n\n/** Checks whether the user's browser support Inn return shadowDomisSupported;in Inside the Shadow root of an element, if supported and the element is inside the Shadow DOM. */Inexport function _getShadowRoot(element: HTMLElement): ShadowRoot | null {in if (_supportsShadowDom()) {\n const rootNode = element.getRootNode ? element.getRootNode() : null;\n\n // Note that this should be caught by `_supportsShadowDom`, but some\n // teams have been able to hit this code path on unsupported browsers.\n if (typeof ShadowRoot !== 'undefined' && ShadowRoot && rootNode instanceof ShadowRoot) {\n return rootNode;\n }\n \n\n return null;\n\\n\n/**\n * Gets the currently-focused element on the page while\n * also piercing through Shadow DOM boundaries.\n */\nexport function _getFocusedElementPierceShadowDom(): HTMLElement | null {\n let activeElement =\n typeof document !== 'undefined' && document\n ? (document.activeElement as HTMLElement | null)\n : null;\n\n while (activeElement && activeElement.shadowRoot) {In const newActiveElement = activeElement.shadowRoot.activeElement as HTMLElement | null;\n if (newActiveElement === activeElement) {\landsymbol{\text{ln}} \rangle 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' && !!jasmine) ||\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;AACA,IAAI;IACF,kBAAkB,GAAG,OAAO,IAAI,KA

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Q, YAAY, UAAU, EAAE; AACF, YAAA, OAAO, QAAQ, CAAC; SACB; KACF; AAED, IAAA, OAO, IAAI, CAAC; AACD; IAAC, CAAC; AACB; ICAAI
C, GAAA; AAC/C, IAAA, IAAI, aAAa, GACf, OAAO, QAAQ, KAAK, WAAW, IAAI, QAAQ; UACTC, QAAQ, CAAC, aAAOC; UAC9C, IAAI, CAAC; AAEX, IAAA, OA
AO, aAAa, IAAI, aAAa, CAAC, UAAU, EAAE; AAChD, QAAA, MAAM, gBAAgB, GAAG, aAAa, CAAC, UAAU, CAAC, AAACT, AACTF, QAAA, IAAI, gBA
AgB, KAAK, aAaa, EAAE; YACTC, MAAM; SACP; aAAM; YACL, aAAa, GAAG, gBAAgB, CAAC; SACIC; KACF; AAED, IAAA, OAAO, aAAa, CAAC; AACVB, C
AAC; AAED; AACM, SAAU, eAAe, CAAC, C AAO,KAAK,KAAK,WAAW,IAAI,CAAC,CAAC,KAAK,CAAC,EACZC;AACJ;;ACxBA;;AAEG;;;"}

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

;;;;AAWA;AACA;AACA,IAAI,kBAA2B,CAAC;AAEhC;AACA;AACA;AACA;AACA,AACA,IAAI;IACF,kBAAkB,GAAG,OAAO,IAAI,KA П."mappings ÄK,WAAW,IAAK,IAAY,CAAC,eAAe,CAAC;AACpF,CAAC;AAAC,MAAM;IACN,kBAAkB,GAAG,KAAK,CAAC;AAC7B,CAAC;AAED;;;AAGG;MAEU,Q AAQ,CAAA;AAuDnB,IAAA,WAAA,CAAyC,WAAmB,EAAA;QAAnB,IAAW,CAAA,WAAA,GAAX,WAAW,CAAQ;;;;;QAID5D,IAAS,CAAA,SAAA,GAAY,I A,OAAO,GAAY,IAAI,CAAC,SAAS,IAAI,IBAAIB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,;;;QAIjF,IAAK,CAAA,KAAA,GACH,IAAI,CAAC, SAAS;AACd,YAAA,CAAC,EAAG,MAAc,CAAC,MAAM,IAAI,kBAAkB,CAAC;YAChD,OAAO,GAAG,KAAK,WAAW;YAC1B,CAAC,IAAI,CAAC,IAAI;YA CV,CAAC,IAAI,CAAC,OAAO,CAAC;;;;QAKhB,IAAM,CAAA,MAAA,GACJ,IAAI,CAAC,SAAS;AACd,YAAA,cAAc,CAAC,IAAI,CAAC,SAAS,CAAC,SA AS,CAAC;YACxC,CAAC,IAAI,CAAC,KAAK;YACX,CAAC,IAAI,CAAC,IAAI;YACV,CAAC,IAAI,CAAC,OAAO,CAAC;;QAGhB,IAAG,CAAA,GAAA,GAC D,IAAI,CAAC,SAAS,IAAI,kBAAkB,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,IAAI,EAAE,UAAU,IAAI,MAAM,CAAC,CAAC;;;;;;AAO5F,QAAA,IAA AA,IAAA,EAAA,QAAQ,cADI,MAAM,EAAA,CAAA,CAAA,EAAA;;kGACIB,QAAQ,EAAA,UAAA,EAAA,CAAA;kBADpB,UAAU;mBAAC,EAAC,UAAU, EAAE,MAAM,EAAC,CAAA;;0BAwDjB,MAAM;2BAAC,WAAW,CAAA;;;MC3EpB,cAAc,CAAA;qHAAd,cAAc,EAAA,IAAA,EAAA,EAAA,MAAA, EAAA,EAAA,CAAA,eAAA,CAAA,QAAA,EAAA,CAAA,CAAA,EAAA,SHAAd,CAAC,EAAA,CAAA,CAAA,EAAA;SHAAd,cAAC,EAAA,CAAA,CAAA,EA AA;;kGAAd,cAAc,EAAA,UAAA,EAAA,CAAA;kBAD1B,QAAQ;mBAAC,EAAE,CAAA;;;ACFZ;AACA,IAAI,mBAAgC,CAAC;AAErC;AACA,MAAM,mB AAmB,GAAG;;;;;IAK1B,OAAO;IACP,QAAQ;IACR,UAAU;IACV,MAAM;IACN,gBAAgB;IAChB,OAAO;IACP,MAAM;IACN,QAAQ;IACR,OAAO;IACP,O

AAO;IACP,QAAQ;IACR,UAAU;IACV,OAAO;IACP,OAAO;IACP,OAAO;IACP,QAAQ;IACR,QAAQ;IACR,KAAK;IACL,MAAM;IACN,MAAM;IACN,KAAK ;IACĹ,MAÁM;CAČP,CAAC;AAEF;SACgB,sBAAsB,GAAA;;IAEpC,IAAI,mBAAmB,EAAE;ĂACVB,QAAA,OAAO,mBAAmB,CAAĆ;KAC5B;;;;IAKD,IA AI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,EAAE;AAC7C,QAAA,mBAAmB,GAAG,IAAI,GAAG,CAAC,mBAAmB,CAAC,CAAC;AACnD,QAA A,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;KACxC,CAAC,CACH,CAAC;AAEF,IAAA,OAAO,mBAAmB,CAAC;AAC7B;;ACzDA;AACA,IAAI,qB AA8B,CAAC;AAEnC;;;AAGG;SACa,6BAA6B,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;AACIE,QAAA,IAAI;A AA8B,CAAC;AAEnC;;;AAGG;SACa,6baA6b,GAAA;IAC3C,IAAI,qBAAqB,IAAI,IAAI,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;BACIE,QAAA,IAAI;A
ACF,YAAA,MAAM,CAAC,gBAAGB,CACrB,MAAM,EACN,IAAK,EACL,MAAM,CAAC,CAAC,CAAC,EAAE,EAAE,SAAS,EAAE;BACCR,GAAC,GAAG,EAAE
OAAO,qBAAqB,GAAG,IAAI,CAAC;AAC1C,aAAA,CAAC,CACH,CAAC;SACH;gBAAS;AACR,YAAA,qBAAqB,GAAG,QBAAqB,IAAI,KAAK,CAAC;S
ACXD;KACF;AAED,IAAA,OAAO,qBAAqB,CAAC;AAC/B,CAAC;AAED;;;;;AAKG;AACG,SAAU,+BAA+B,CAC7C,OAAGC,EAAA;AAEhC,IAAA,OAA
O,6BAA6B,EAAE,GAAG,OAAO,GAAG,CAAC,CAAC,OAAO,CAAC;AACVE;;ACCCA;IACY,KBAGBX;AAhBD,CAAA,UAAY,IBAAIB,EA AA;AAC3B;;;AAGG;AACH,IAAA,iBAAA,CAAA,iBAAA,CAAA,QAAA,CAAA,GAAA,CAAA,GAAA,QAAM,CAAA;AACN;;;AAGG;AACH,IAAA,i BAAA,CAAÁ,İBAAA,CAAA,SAAA,CAAA,GAAA,CAAA,CAAA,ĞAAA,SAAO,CAAA;AACP;;;AAGG;AACH,IAAA,İBAAA,CAAA,İBAAA,CAAA,ÜAAA, CAAA,GAAA,CAAA,GAAA,GAAA,UAAQ,CAAA;AACV,CAAC,EAhBW,iBAAİB,KAAİB,IBAAİB,GAqB5B,EAAA,CAAA,CAAA,CAAA;AAED;AACA,IA AI,iBAAgD,CÁAC;AÁErD;ÁACA,IÁAI,uBÁA4C,ĆAAC;ÁAEjD;SACgB,ŚBAAsB,GAÁA;AACpC,IAAA,IAÁI,uBAÁuB,IÁAI,IAÁI,EAAE;;;AAGnC,QÁA A,IAAI,OAAO,QAAQ,KAAK,QAAQ,IAAI,CAAC,QAAQ,IAAI,OAAO,ŎAAO,KAAK,UAAU,IAAI,CAAC,OAAO,EAAE;YAC1F,uBAAuB,GAAG,KAAK,CA AC;AAChC,YAAA,OAAO,uBAAuB,CAAC;SAChC;;QAGD,IAAI,gBAAgB,IAAI,QAAQ,CAAC,eAAgB,CAAC,KAAK,EAAE;YACvD,uBAAuB,GAAG,IA AI,CAAC;SAChC;aAAM;;;AAGL,YAAA,MAAM,gBAAgB,GAAyB,OAAO,CAAC,SAAS,CAAC,QAAQ,CAAC;YAE1E,IAAI,gBAAgB,EAAE;;;;;gBAKpB, uBAAuB,GAAG,CAAC,2BAA2B,CAAC,IAAI,CAAC,gBAAgB,CAAC,QAAQ,EAAE,CAAC,CAAC;aAC1F;iBAAM;gBACL,uBAAuB,GAAG,KAAK,CAA C;aACjC;SACF;KACF;AAED,IAAA,OAAO,uBAAuB,CAAC;AACjC,CAAC;AAED;;;AAGG;SACa,oBAAoB,GAAA;;IAEIC,IAAI,OAAO,QAAQ,KAAK,Q AAQ,IAAÍ,CAAĆ,QAAQ,EAAÉ;QAĆ7C,OAAO,IBAAÍB,CAÁC,MÁAM,CAAĆ;KAĆÍĆ;AAEĎ,IAAA,IAAI,IBAAÍB,IAAÍ,IAAI,EAAE;;QAÉ7B,MAAM,eAAe B,CAAC,MAAM,CAAC;;;;AAK7C,QAAA,IAAI,eAAe,CAAC,UAAU,KAAK,CAAC,EAAE;;;;;AAKpC,YAAA,eAAe,CAAC,UAAU,GAAG,CAAC,CAAC;YA C/B,iBAAiB;AACf,gBAAA,eAAe,CAAC,UAAU,KAAK,CAAC,GAAG,iBAAiB,CAAC,OAAO,GAAG,iBAAiB,CAAC,QAAQ,CAAC;SAC7F;QAED,eAAe, CAAC,MAAM,EAAE,CAAC;KAC1B;AACD,IAAA,OAAO,iBAAiB,CAAC;AAC3B;;ACzGA,IAAI,oBAA6B,CAAC;AAEIC;SACgB,kBAAkB,GAAA;AACh C,IAAA,IAAI,OBAAOB,IAAI,IAAI,EAAE;AAChC,QAAA,MAAM,IAAI,GAAG,OAAO,QAAQ,KAAK,WAAW,GAAG,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC ;ÁACPÉ,QAÁA,0BAAÓB,GÁAG,CAAC,EAAE,IÁÀI,KAÁM,IAÁY,CÁAC,gBAAGB,IÁÀI,IAÁI,CAAĆ,YAAY,CAAC,ČAAC,CAAC;KAC1F;AAÉD,IAÁA,OA AO,0BAA0B,CAAC;AAC9B,CAAC;AAED;AACM,SAAU,cAAc,CAAC,OAA0B,EAAA;IACjD,IAAI,kBAAkB,EAAE,EAAE;AACxB,QAAA,MAAM,QAA Q,GAAG,OAAO,CAAC,WAAW,GAAG,OAAO,CAAC,WAAW,EAAE,GAAG,IAAI,CAAC;;;QAIpE,IAAI,OAAO,UAAU,KAAK,WAAW,IAAI,UAAU,IAAI,QA AQ,YAAY,UAAU,EAAE;AACrF,YAAA,OAAO,QAAQ,CAAC;SACjB;KACF;AAED,IAAA,OAAO,IAAI,CAAC;AACd,CAAC;AAED;;;AAGG;SACa,iCAAi C,ĞAAA;AAC/C,IAAA,IAAI,AAAA,GACf,OAAŌ,QAĀQ,KAAK,WAAW,IAAI,QAAQ;UACtC,QAAQ,CAAC,AAAoC;ÛAC9C,IAAI,CAAC;AAEX,IAAA,OA AO,aAAa,IAAI,aAAa,CAAC,UAAU,EAAE;AAChD,QAAA,MAAM,gBAAgB,GAAG,aAAa,CAAC,UAAU,CAAC,aAAmC,CAAC;AACtF,QAAA,IAAI,gBA

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {ModifierKeys, TestKey} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\n\n/**\n * Maps the `TestKey` constants to WebDriver's `webdriver.Key` constants.\n * See
https://github.com/SeleniumHQ/selenium/blob/trunk/javascript/webdriver/key.js#L29\n */\nexport const seleniumWebDriverKeyMap = {\n nttps://github.com/seieniumHg/seienium/biob/trunk/javascript/webdriver/key.js#L29in *\nexport const seieniumwebDriverkeymap = {\nexport const seieniumwebDriverkeymap = {\nexport const seieniumwebDriverkey.BACK_SPACE]: webdriver.Key.EN_n [TestKey.EN_n [TestKey.EN_n]: webdriver.Key.EN_n [TestKey.EN_n [TestKey.EN_n]: webdriver.Key.CONTROL,\n [TestKey.ALT]: webdriver.Key.ALT,\n [TestKey.ESCAPE]: webdriver.Key.ESCAPE]: webdriver.Key.PAGE_UP]: webdriver.Key.PAGE_UP,\n [TestKey.PAGE_DOWN]: webdriver.Key.PAGE_DOWN,\n [TestKey.END]: webdriver.Key.END_n [TestKey.HOME]: webdriver.Key.HOME,\n [TestKey.LEFT_ARROW]: webdriver.Key.ARROW_LEFT,\n [TestKey.UP_ARROW]: webdriver.Key.ARROW_DOWN,\n [TestKey.INSERT]: webdriver.Key.INSERT,\n [TestKey.END_n [TestKey.END]: webdriver.Key.ARROW_DOWN,\n [TestKey.INSERT]: webdriver.Key.INSERT,\n [TestKey.END_n [TestKey.END_n [TestKey.END]: TestKey.END_n [TestKey.END_n [TestKey.END]] | TestKey.END_n [TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | TestKey.END_n [TestKey.END] | Te [TestKey.DELETE]: webdriver.Key.DELETE,\n [TestKey.F1]: webdriver.Key.F1,\n [TestKey.F2]: webdriver.Key.F2,\n [TestKey.F3]: webdriver.Key.F3,\n [TestKey.F4]: webdriver.Key.F4,\n [TestKey.F5]: webdriver.Key.F5,\n [TestKey.F6]: webdriver.Key.F6,\n [TestKey.F7] webdriver.Key.F7,\n |TestKey.F8|: webdriver.Key.F8,\n |TestKey.F9|: webdriver.Key.F9,\n |TestKey.F10|: webdriver.Key.F10,\n |TestKey.F11 webdriver.Key.F11,\n [TestKey.F12]: webdriver.Key.F12,\n [TestKey.META]: webdriver.Key.META,\n [TestKey.COMMA]: ','\n};\n\n/** Gets a list of WebDriver 'Key's for the given 'ModifierKeys'. */Inexport function getSeleniumWebDriverModifierKeys(modifierSeys): string[] {\n const result: string[] = [];\n if (modifiers.control) {\n result.push(webdriver.Key.CONTROL);\n }\n if (modifiers.alt) {\n result.push(webdriver.Key.Control) }\n if (modifiers.alt) { result.push(webdriver.Key.ALT);\n }\n if (modifiers.shift) {\n result.push(webdriver.Key.SHIFT);\n }\n if (modifiers.meta) {\n result.push(webdriver.Key.META);\n }\n return result;\nf\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {\n _getTextWithExcludedElements,In ElementDimensions,In EventData,In getNoKeysSpecifiedError,In ModifierKeys,In TestElement,In TestKey,In TextOptions,\n} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\nimport {getSeleniumWebDriverModifierKeys, seleniumWebDriverKeyMap} from './selenium-webdriver-keys';\n\n/** A `TestElement` implementation for WebDriver. */\nexport class SeleniumWebDriverElement implements TestElement {\n constructor(\n readonly element: () => webdriver.WebElement,\n private _stabilize: () SeleniumWebDriverElement implements TestElement {In constructor(In readonly element: () => webdriver.WebElement,In private _stabilize: () => Promise<void>,In) {}\n\n /** Blur the element. *\n async blur(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.blur(), this.element());\n await this._stabilize();\n }\n\n /** Clear the element's input (for input and textarea elements only). *\n async clear(): Promise<void> {\n await this.element().clear();\n await this._stabilize();\n }\n\n '\n'\n * Click the element at the default location for the current environment. If you need to guaranteeln * 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 await this._dispatchClickEventSequence(args, webdriver.Button.LEFT);\n await this._stabilize();\n }\n\n /**\n * Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchClickEventSequence(args, webdriver.Button.RIGHT);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.focus(), this.element());\n await this._stabilize();\n }\n\n /* Promise<void> {In await this._executescript([element: H1MLElement] => element.Tocus(), this.element()); in await this._stabilize(); in } linin /**

Get the computed value of the given CSS property for the element. */In async getCssValue(property: string): Promise<string> {In await this._stabilize(); in return this.element().getCssValue(property); in } linin /** Hovers the mouse over the element. */In async hover():

Promise<void> {In await this._actions().mouseMove(this.element()).perform(); in await this._stabilize(); in } linin /** Moves the mouse away from the element. */In async mouseAway(): Promise<void> {In await this._actions().mouseMove(this.element(), {x: -1, y: -1}}.perform(); in await this._stabilize(); in } linin /** Sends the given string to the input as a series of key presses. Also fires input events in * and attempts to add the string to the Element's value. In */In async sendKeys(...keys: (string | TestKey)[]): Promise<void>; in /** Sends the given string to the input as a series of key presses. Also fires input events in * and attempts to add the string to the Element's value. In */In async sendKeys(modifiers:

ModifierKeys() | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void> | Promise<**Void ModifierKeys, ...keys: (string | TestKey)[]): Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | TestKey)[];\n if (first !== undefined && typeof first !== 'string' && typeof first !== 'number') {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers = {};\n rest = modifiersAndKeys;\n }\n\n const

```
modifierKeys = getSeleniumWebDriverModifierKeys(modifiers);\n const keys = rest\n .map(k => (typeof k === 'string' ? k.split(") :
[seleniumWebDriverKeyMap[k]]))\n .reduce((arr, k) => arr.concat(k), [])\n // webdriver.Key.chord doesn't work well with geckodriver
 (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
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), in this.element(), in value, in ); in } in /in /i** Gets the value for the given attribute from the element. */in async
getAttribute(name: string): Promise<string | null> {\in await this._stabilize();\in return this._executeScript(\in (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> {In await this_stabilize();\n return this_executeScript(\n (element: Element, property: keyof Element) => element[property],\n this.element(),\n name,\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. In await this.setInputValue("); In for (let i = 0; i < options.length; i++) {In if (indexes.has(i)) {In // 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 }\nin 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(\ln element.\ln 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. */In private async_executeScript<T>(script: Function, ...var_args: any[]): Promise<T> {In return this.element()\ln .getDriver()\ln .executeScript(script, ...var_args);\ln }\ln\ln /** Dispatches all the events that are part of a click event sequence. */In private async_dispatchClickEventSequence(\ln args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?],\ln button:
string, in ) {in let modifiers: ModifierKeys = {;\n if (args.length \cdot & typeof args[args.length \cdot 1] === 'object') {in modifiers = args.pop() as ModifierKeys;\n }\n const modifierKeys = getSeleniumWebDriverModifierKeys(modifierS);\n\in // 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: args[0], y: args[1]}] : []) as [\n {x: args[0], y: args[1]}] : [])
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.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n for (const modifierKey) for modifierKeys) {\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\n actions = actions.click(button);\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
 */Infunction 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/lblob/main/packages/platform-browser/src/browser/testability.ts#L30-L49\n */\n frameworkStabilizers: FrameworkStabilizer[];\n \\n\r* Options to configure the environment. */\nexport interface
 WebDriverHarnessEnvironmentOptions {\n | /** The query function used to find DOM elements. */\n queryFn: (selector: string, root: () =>
 webdriver.WebElement) => Promise<webdriver.WebElement[]>;\n}\n\n/** The default environment options. */\nconst
 defaultEnvironmentOptions: WebDriverHarnessEnvironmentOptions = {In queryFn: async (selector: string, root: () => webdriver.WebElement)
 =>\n root().findElements(webdriver.By.css(selector)),\n};\n\n/**\n * This function is meant to be executed in the browser. It taps into the hooks
exposed by Angular\n * and invokes the specified 'callback' when the application is stable (no more pending tasks).\n */\nfunction
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 foi
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. */In private _stabilizeCallback: () => Promise<void>;\n\n protected constructor(\n rawRootElement: () => webdriver.WebElement,\n options?: WebDriverHarnessEnvironmentOptions,\n ) {\n super(rawRootElement);\n \text{ this._options} = {...defaultEnvironmentOptions, ...options};\n \text{ this._stabilizeCallback} = () => \text{ this.forceStabilize();\n }\n\n |** \text{ Gets the ElementFinder corresponding to the given TestElement. */In static getNativeElement(el: TestElement): webdriver.WebElement {\n \text{ if (el instanceof SeleniumWebDriverElement)} \text{ in return el.element();\n \n \text{ in throw Error(This TestElement was not created by the WebDriverHarnessEnvironment*):\n \n \text{ \text{ In static gedAct\n \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} } \text{ \text{ this.} }
WebDriverHarnessEnvironment');\n \\n\n /** Creates a `HarnessLoader` rooted at the document root. */\n static loader(\n driver: webdriver.\WebDriver,\n options?: WebDriverHarnessEnvironmentOptions,\n ): HarnessLoader \\n return new
 SeleniumWebDriverHarnessEnvironment(\n () => driver.findElement(webdriver.By.css('body')),\n options,\n );\n }\n\n /**\n * Flushes change
 detection and async tasks captured in the Angular zone. In * In most cases it should not be necessary to call this manually. However, there may
 be some edge\n * cases where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n' await
 this.rawRootElement().getDriver().executeAsyncScript(whenStable);\n }\n\n /** @docs-private */\n async waitForTasksOutsideAngular():
 Promise<void> {\n // TODO: figure out how we can do this for the webdriver environment.\n //
 https://github.com/angular/components/issues/17412\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): ()
  => webdriver.WebElement {\n return () => this.rawRootElement().getDriver().findElement(webdriver.By.css('body'));\n }\n\n /** Creates a
 `TestElement` from a raw element. */\n protected createTestElement(element: () => webdriver.WebElement): TestElement {\n return new
 SeleniumWebDriverElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n
SeleniumWebDriverElement(element, this._stabilizeCallback);\n \\n\n \n\n \n\n \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin \rackin 
 this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() => webdriver.WebElement)[]> {\n
 const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x: webdriver.WebElement) => () => x);\n
}\n}\n"],"names":
```

```
[],"mappings":";;;AAWA;;;AAGG;AACI,MAAM,uBAAuB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C
CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;I
ACPC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;IACPC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,
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GAAG,CAAC,SAAS;IAC5C,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,C
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,CAAC,CAAC;SAC3F;;QAED,OAAO,IAAI,CAAC,CAAc,CACxB,CAAC,OAAgB,KAAK,CAAC,OAAO,CAAC,WAAW,IAAI,EAAE,EAAE,IAAI,EAAE,EA
ĆXD,IAAI,CAAC,OAAO,EAAE,CACf,CAAC;KACH;AAED;;;AAGG;IACH,MAAM,uBAAuB,CAAC,KAAa,EAAA;QAĆZC,MAAM,mBAAmB,GAAG,MAA
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 $\textbf{Copyright} @ \textbf{Google LLC All Rights Reserved.} \textbf{1n * 1use of this source code is governed by an MIT-style license that can be \textbf{1n * found in the LICENSE file at https://angular.io/license \textbf{1n * /n/nimport {n _getTextWithExcludedElements, \textbf{1n ElementDimensions, \textbf{1n ElementData, \textbf{1n } }} } \\$ getNoKeysSpecifiedError, in ModifierKeys, in TestElement, in TestKey, in TextOptions, in from '@angular/cdk/testing'; inimport * as webdriver Promise<void>{In await this_executeScript((element: HTMLElement) => element.blur(), this.element());\n await this_estabilize();\n \}\n\n\n\r
Clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n await this.element().clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n await this.element().clear the element's input (for input and textarea elements only). */\n async clear(): Promise<void> {\n await this.element().clear the element's input (for input and textarea elements only). */\n async clear(): Promise<\table =\text{void} \{\n await this.element().clear the element's input (for input and textarea elements only). */\n async clear(): Promise<\table =\text{void} \{\n await this.element().clear the element) \text{ input and the element of 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?] | [ˈcenterˈ, ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this_dispatchClickEventSequence(args, webdriver.Button.LEFT);\n await this._stabilize();\n }\n\n /**\n * Right clicks on the element at the specified coordinates relative to the top-left of it.\n * @param relativeX Coordinate within the element, along the X-axis at which to click.\n * @param relativeY Coordinate within the element, along the Y-axis at which to click.\n * @param modifiers Modifier keys held while clicking\n */\n rightClick(relativeX: number, relativeY: number, modifiers?: ModifierKeys): Promise<void>;\n async rightClick(\n ...args: [ModifierKeys?] | ['center', ModifierKeys?] | [number, number, ModifierKeys?]\n): Promise<void> {\n await this._dispatchClickEventSequence(args, webdriver.Button.RIGHT);\n await this._stabilize();\n }\n\n /** Focus the element. */\n async focus(): Promise<void> {\n await this._executeScript((element: HTMLElement) => element.focus(), ## Pocus the element. */In async locus(); Fromise<void>{In await this._executescript((element: HTMLEternent)); retement... */In async locus(); this.lelement()); nawait this._stabilize(); nawait this._etement().getCssValue(property; nawait this._stabilize(); nawait this._etement().getCssValue(property); nawait this._stabilize(); nawait this._etement().getCssValue(property); nawait this._stabilize(); nawait this._etement()).getCssValue(property); nawait this._stabilize(); nawait this this._actions().mouseMove(this.element(), {x: -1, y: -1}).perform();\n await this._stabilize();\n }\n\n \frac{1}{n} \n \text{Nnd} \text{ fires input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(...keys: (string | TestKey)[]): Promise<void>;\n /**\n * Sends the given string to the input as a series of key presses. Also fires input events\n * and attempts to add the string to the Element's value.\n */\n async sendKeys(modifiers: ModifierKeys, ...keys: (string | TestKey)[]): Promise<void>;\n async sendKeys(...modifiersAndKeys: any[]): Promise<void> {\n const first = modifiersAndKeys[0];\n let modifiers: ModifierKeys;\n let rest: (string | TestKey)∏;\n if (first !== undefined && typeof first !== 'string' && typeof first !== 'number') {\n modifiers = first;\n rest = modifiersAndKeys.slice(1);\n } else {\n modifiers = {};\n rest = modifiersAndKeys;\n }\n\n const modifierKeys getSeleniumWebDriverModifierKeys(modifiers);\n const keys = rest\n .map(k => (typeof k === 'string' ? k.split(") [seleniumWebDriverKeyMap[k]])) $\ln r$ educe((arr, k) => arr.concat(k), []) $\ln l$ / webdriver.Key.chord doesn't work well with geckodriver [seieniumwebDriverKeyMapkj]])In .reduce([arr, k) => arr.concat(k), [])In // webdriver.Rey.cnord 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.Rey.chord(...modifierKeys, k) : k));\n\n // Throw an error if no keys have been specified. Calling this function with no\n // keys should not result in a focus event being dispatched unexpectedly.\n if (keys.length === 0) {\n throw getNoKeysSpecifiedError();\n }\n\n await this.element().sendKeys(...keys);\n await this._stabilize();\n }\n\n /**\n * Gets the text from the element.\n * @param options Options that affect what text is included.in */in async text(options?: TextOptions): Promise<string> {in await this._stabilize();in if (options?:exclude) {in 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.');In }\n\n await this._stabilize();In return this._executeScript(\n (element: Element, valueToSet: string) => (element.textContent = valueToSet), In this.element(), In value, In); In }InIn /** Gets the value for the given attribute from the element. */In async getAttribute(name: string): Promise<string | null> {\n await this._stabilize();\n return this._executeScript(\n (element: Element, attribute: string) => element.getAttribute(attribute),\n this.element(),\n name,\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> {In await this._stabilize();\n return this._executeScript(\n (element: Element, property: keyof Element) =: element[property],in this element(),in name,in);in }inin /** Sets the value of a property of an input. */in async setinputValue(newValue: string): Promise<void> {In await this._executeScript(\n (element: HTMLInputElement, value: string) => (element.value = value),\n this.element(),\n newValue,\n);\n await this._stabilize();\n }\n\n !\n' Selects the options at the specified indexes inside of a native `select` element.*\n async selectOptions(...optionIndexes: number[]): Promise<void> {In await this._stabilize();In const options = await this.element().findElements(webdriver.By.css('option'));In const indexes = new Set(optionIndexes); // Convert to a set to remove duplicates.lnln if (options length && indexes size) {\n || Reset the value so all the selected states are cleared. We can\n || reuse the input-specific method since the logic is the same.\n await this.setInputValue(");\n\n for (let i = 0; i < options.length; i++) {\n if (indexes.has(i)) {\n I/ We have to hold the control key while clicking on options so that multiple can 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 h\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 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}, ln]; ln\n let actions = this._actions().mouseMove(this.element(), ...offsetArgs); ln\n for (const modifierKey of modifierKeys) {In actions = actions.keyDown(modifierKey);In }In actions = actions.click(button);In for (const modifierKey of modifierKeys) {In actions =

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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
*/Infunction 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 = {In queryFn: async (selector: string, root: () => webdriver.WebElement)
=>\n root().findElements(webdriver.By.css(selector)),\n};\n\n/**\n * This function is meant to be executed in the browser. It taps into the hooks
exposed by Angular\n * and invokes the specified 'callback' when the application is stable (no more pending tasks).\n */\nfunction
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
SeleniumWebDriverElement) {\n return el.element();\n }\n throw Error('This TestElement was not created by the WebDriverHarnessEnvironment');\n }\n\n /** Creates a `HarnessLoader` rooted at the document root. */\n static loader(\n driver:
webdriver.WebDriver,\n options?: WebDriverHarnessEnvironmentOptions,\n ): HarnessLoader {\n return new
SeleniumWebDriverHarnessEnvironment(\n () => driver.findElement(webdriver.By.css('body')),\n options,\n );\n }\n\n /**\n * Flushes change
detection and async tasks captured in the Angular zone. In * In most cases it should not be necessary to call this manually. However, there may
be some edge\n * cases where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n await
this.rawRootElement().getDriver().executeAsyncŚcript(whenStable);\n }\n\n /** @docs-private */\n async waitForTasksOutsideAngular():
Promise<void> {\n // TODO: figure out how we can do this for the webdriver environment.\n //
https://github.com/angular/components/issues/17412\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): () => webdriver.WebElement {\n return () => this.rawRootElement().getDriver().findElement(webdriver.By.css('body'));\n }\n\n /** Creates a
`TestElement` from a raw element. */\n protected createTestElement(element: () => webdriver.WebElement): TestElement {\n return new SeleniumWebDriverElement(element, this._stabilizeCallback);\n \\n\n\n\** Creates a `HarnessLoader` rooted at the given raw element. */\n
SeleniumWebDriverElement(ins._stabilizeCaliback); in }Inhr // Creates a HarnessLoader Tooted at the given raw element. "In protected createEnvironment(in element: () => webdriver.WebElement, in ): HarnessEnvironment() => webdriver.WebElement> {In return new SeleniumWebDriverHarnessEnvironment(element, this._options); in }Inhr // Note: This seems to be working, though we may need to re-evaluate if we encounter issues within // stale element references. `() => Promise<webdriver.WebElement[]>` seems like a more correctin // return type, though supporting it would require changes to the public harness API.In /**In * Gets a list of all elements matching the given selector under
this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() => webdriver.WebElement)[]> {\n
const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x: webdriver.WebElement) => () => x);\n
[],"mappings":";;;AAWA;;;AAGG;AACI,MAAM,uBAAuB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C,
ČAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;I
ACPC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;IACPC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,
OAAO;IACXC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IACHC,CAAC,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,
CAAC,MAAM;IACtC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,OAAO;IACxC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,SAAS;IAC5C,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,C
AAC,GAAG,CAAC,IAAI;IACIC,CAAC,OAAO,CAAC,UAAU,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC9C,CAAC,OAAO,CAAC,QAAQ,GAAG,SAA
CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,O
AAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CA
AC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9B,CAAC,OAAO,CAAC,EAAE,GAAG,SAAS,CAAC,GAAG,CAAC,EAAE;IAC9
B,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAA
G;IAChC,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,CAAC,GAAG,CAAC,
IAAI;AACIC,IAAA,CAAC,OAAO,CAAC,KAAK,GAAG,GAAG;CACrB,CAAC;AAEF;AACM,SAAU,gCAAgC,CAAC,SAAuB,EAAA;IACtE,MAAM,MAA
M,GÁAa,EAAE,CÁAC;AÁC5B,IÁAA,IAÁI,SAÁS,CAAC,OAAO,EAAE;QAC1B,MAAM,CAAC,IAAÍ,CAAC,SÁAS,CÁAC,GAAG,CAAC,OÁAO,CAAC,C
C;AÁCD,IÁAÁ,IAAI,SAAS,CAÁC,KAÁK,EAÁÉ;QACNB,MÁÁM,CÁÁC,IAAÍ,CAAĆ,SAÁS,CAÁC,GAÁG,CAÁC,KAÁK,CAÁC,CAÁC;KAĆIC;AÁCD,IA
AA,IAAI,SAAS,CAAC,IAAI,EAAE;QACIB,MAAM,CAAC,IAAI,CAAC,SAAS,CAAC,GAAG,CAAC,IAAI,CAAC,CAAC;KACJC;AACD,IAAA,OAAO,MAA
M,CAAC;AAChB;;AC5CA;MACa,wBAAwB,CAAA;IACnC,WACW,CAAA,OAAmC,EACpC,UAA+B,EAAA;QAD9B,IAAO,CAAA,OAAA,GAAP,OAAO,
CAA4B;QACpC,IAAU,CAAA,UAAA,GAAV,UAAU,CAAqB;KACrC;;AAGJ,IAAA,MAAM,IAAI,GAAA;AACR,QAAA,MAAM,IAAI,CAAC,cAAc,CAAC,C
AAC,OAAoB,KAAK,OAAO,CAAC,IAAI,EAAE,EAAE,IAAI,CAAC,OAAO,EAAE,CAAC,CAAC;AACpF,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC,
M,WAAW,CAAC,QAAgB,EAAA;AAChC,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC,OAAO,EAAE,CAAC,WAAW,CAA
C,QAAQ,CAAC,CAAC;KAC7C;;AAGD,IAAA,MAAM,KAAK,GAAA;AACT,QAAA,MAAM,IAAI,CAAC,QAAQ,EAAE,CAAC,SAAS,CAAC,IAAI,CAAC,O
AAO,EAAE,CAAC,CAAC,OAAO,EAAE,CAAC;AAC1D,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;KACzB;;AAGD,IAAA,MAAM,SAAS,GAAA;QA
AC,CAAC,EAAC,CAAC,CAAC,OAAO,EAAE,CAAC;AAC1E,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;KACzB;AAYD,IAAA,MAAM,QAAQ,CAA
C,GAAG,gBAAuB,EAAA;AACvC,QAAA,MAAM,KAAK,GAAĞ,gBAAgB,CAAC,CAAC,CAAC,CAAC;AACIC,QAAA,IAAI,SAAuB,CAAC;AAC5B,QAA
A,IAAI,IAA0B,CAAC;AAC/B,QAAA,IAAI,KAAK,KAAK,SAAS,IAAI,OAAO,KAAK,KAAK,QAAQ,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;YACJF,SAAS,
GAAG,KAAK,CAAC;AACIB,YAAA,IAAI,GAAG,gBAAgB,CAAC,KAAK,CAAC,CAAC,CAAC,CAAC;SACIC;aAAM;YACL,SAAS,GAAG,EAAE,CAAC;
YACf,IAAI,GAAG,gBAAgB,CAAC;SACzB;AAED,QAAA,MAAM,YAAY,GAAG,gCAAGC,CAAC,SAAS,CAAC,CAAC;QACJE,MAAM,IAAI,GAAG,IAAI;A
,CAAC,CAAC;SAC3F;;QAED,OAAO,IAAI,CAAC,CAAc,CACxB,CAAC,OAAgB,KAAK,CAAC,OAAO,CAAC,WAAW,IAAI,EAAE,EAAE,IAAI,EAAE,EA
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CxD,IAAI,CAAC,OAAO,EAAE,CACf,CAAC;KACH;AAED;;;AAGG;IACH,MAAM,uBAAuB,CAAC,KAAa,EAAA;QACzC,MAAM,mBAAmB,GAAG,MAA M,IAAI,CAAC,YAAY,CAAC,IBAAIB,CAAC,CAAC;QAEvE,IAAI,mBAAmB,KAAK,EAAE,IAAI,mBAAmB,KAAK,MAAM,EAAE;AAChE,YAAA,MAAM,IA AI,KAAK,CAAC,4EAA4E,CAAC,CAAC;SAC/F;AAED,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC,CAAc,CACxB,CAA C,OAAgB,EAAE,UAAKB,MAAM,OAAO,CAAC,WAAW,GAAG,UAAU,CAAC,EAC5E,IAAI,CAAC,OAAO,EAAE,EACd,KAAK,CACN,CAAC;KACH;;IAG D,MAAM,YAAY,CAAC,IAAY,EAAA;AAC7B,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC,CAAc,CACxB,CAAC,OAAgB,E AAE,SAAIB,KAAK,OAAO,CAAC,YAAY,CAAC,SAAS,CAAC,EACXE,IAAI,CAAC,OAAO,EAAE,EACd,IAAI,CACL,CAAC;KACH;;IAGD,MAAM,QAAQ, MAAM,EAAC,CAAC,EAAE,IAAI,EAAE,CAAC,EAAE,GAAG,EAAC,GAAG,MAAM,IAAI,CAAC,OAAO,EAAE,CAAC,WAAW,EAAE,CAAC;QAC7D,OA AO,EAAC,KAAK,EAAE,MAAM,EAAE,IAAI,EAAE,GAAG,EAAC,CAAC;KACnC;;IAGD,MAAM,WAAW,CAAU,IAAY,EAAA;AACrC,QAAA,MAAM,IAAI, CAAC,UAAU,EAAE,CAAC;QACxB,OAAO,IAAI,CAAC,CAAc,CACxB,CAAC,OAAgB,EAAE,QAAuB,KAAK,OAAO,CAAC,QAAQ,CAAC,EAChE,IAAI, CAAC,OAAO,EAAE,EACd,IAAI,CACL,CAAC;KACH;;IAGD,MAAM,aAAa,CAAC,QAAgB,EAAA;QACIC,MAAM,IAAI,CAAC,cAAC;CACCvB,CAAC,OA AyB,EAAE,KAAa,MAAM,OAAO,CAAC,KAAK,GAAG,KAAK,CAAC,EACrE,IAAI,CAAC,OAAO,EAAE,EACd,QAAQ,CACT,CAAC;AACF,QAAA,MAAM ,IÁAI,CAAC,UAAU,EAAE,CAAC;KACzB;;AAGD,IAAA,MAAM,aAAa,CAAC,GAAG,aAAuB,EAAA;AAC5C,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,C AAC;AACXB,QAAA,MAAM,OAAO,GAAG,MAAM,IAAI,CAAC,OAAO,EAAE,CAAC,YAAY,CAAC,SAAS,CAAC,EAAE,CAAC,GAAG,CAAC,QAAQ,CA AC,CAAC,CAAC;QAC9E,MAAM,OAAO,GAAG,IAAI,GAAG,CAAC,aAAa,CAAC,CAAC;QAEvC,IAAI,OAAO,CAAC,MAAM,IAAI,OAAO,CAAC,IAAI,E AAE;;;AAGIC,YAAA,MAAM,IAAI,CAAC,aAAa,CAAC,EAAE,CAAC,CAAC;AAE7B,YAAA,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,OAA O,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;AACvC,gBAAA,IAAI,OAAO,CAAC,GAAG,CAAC,CAAC,CAAC,EAAE;;;AAGIB,oBAAA,MAAM,IAAI,CAA C,QAAQ,EAAE,CAAC,OAAO,CAAC,SAAS,CAAC,GAAG,CAAC,OAAO,CAAC,CAAC,OAAO,EAAE,CAAC;AAC/D,oBAAA,MAAM,OAAO,CAAC,CA AC,CAAC,CAAC,KAAK,EAAE,CAAC;AACzB,oBAAA,MAAM,IAAI,CAAC,QAAQ,EAAE,CAAC,KAAK,CAAC,SAAS,CAAC,GAAG,CAAC,OAAO,CAA C,CAAC,OAAO,EAAE,CAAC;iBAC9D;aACF;AAED,YAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC;SACzB;KACF;;IAGD,MAAM,eAAe,CAAC,QAAg C,OAAC,OAAC,EARE,OAAC,IDAC9D,RACE,IMAC,IMAC,IMACIII,IAAC,OAAC,OAAC,CACC,CACC,CACC,IMACIII,IAAC,CAAC,CACC,AAC,CACC,B,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CACAB,CAAC,CAAC,CACABAB,CAAC,CAAC,CACABAB,CAAC,CAAC,CACABAB,CAAC,CAAC,CAAC,CAAC,CACABAB,CAAC, É,CAAC,aAAa,EAAE,CACtD,CAAC;KACH;AAED;;;AAGG;AACH,IAAA,MAAM,aAAa,CAAC,IAAY,EAAE,IAAqC,EAAA;AACHE,QAAA,MAAM,IAAI,C AAC,CAAC,CAAC,AAAa,EAAE,IAAI,EAAE,IAAI,CAAC,OAAO,EAAE,EAAE,IAAI,CAAC,CAAC;AACrE,QAAA,MAAM,IAAI,CAAC,UAAU,EAAE,CAAC ;KACZB;;IAGO,QAAQ,GAAA;QACd,OAAÓ,IAAÍ,CAAĆ,OAAÓ,EAAÉ,CAAĆ,SAAS,EAAE,CAAĆ,OAAÔ,EAAÉ,CAAĆ;KAĆ7C;;AAGO,IAAA,MAAM, CAAC, CAAI, MAAGB, EAAE, GAAG, QAAE, EAAA; QACIE, OAAO, IAAI, CAAC, OAAO, EAAE; AACIB, aAAA, SAAS, EAAE; AACX, aAAA, aAAa, CAAC, MAA M,EAÁE,GÁAG,QAÁQ,CAÁC,CAÁC;KÁCVC;;ÁÁGO,IÁAA,MÁAM,2BAA2B,CACVC,IAAMF,EAĆNF,MÁAc,EÁAA;QÁEd,IAÁI,SAÁS,GAÁIB,EÁAE,C AAC;AACjC,QAAA,IAAI,IAAI,CAAC,MAAM,IAAI,OAAO,IAAI,CAAC,IAAI,CAAC,MAAM,GAAG,CAAC,CAAC,KAAK,QAAQ,EAAE;AAC5D,YAAA,SA AS,GAAG,IAAI,CAAC,GAAG,EAAKB,CAAC;SACXC;AACD,QAAA,MAAM,YAAY,GAAG,gCAAgC,CAAC,SAAS,CAAC,CAAC;;;;AAKjE,QAAA,MAAM AC,EAAC,CAAC,GAAG,EAAE,CAEtE,CAAC;AAEF,QAAA,İAAI,OAAO,GAAG,IAAI,CAAC,QAAQ,EAAE,CAAC,SAAS,CAAC,IAAI,CAAC,OAAO,EAA E,ÉAAE,GAAG,ÚAAU,CAAC,CAAC;AAEVE,ÓAAA,KAAK,MAAM,WAAW,IAAÍ,YAAÝ,EAAÉ;AACÌC,YAAA,OAAÓ,GAAG,OAÁO,CAAC,ÓAAO,CAAC, WAAW,CAAC,CAAC;SACXC;AACD,QAAA,OAAO,GAAG,OAAO,CAAC,KAAK,CAAC,MAAM,CAAC,CAAC;AAChC,QAAA,KAAK,MAAM,WAAW,IAA I,YAAY,EAAE;AACtC,YAAA,OAAO,GAAG,OAAO,CAAC,KAAK,CAAC,WAAW,CAAC;CAAC;SACtC;AAED,QAAA,MAAM,OAAO,CAAC,OAAO,EAAE,CAAC;KACzB;AACF,CAAA;AAED;;;AAGG;AACH,SAAS,aAAa,CAAC,IAAY,EAAE,OAAgB,EAAE,IAAgC,EAAA;IACrF,MAAM,KAAK,GAAG,QAAQ, CAAC,WAAW,CAAC,OAAO,CAAC,CAAC;AAC5C,IAAA,KAAK,CAAC,SAAS,CAAC,IAAI,CAAC,CAAC;;IAEIB,MAAM,CAAC,MAAM,CAAC,KAAK,E AAE,IAAI,IAAI,EAAE,CAAC,CAAC;AACjC,IAAA,OAAO,CAAC,aAAa,CAAC,KAAK,CAAC,CAAC;AAC/B;;ACpSA;AACA,MAAM,yBAAyB,GAAUC;IA CPE,OAAO,EAAE,OAAO,QAAgB,EAAE,IAAgC,KAChE,IAAI,EAAE,CAAC,YAAY,CAAC,SAAS,CAAC,EAAE,CAAC,GAAG,CAAC,QAAQ,CAAC,CAA C;CACID,CAAC;AAEF;;;AAGG;AACH,SAAS,UAAU,CAAC,QAASC,EAAA;IACXD,OAAO,CAAC,GAAG,CAAC,MAAM,CAAC,0BAA0B,CAAC,GAAG, CAAC,UAAU,IAAI,IAAI,ÓAAO,CAAC,ÚAAU,CAAC,CAAC,CAAC,CAAC,IAAI,CACtF,QAAQ,CACT,CAAC;AACJ,CAAC;AAEÓ;;;AAGG;AACH,SAAS, CAAC,GAAA;AACrB,IAAA,OAAO,CAAC,CAAC,MAAM,CAAC,OBAAOB,CAAC;AACVC,CAAC;AAED;AACO,eAAe,mBAAmB,CAAC,EAAuB,EAAA; AAC/D,IAAA,MAAM,EAAE,CAAC,IAAI,CAAC,MAAM,EAAE,CAAC,aAAa,CAAC,CAAC,CAAC,CAAC;AACtD,IAAA,MAAM,EAAE,CAAC,kBAA kB,CAAC,UAAU,CAAC,CAAC;AAC1C,CAAC;AAED;AACM,MAAO,mCAAOC,SAAQ,kBAExD,CAAA;IAOC,WACE,CAAA,cAA0C,EAC1C,OAA4C,EA AA;QAE5C,KAAK,CAAC,cAAc,CAAC,CAAC;QACtB,IAAI,CAAC,QAAQ,GAAG,EAAC,GAAG,yBAAyB,EAAE,GAAG,OAAO,EAAC,CAAC;QAC3D,I AAI,CAAC,kBAAkB,GAAG,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC;KACVD;;IAGD,OAAO,gBAAgB,CAAC,EAAe,EAAA;AACrC,QAAA,IAAI,EAAE,Y AAY,wBAAwB,EAAE;AAC1C,YAAA,OAAO,EAAE,CAAC,OAAO,EAAE,CAAC;SACrB;AACD,QAAA,MAAM,KAAK,CAAC,qEAAqE,CAAC,CAAC;KA CpF;;AAGD,IAAA,OAAO,MAAM,CACX,MAA2B,EAC3B,OAA4C,EAAA,QAE5C,OAAO,IAAI,mCAAmC,CAC5C,MAAM,MAAM,CAAC,WAAW,CAAC, SÄAŚ,CAAĆ,EAAÉ,CAAĆ,GAAĠ,CAAĆ,MAAM,CAAC,ĆAAC,EACID,ÓÃAO,CÁCR,CÁAC;KACH;AAÉD;;;;AAÍG;AAĆH,IAAÁ,MAAM,CAAC,GAAA; AACIB,QAAA,MAAM,IAAI,CAAC,CAAC,EAAE,CAAC,SAAS,EAAE,CAAC,KBAAKB,CAAC,UAAU,CAAC,CAAC;KACXE;;AAGD,IAAA,MAAM,0BAA0 B,GAAA;;;KAG/B;;IAGS,eAAe,GAAA;QACvB,OAAO,MAAM,IAAI,CAAC,cAAc,EAAE,CAAC,SAAS,EAAE,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE, KAAK,MAAM,CAAC,CAAC,CAAC;KACtD;AACF;;;;"}

Copyright © Google LLC All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {HarnessEnvironment, HarnessLoader, TestElement} from '@angular/cdk/testing';\nimport * as webdriver from 'selenium-webdriver';\nimport {SeleniumWebDriverElement} from './selenium-web-driverelement'; \n\n/**\n * An Angular framework stabilizer function that takes a callback and calls it when the application\n * is stable, passing a boolean İndicating 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/langular/blob/main/packages/platform-browser/src/browser/testability.ts#L30-L49\n */\n frameworkStabilizers: FrameworkStabilizer[];\n }\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\n'* The default environment options. */\nconst defaultEnvironmentOptions: WebDriverHarnessEnvironmentOptions = {In queryFn: async (selector: string, root: () => webdriver.WebElement) =>\n root().findElements(webdriver.By.css(selector)),\n};\n\n/**\n * This function is meant to be executed in the browser. It taps into the hooks exposed by Angular\n * and invokes the specified `callback` when the application is stable (no more pending tasks).\n */\nfunction whenStable(callback: (didWork: boolean[]) => void): void {\n Promise.all(window.frameworkStabilizers.map(stabilizer => new Promise(stabilizer))).then(\n callback,\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 */infunction isBootstrapped() {\n return !!window.frameworkStabilizers;\n}\n\n/** Waits for angular to be ready after the page load. */\nexport async function waitForAngularReady(wd: webdriver.WebDriver) {In await wd.wait(() => wd.executeScript(isBootstrapped));In await wd.executeAsyncScript(whenStable);In}In\n/** A `HarnessEnvironment` implementation for WebDriver. */Inexport class SeleniumWebDriverHarnessEnvironment extends HarnessEnvironment<\n () => webdriver.WebElement\n> {In /** The options for this environment. */In private _options: WebDriverHarnessEnvironmentOptions;In\n /** Environment stabilization callback passed to the created test elements. */In private _options: webDriverHarnessEnvironmentOptions;\u00e4\ webdriver.WebDriver,In options?: WebDriverHarnessEnvironmentOptions,In): HarnessLoader {In return new SeleniumWebDriverHarnessEnvironment(\n () => driver.findElement(webdriver.By.css('body')),\n options,\n);\n }\n\n !\n\n * Flushes change detection and async tasks captured in the Angular zone. In * In most cases it should not be necessary to call this manually. However, there may be some edge\n * cases where it is needed to fully flush animation events.\n */\n async forceStabilize(): Promise<void> {\n' await this.rawRootElement().getDriver().executeAsyncScript(whenStable);\n }\n\n /** @docs-private */\n async waitForTasksOutsideAngular():

Promise<void> {\n // TODO: figure out how we can do this for the webdriver environment.\n // https://github.com/angular/components/issues/17412\n }\n\n /** Gets the root element for the document. */\n protected getDocumentRoot(): () => webdriver.WebElement {\n return () => this.rawRootElement().getDriver().findElement(webdriver.By.css('body'));\n }\n\n /** Creates a `TestElement` from a raw element. */\n protected createTestElement(element: () => webdriver.WebElement): TestElement {\n return new SeleniumWebDriverElement(element, this._stabilizeCallback);\n }\n\n /** Creates a `HarnessLoader` rooted at the given raw element. */\n protected createEnvironment(\n element: () => webdriver.WebElement,\n): HarnessEnvironment() => webdriver.WebElement> {\n return new SeleniumWebDriverHarnessEnvironment(element, this._options);\n }\n\n // Note: This seems to be working, though we may need to re-evaluate if we encounter issues with\n // stale element references. `() => Promise<webdriver.WebElement[]>` seems like a more correct\n // return type, though supporting it would require changes to the public harness API.\n /**\n * Gets a list of all elements matching the given selector under this environment's root element.\n */\n protected async getAllRawElements(selector: string): Promise<(() => webdriver.WebElement)[]> {\n const els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement)\n return els = await this options gueryEngelector this rawPostElement() and the green this element and the get and the get and the green this element and the get and the get and the get and the get and the get and the get

const els = await this._options.queryFn(selector, this.rawRootElement);\n return els.map((x: webdriver.WebElement) => () => x);\n }\n}\n"1."names": [],"mappings":";;;AAWA;;;AAGG;AACI,MAAM,uBAAuB,GAAG;IACrC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC7C, CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;I ACPC,CAAC,OAAO,CAAC,KAAK,GAAG,SAAS,CAAC,GAAG,CAAC,KAAK;IACPC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC, OAAO;IACXĆ,CAAC,OAAO,CAAĆ,GAAG,GAAG,SAAS,CAAĆ,GAAG,CAAĆ,GAAG;IAChĆ,CAAĆ,OAAO,CAAĆ,MAAM,GAAG,SAAS,CAAĆ,GAAG, CAAC,MAAM;IACtC,CAAC,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC,GAAG,CAAC,OAAO;IACxC,CAAC,OAAO,CAAC,SAAS,GAAG,SAAS,CAAC, GAAG,CAAC,SAAS;IAC5C,CAAC,OAAO,CAAC,GAAG,GAAG,SAAS,CAAC,GAAG,CAAC,GAAG;IAChC,CAAC,OAAO,CAAC,IAAI,GAAG,SAAS,C AAC,GAAG,CAAC,IAAI;IACIC,CAAC,OAAO,CAAC,UAAU,GAAG,SAAS,CAAC,GAAG,CAAC,UAAU;IAC9C,CAAC,OAAO,CAAC,QAAQ,GAAG,SAA 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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 {SeverityLevel} from \\".\..\.\Declarations/Contracts\";\r\n\r\nimport {channel, IStandardEvent} from \\"diagnostic-channel\";\r\n\r\nimport {bunyan} from \\"diagnostic-channel-publishers\";\r\n\r\nimport {clients: TelemetryClient\[] = [];\r\n\r\n\/\\ Mapping from bunyan levels defined at https://github.com/trentm/node-bunyan/blob/master/lib/bunyan.js#L256\r\nconst bunyanToAlLevelMap: {[key: number] : number} = {\r\n 10: SeverityLevel.Verbose,\r\n 20: SeverityLevel.Verbose,\r\n 30: SeverityLevel.Information,\r\n 40: SeverityLevel.Warning,\r\n 50: SeverityLevel.Error,\r\n 60: SeverityLevel.Critical,\r\n;\r\n\r\n\r\nconst subscriber = (event: IStandardEvent\cdots\unders\u

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\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 DiagChannel\rom \"diagnostic-channel\ruphilishers\";\r\nimport * as DiagChannel\rom \"diagnostic-channel\ruphilishers\";\r\nimport * as DiagChannel\rom \"diagnostic-channel\ruphilishers\";\r\nimport Logging = require(\"..\./\Library\Logging\ruphi\);\r\n\r\nexport const\ Is\nitialized = \text{!process.env[\"APPLICATION_INSIGHTS_NO_DIAGNOSTIC_CHANNEL\"];\r\nconst\ TAG = \"DiagnosticChannel\";\r\n\r\nimport\ (Is\nitialized)\ \r\n\ const\ publishers:\text{ typeof}\ DiagChannel\ruphi\) blishers = require(\"diagnostic-channel-publishers\");\r\n\ const\ individualOptOuts:\text{ string} = \text{process.env[\"APPLICATION_INSIGHTS_NO_PATCH_MODULES\"] || \\"\";\r\n\ const\ unpatchedModules = individualOptOuts.\text{ split(\"\"\");\r\n\ const\ modules:\ \text{[key: string]: any} = \text{\r\n}\n\ bunyan:\text{ publishers.bunyan,\r\n\ console: publishers.console,\r\n\ mogodb\core:\text{ publishers.mongodb\core: publishers.mongodb\core:\text{ publishers.mysq\,\r\n\ n\ redis:\text{ publishers.redis,\r\n\ pg: publishers.pg\r\n\n\ pg\rol\) publishers.\text{ publishers.azuresdk\r\n\ };\r\n\ for (const\ mod\ in\ modules)\ \text{\r\n}\n\ pr\n\ pr\n\ r\n\ f\r\

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(\r'...\..\Library/TelemetryClient\r');\r\nimport \{channel\, \standardEvent\}\ from \r'diagnostic-channel\r';\r\n\r\nimport \{mysql\}\ from \r'diagnostic-channel-publishers\r';\r\n\r\nimport \{clients: TelemetryClient\reft[= \frac{1}{1}\r\n\r\nimport \{mysql\}\ from \r'diagnostic-channel-publishers\r';\r\n\r\nimport \{clients: TelemetryClient\right\

!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 f (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 ellents.filter((c) => c != client);\r\n if (clients.length === 0) {\r\n channel.subscribe} = 0) {\r\n channel.subscr

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