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Dependencies

@angular-devkit/core (17.1.2)

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@angular-devkit/schematics (17.1.2)

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@angular/animations (17.1.2)

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@angular/cdk (17.1.2)

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@angular/common (17.1.2)

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@angular/compiler (17.1.2)

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@angular/core (17.1.2)

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@angular/google-maps (17.1.2)

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@angular/platform-browser (17.1.2)

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npm+@angular/google-maps

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@angular/platform-browser-dynamic (17.1.2)

npm+@angular/platform-browser-dynamic

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@angular/router (17.1.2)

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@angular/youtube-player (17.1.2)

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@ant-design/colors (7.0.2)

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@ant-design/icons-angular (17.0.0)

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@braintree/sanitize-url (6.0.4)

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@datorama/akita (8.0.0)

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@fortawesome/fontawesome-common-types (0.2.36)

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@microsoft/applicationinsights-channel-js (2.5.5)

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@microsoft/applicationinsights-common (2.5.5)

npm+@microsoft/applicationinsights-common

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@microsoft/applicationinsights-core-js (2.5.5)

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@microsoft/applicationinsights-dependencies-js (2.5.5)

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@microsoft/applicationinsights-properties-js (2.5.5)

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@microsoft/applicationinsights-shims (1.0.0)

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@microsoft/applicationinsights-web (2.5.5)

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@microsoft/dynamicproto-js (0.5.3)

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@microsoft/signalr (8.0.0)

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@ngx-loading-bar/core (6.0.2)

npm+@microsoft/signalr

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@types/d3-scale (4.0.8)

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@types/d3-scale-chromatic (3.0.3)

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npm+@types/d3-scale-chromatic

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@types/d3-time (3.0.3)

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@types/debug (4.1.12)

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@types/google.maps (3.55.3)

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@types/mdast (3.0.15)

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@types/ms (0.7.34)

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@types/unist (2.0.10)

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@types/youtube (0.0.42)

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abort-controller (3.0.0)

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ag-grid-angular (30.0.0)

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ag-grid-community (30.0.0)

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ajv-formats (2.1.1)

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angular-animations (0.11.0)

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angular-oauth2-oidc (17.0.0)

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angular-oauth2-oidc-jwks (17.0.0)

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ansi-regex (5.0.1)

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ansi-styles (4.3.0)

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base64-js (1.5.1)

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binary-extensions (2.2.0)

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<u>bl (4.1.0)</u>

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braces (3.0.2)

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call-bind (1.0.7)

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chalk (4.1.2)

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character-entities (2.0.2)

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chokidar (3.6.0)

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cli-cursor (3.1.0)

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cli-spinners (2.6.1)

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color-convert (2.0.1)

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color-name (1.1.4)

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commander (8.3.0)

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- Package Download URL: <u>https://registry.npmjs.org/commander/-/commander-8.3.0.tgz</u>

cose-base (1.0.3)

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cytoscape (3.28.1)

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cytoscape-cose-bilkent (4.1.0)

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d3 (7.8.5)

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d3-array (2.12.1)

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d3-array (3.2.4)

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d3-axis (3.0.0)

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d3-brush (3.0.0)

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d3-chord (3.0.1)

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d3-color (3.1.0)

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d3-contour (4.0.2)

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npm+d3-contour

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d3-delaunay (6.0.4)

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d3-dispatch (3.0.1)

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d3-dsv (3.0.1)

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d3-ease (3.0.1)

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d3-fetch (3.0.1)

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d3-force (3.0.0)

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npm+d3-fetch

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d3-geo (3.1.0)

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d3-hierarchy (3.1.2)

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d3-interpolate (3.0.1)

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d3-path (1.0.9)

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d3-path (3.1.0)

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d3-polygon (3.0.1)

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d3-quadtree (3.0.1)

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d3-random (3.0.1)

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d3-sankey (0.12.3)

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Package Info

- Authors: <u>mike@ocks.org</u>, <u>kshitij.aranke@gmail.com</u> Package Download URL: <u>https://registry.npmjs.org/d3-sankey/-/d3-sankey-0.12.3.tgz</u>

d3-scale (4.0.2)

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- Authors: <u>mike@ocks.org</u>, <u>fil@rezo.net</u>
 Package Download URL: <u>https://registry.npmjs.org/d3-scale/-/d3-scale-4.0.2.tgz</u>

d3-scale-chromatic (3.0.0)

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- Package Download URL: <u>https://registry.npmjs.org/d3-scale-chromatic/-/d3-scale-chromatic-3.0.0.tgz</u>

d3-selection (3.0.0)

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d3-shape (1.3.7)

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d3-shape (3.2.0)

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 Package Download URL: <u>https://registry.npmjs.org/d3-shape/-/d3-shape-3.2.0.tgz</u>

d3-time (3.1.0)

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 Package Download URL: <u>https://registry.npmjs.org/d3-time/-/d3-time-3.1.0.tgz</u>

npm+d3-time

npm+d3-shape

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 Package Download URL: <u>https://registry.npmjs.org/d3-time-format/-/d3-time-format-4.1.0.tgz</u>

d3-timer (3.0.1)

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 Package Download URL: <u>https://registry.npmjs.org/d3-timer/-/d3-timer-3.0.1.tgz</u>

d3-transition (3.0.1)

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npm+d3-timer

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Package Info

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dagre-d3-es (7.0.10)

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- Authors: thibaut.lassalle@gmail.com
- Package Download URL: <u>https://registry.npmjs.org/dagre-d3-es/-/dagre-d3-es-7.0.10.tgz</u>

date-fns (2.28.0)

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<u>dayjs (1.11.10)</u>

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debug (4.3.4)

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npm+debug

npm+dayjs

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decimal.js (10.4.3)

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Package Info

- Authors: M8ch88l@gmail.com
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```
decode-named-character-reference (1.0.2)
```

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npm+decode-named-character-reference

npm+decimal.is

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defaults (1.0.4)

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define-data-property (1.1.4)

npm+define-data-property

npm+defaults

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 - Authors: <u>ljharb@gmail.com</u>
 - Package Download URL: https://registry.npmjs.org/define-data-property/-/define-data-property-1.1.4.tgz

define-properties (1.2.1)

npm+define-properties

npm+delaunator

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delaunator (5.0.1)

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delegate (3.2.0)

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dequal (2.0.3)

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- Authors: <u>luke@lukeed.com</u>
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dompurify (3.0.9)

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echarts (5.5.0)

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elkjs (0.9.2)

npm+elkjs

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npm+encoding

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encoding (0.1.13)

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es-define-property (1.0.0)

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es-errors (1.3.0)

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es6-promise (3.3.1)

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event-target-shim (5.0.1)

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eventemitter3 (2.0.3)

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eventsource (2.0.2)

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npm+eventemitter3

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extend (3.0.2)

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fast-deep-equal (3.1.3)

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fast-diff (1.1.2)

npm+fast-deep-equal

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fetch-cookie (2.2.0)

npm+fetch-cookie

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file-saver (2.0.2)

npm+file-saver

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function-bind (1.1.2)

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functions-have-names (1.2.3)

npm+functions-have-names

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fuse.js (3.4.6)

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get-intrinsic (1.2.4)

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glob-parent (5.1.2)

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glob2 (0.4.1)

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- Package Download URL: $\underline{https://files.pythonhosted.org/packages/9c/38/e0fb3ff759614ceea6d2c28265a253062842e37a116ad644fbeae669d42f/glob2-0.4.1.tar.gz_{10} additional addition$

good-listener (1.2.2)

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pip+glob2

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has-flag (4.0.0)

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has-property-descriptors (1.0.2)

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has-proto (1.0.3)

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has-symbols (1.0.3)

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npm+has-symbols



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has-tostringtag (1.0.2)

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hasown (2.0.1)

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npm+has-tostringtag

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heap (0.2.7)

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http-post-message (0.2.3)

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iconv-lite (0.6.3)

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ieee754 (1.2.1)

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immer (9.0.7)

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inherits (2.0.4)

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internmap (1.0.1)

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npm+internmap

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is-arguments (1.1.1)

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is-binary-path (2.1.0)

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is-date-object (1.0.5)

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is-extglob (2.1.1)

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is-glob (4.0.3)

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is-interactive (1.0.0)

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is-number (7.0.0)

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is-regex (1.1.4)

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is-unicode-supported (0.1.0)

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json-schema-traverse (1.0.0)

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jsonc-parser (3.2.0)

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jsrsasign (10.9.0)

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katex (0.16.9)

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khroma (2.1.0)

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layout-base (1.0.2)

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lodash (4.17.21)

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lodash-es (4.17.21)

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log-symbols (4.1.0)

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magic-string (0.30.5)

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marked (9.1.6)

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material-colors (1.2.6)

nom+material-colors

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mdast-util-from-markdown (1.3.1)

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npm+mdast-util-from-markdown

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mdast-util-to-string (3.2.0)

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mermaid (10.8.0)

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nnm+mdast-util-to-string

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micromark (3.2.0)

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micromark-core-commonmark (1.1.0)

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micromark-factory-destination (1.1.0)

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micromark-factory-label (1.1.0)

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micromark-factory-space (1.1.0)

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micromark-factory-title (1.1.0)

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micromark-factory-whitespace (1.1.0)

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micromark-util-character (1.2.0)

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micromark-util-chunked (1.1.0)

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micromark-util-classify-character (1.1.0)

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micromark-util-combine-extensions (1.1.0)

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micromark-util-decode-numeric-character-reference (1.1.0)

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micromark-util-decode-string (1.1.0)

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micromark-util-encode (1.1.0)

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micromark-util-html-tag-name (1.2.0)

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micromark-util-normalize-identifier (1.1.0)

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micromark-util-resolve-all (1.1.0)

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micromark-util-sanitize-uri (1.2.0)

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micromark-util-subtokenize (1.1.0)

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micromark-util-symbol (1.1.0)

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micromark-util-types (1.1.0)

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mimic-fn (2.1.0)

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<u>ms (2.1.2)</u>

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ng-zorro-antd (17.2.0)

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npm+ms

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ngx-color (9.0.0)

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ngx-currency (17.0.0)

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ngx-echarts (17.1.0)

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ngx-markdown (17.1.1)

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ngx-quill (24.0.4)

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node-fetch (2.7.0)

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non-layered-tidy-tree-layout (2.0.2)

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normalize-path (3.0.0)

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npm+non-layered-tidy-tree-layout

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normalizr (3.6.0)

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object-is (1.1.5)

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object-keys (1.1.1)

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onetime (5.1.2)

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npm+object-keys

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ordereddict (1.1)

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papaparse (5.4.1)

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pip+ordereddict

npm+papaparse

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parchment (1.1.4)

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parse5 (7.1.2)

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picomatch (2.3.1)

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picomatch (3.0.1)

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powerbi-client (2.15.1)

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powerbi-models (1.14.0)

npm+powerbi-models

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powerbi-models

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powerbi-router (0.1.5)

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prismjs (1.29.0)

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psl (1.9.0)

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punycode (2.3.1)

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querystringify (2.2.0)

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quill (1.3.7)

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quill-delta (3.6.3)

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readable-stream (3.6.2)

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npm+readable-stream

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regexp.prototype.flags (1.5.2)

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require-from-string (2.0.2)

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requires-port (1.0.0)

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restore-cursor (3.1.0)

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robust-predicates (3.0.2)

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route-recognizer (0.1.11)

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npm+robust-predicates

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<u>rw (1.3.3)</u>

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<u>rxjs (7.8.1)</u>

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sade (1.8.1)

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safe-buffer (5.2.1)

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safer-buffer (2.1.2)

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select (1.1.2)

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set-cookie-parser (2.6.0)

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set-function-length (1.2.1)

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set-function-name (2.0.2)

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npm+set-function-length

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signal-exit (3.0.7)

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snazzy-info-window (1.1.1)

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source-map (0.7.4)

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string decoder (1.3.0)

npm+string_decoder

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strip-ansi (6.0.1)

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stylis (4.3.1)

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subsink (1.0.2)

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supports-color (7.2.0)

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tiny-emitter (2.1.0)

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npm+supports-color

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to-regex-range (5.0.1)

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tough-cookie (4.1.3)

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<u>tr46 (0.0.3)</u>

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ts-dedent (2.2.0)

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tslib (2.4.1)

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tslib (1.14.1)

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tslib (2.3.0)

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unist-util-stringify-position (3.0.3)

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universalify (0.2.0)

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

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url-parse (1.5.10)

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util-deprecate (1.0.2)

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uuid (9.0.1)

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<u>uvu (0.5.6)</u>

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

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web-worker (1.3.0)

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webidl-conversions (3.0.1)

npm+webidl-conversions

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whatwg-url (5.0.0)

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ws (7.5.9)

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zone.js (0.14.3)

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zrender (5.5.0)

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npm+zrender

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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 © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar DynlnstFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynlnstFuncTable = '_dynlnstFuncs';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \'class\' name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \'class\'' name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Signore\r\n */\r\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Signore\r\n */\r\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Signore\r\n */\r\nva

will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the namelr\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;lr\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {Ir\n return target && (target === Object[Prototype]] | target === Array[Prototype]);Ir\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {Irln if (target) {Irln // This method doesn't existing in older browsers (e.g. IE8)Irln if (_objGetPrototypeOf) {Irln return _objGetPrototypeOf(target);Irln }/rln // target[Constructor] May break if the constructor has been changed or removedIrln var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic/r/n * callback and prototype generation./r/n @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n)\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the this Target object, it does\r\n * not return any inherited functions\r\n * @param this Target The object to get the instance functions from\r\n * @ignore\r\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = 🖞;Ir\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */r\nfunction _hasVisited(values, value) {\r\n for (var lp = array\r\n * @baram value the value is included in the array\r\n * @baram value the value is included in the array\r\n * @baram value the value is included in the array\r\n * @baram value the value is included in the array\r\n * @baram value the value is included in the array\r\n * @baram value the value is included in the array of values\r\n * @baram value the value is included in the value is included in the array of values\r\n * @baram value the value is included in the value is included in the array of values\r\n * @baram value the value is included in the value is included in the value is included in the array of values\r\n * @baram value the value is included in th = value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/\r\n/*\r\n * Returns an object that values.length - 1; Ip >= 0; Ip--) {Irln if (values[Ip] === value) {Irln return true;Irln }Irln }Irln False;Irln}Irln/**Irln * Returns an object to contains callback functions for all \"base/super\" functions, this is used to \"save\"Irln * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);Irln }:Irln // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)Irln var baseFuncs = {};Irln for (var name in instFuncs) {Irln // Create an instance callback for pasing the base function to the caller/r/n baseFuncs[name] = instFuncProxy(thisTarget, instFuncs[name]);/r/n }/r/n // Get the base prototype functions/r/n var baseProto = _getObjProto(classProto);)r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {IrIn // Don't include any dynamic prototype instances - as we only want the real functionsIrIn // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);Ir\n }\r\n }\r\n / We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.lrln visited.push(baseProto);lrln baseProto = _getObjProto(baseProto);lrln }lrln return baseFuncs;\rln]rln/**\rln * Add the required dynamic prototype methods to the the class prototype\rln * @param proto The class prototype\rln * @param className The instance classname\rln * @param target The target instance\rln * @param baseInstFuncs The base instance functions\rln * @ignore\rln */\rlnfunction _populatePrototype(proto, className, target, baseInstFuncs) {IrIn function_reateDynamicPrototype(proto, funcName) {IrIn var dynProtoProxy = function () {IrIn var _this = this;IrIn // We need to check whether the class name is defined directly on this prototype otherwiseIrIn // it will walk the proto chain and return any parent proto classname.lrln if (_this &&_hasOwnProperty(proto, DynClassName)) {rln var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];\rln if (instFunc) {rln // Used the instance function property\r\n return instFunc.apply(_this, arguments);IrIn // Avoid stack overflow from recursive calling the same functionIrIn _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!/r/n if (protoFunc === dynProtoProxy) {/r/n // It is so lookup the base prototype/r/n protoFunc = _getObjProto(proto)[funcName];/r/n }Ir\n if (!_isFunction(protoFunc)) {Ir\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);Ir\n }\r\n return protoFunc.apply(_this, arguments); \r\n }; \r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing) r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions/r/n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {/r/n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];IrIn delete target[name];IrIn // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one/rh if []_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag]]) {Irln proto[name] = _createDynamicPrototype(proto, name); Irln }Irln }Irln }Irln }Irln ?Irln instance that will be checked whther the passed prototype instance is in the heirarchylrin * @ignorelrin */Irinfunction _checkPrototype(classProto, thisTarget) {lr/n var thisProto = _getObjProto(thisTarget);lr/n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {lr/n if (thisProto === classProto) {lr/n return true;lr/n }lr/n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only. Ir/n * @param target\r\n * @param unknownValueIr\n * @ignore\r\n */Ir\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.lr/n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc islr/n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr/ln * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/r/n * defined in the constructor or some other function (rather than declared as complete typescript functions).Ir/n * ### Usage/r/n * ```typescript/r/n * import dynamicProto from "@microsoft/dynamicproto-jsl";i/in * class ExampleClass extends BaseClass {Irin * constructor() {Ir/n * dynamicProto-(ExampleClass, this, (_self, base) => {Irin * // This will define a function that will be converted to a prototype function/rin * _self.newFunc = () => {Irin * // Access any ["this!" instance property/rin * if (_self.someProperty) {Irln * ...Irln * }Irln * // This will define a function that will be converted to a prototype function/rin * _self.someProperty) {Irln * // Access any \"this!" instance property/r\n * if (_self.someProperty) {Irln * // Call the base version of the function that we are overriding/r\n * base.myFunction();Irln * }r\n * ...Irln * }r\n * _...rln * }r\n * ...rln *]r\n * ... Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * __self.initialize(); ir\n * }); Ir\n * `\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type }\r\n * }\r\n * ` that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error)\r\n var classProto = the Class[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n_throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As

not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target l'this!" and l'base!" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n_populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names": [],"mappings":";;;;;;IAEA;IACA;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA,IAAI,SAAS,GAAG,WAAW,CAAC ;IAC5B;IACA;IACA;IACA;IACA,IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;IACA;IA CA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IACAC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAA I,kBAAKB,GAAG,UAAU,CAAC;IACA;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAI,UAAU,GAAG,W ÁAW,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;IACID;IACA;IACA;IACA;IACA,IAAI,aAAa,G AAG,CAAC,CAAC;IACtB;IACA;IACA;IACA;IACA;IACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI,EAAE;IACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS ,CAÁC,CAÁC,CAÁC,CAÁC,IAAÍ,CAÁC,GAÁG,EAÁE,IAÁI,CAÁC,CAÁC;IACnE,CAÁC;IACD;IAĆA;IAĆA;IAĆA;IAĆA;IACÁ;IACÁ;IACÁ;IACÁ Ċ,KAAK,EAAE;IAC5B,IAAİ,OAAO,OAAO,KAAK,KAAK,WAAW,ĆAAC;IACxC,ĆAAC;IACD;IACA;IACA;IACA,SAAS,yBAAyB,CAAC,MAAM,E AAE;IAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,IAAC,IACN F,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,iCAAIC,CAAC,MAAM,EAAE;IACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QA AQ,CAAC,SAAS,CAAC,CAAC;IAC/E,CAAC;IACD;IACA;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE;IAChB; IAČA,QAÁQ,IAAÍ,kBAAKB,EAÁE;IAChC,YAÁY,OÁAO,kBAAKB,CAÁC,MAÁM,CAÁC,CÁAC;IAĆ9C,SÁAS;IACT;IAĆA,QÁAQ,IAAI,QÁAQ,GÁAG,MÁ AM,CAAC,UAAU,CAAC,IAAI,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;IACtF,QAAQ,IAAI,QAAQ,EAAE;IACtB,YAAY,OA ACJC;IACA,QAAQ,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,UAAU,EAAE,IAAI,EAAE,KAAK,CAAC,EAAE;IAC9E;IACA,YAAY,SA AŠ,CAAC,IAAI,CAAC,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;IACIC,SAAS;IACT,KAAK;IACL,IAAI,OAAO,SAAS,CAAC;IACrB,CAAC;IACD;IACA;I ACA;IACA;IACA;IACA,SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;IACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,E AAE,EAAE,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;IACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;IACIC,YAAY,OAAO,IAAI,CA AC:IACXB.SAAS;IACT.KAAK;IACL.IAAI.OAAO,KAAK,CAAC;IACIB,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,aAAa,CAAC,UAAU,EA AE,UAAU,EAAE,SAAS,EAAE;IAC1D,IAAI,SAAS,cAAc,CAAC,MAAM,EAAE,OAAO,EAAE;IAC7C,QAAQ,OAAO,YAAY;IAC3B,YAAY,OAAO,OAAO,C AAC,KAAK,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC;IACpD,SAAS,CAAC;IACV,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACvB,IAA I,KAÁK,IAAI,IAAI,IAAI,SAÁS,EAAE;IAChC;IACA,QAÁQ,SAÁS,CAÁC,IAAÍ,CAAC,GAAG,cAÁC,CAAC,ÚAAU,EAAE,SAAS,CAAC,IAAI,CAAC,CAA Ć,CAAĆ;IAĆtE,KÁAK;IAĆL;IAĆA,IAAI,IAAI,IAAI,SAAŠ,GAAĜ,YAAÝ,CAAĆ,UAAU,CAÁĆ,CAÁĆ;IAĆ7C,IAÁI,IAAI,OAAÓ,GAAĜ,EAAE,CAÁĆ;IAĆrB;IA CÁ,IAAI,OAAO,SAAS,IAAI,CAAC,ICAÁIC,CAAC,SAAS,CÁAC,IÁAI,CÁAC,WÁAW,CÁAC,OÁAO,EÁAE,SAAS,CAAC,EAAE;IAC3G;IACA,QAAQ,KA AK,IAAI,IAAI,IAAI,SAAS,EAAE;IACpC;IACA;IACA;IACA;IACA,YAAY,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,SAAS,EAAE,IAAI ,EAAE,CAAC,kBAAkB,CAAC,EAAE;IAC/F;IACA,gBAAgB,SAAS,CAAC,IAAI,CAAC,GAAG,cAAc,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,CAAC,CA AC,CAAC;IAC9E,aAAa;IACb,SAAS;IACT;IACA;IACA;IACA,QAAQ,OAAO,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;IAChC,QAAQ,SAAS,GAAG,YAAY YAAY, CAAC, KAAK, CAAC, CAAC, OAAO, CAAC, CAAC; 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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar strFunction = 'ignore\r\n *\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar strFunction = 'ignore\r\n *\r\nvar strFunction = 'ignore\r\n *\r\nvar bynnstFuncTable = 'ignore\r\n *\r\nvar bynnstFu

isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment. IrIn * @ignoreIrIn */IrInfunction _getObjProto(target) {Ir\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class objectlr\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */Ir\nfunction _isDynamicCandidate(target, funcName, skipOwn) {Ir\n return (funcName != Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n\r\n\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */Ir\nfunction _throwTypeError(message) {Ir\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n\r\n\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignorelr\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = {; r\n // Save any existing instance functions/r/n for (var name in thisTarget) {/r/n // Don't include any dynamic prototype instances - as we only want the real functions/r/n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var Ip = values.length - 1; Ip >= 0; Ip--) {Irln if (values[Ip] === value) {Irln return true;Irln }Irln }Irln return false;Irln]\rln/**Irln * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\rln * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);IrIn };IrIn }IrIn // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced) Irin var baseFuncs = {}: Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the callerIr\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {trin // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototype0f)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = instFuncProxy(thisTarget, baseProto[name]);/r/n }/r/n }/r/n // We need to find all possible functions that might be overloaded by walking the entire prototype chain/rh // This avoids the caller from needing to check whether it's direct base class implements the function or notlr/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. Ir/n visited.push(baseProto); Ir/n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototypelrln * @param proto The class prototypelrln * @param className The instance classnamelrln * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.lrln if (_this && _hasOwnProperty(proto, DynClassName)) {lrln var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName]; lr/n if (instFunc) {lr/n // Used the instance function property/r/n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction); Ir\n }Ir\n var protoFunc = proto[funcName]; Ir\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!lr/n if (protoFunc === dynProtoProxy) {lr/n // It is so lookup the base prototype!r/n protoFunc = __getObjProto(proto)[funcName];lr/n }lr/n if (!_isFunction(protoFunc)) {lr/n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);lr/n }lr/n return protoFunc.apply(_this, arguments);lr/n };lr/n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing!r/n // via which can dynamically replace the prototype function reference)lrln dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic onelr/n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {Ir/n proto[name] = _createDynamicPrototype(proto, name);IrIn }IrIn }IrIn }IrIn }IrIn }IrIn *IrIn * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instanceIrIn * @param classProto The class prototype instanceIrIn * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchylrln * @ignorelrln */Irlnfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling _getObjProto(msProto);irm }rm return latse;irm}rm*nrm *Gets the current prototype name using the Ess name if available otherwise name back to a use unknown as the name.lrln * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.lrln * @param targetIrln * @param unknownValue!rln * @ignoreIrln */Irlnfunction _getObjName(target, unknownValue) {Irln if (_hasOwnProperty(target, Prototype)) {Irln // Look like a prototype\rln return target.name || unknownValue || UnknownValue;Irln }Irln return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;Irln}*r/n/**Irln * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Irln * - Saves references to all defined base class functions\rln * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. In * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r/n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r/n * ### Usage\r/n * ```typescript\r/n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r/n * class ExampleClass extends BaseClass {\r/n * constructor() {\r/n * dynamicProto(ExampleClass, this, $\frac{1}{2} \frac{1}{2} \frac{1$ current class/r/n * @param target The current \"this\" (target) reference, when the class has been extended this prototype will not be the 'theClass' value. IrIn * @param delegateFunc The callback function (closure) that will create the dynamic function IrIn */IrInexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error) Ir/In var classProto = the Class[Prototype]; Ir/In if (!_checkPrototype(classProto, target)) {Irln _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\"; I'n yrln }\r\n var className = null; Irln if (_hasOwnProperty(classProto, DynClassName)) {Irln // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target "this!" and "basel" function references r/n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs); r/n // Populate the Prototype for any overidden instance

functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n/!# sourceMappingURL=DynamicProto.js.map"],"names": functions/rin_populatePrototype(classProto, className, target, instFuncs);/rinj/rinj/# sourceMappingURL=DynamicProto.js.map", inames": ["Constructor", "Prototype", "strFunction", "DynInstFuncTable", "DynProxyTag", "DynClassName", "UnknownValue", "str__Proto", "_objGetProtot ypeOf", "Object", "dynamicNames", _hasOwnProperty", "obj", "prop", "hasOwnProperty", "call", "_isFunction", "value", "isObjectOrArrayProtot ype", "target", "Array", "_isObjectArrayOrFunctionPrototype", "Function", "getObjProto", "newProto", "_isDynamicCandidate", "funcName", "skip Own", "_throwTypeError", "message", "TypeError", "_hasVisited", "values", "lp", "length", "getObjName", "unknownValue", "name", "theClass", "d elegateFunc", "classProto", "thisTarget", "thisProto", "_checkPrototype", "className", "instFuncs", "_getInstanceFuncs", "_instFuncProxy", "the Func", "apply", "arguments", "baseFuncs", "baseProto", "visited", "push", "getBaseFuncs", "proto", "baseInstFuncs", "_createDynamicPrototype ","dynProtoProxy", "this", "instFunc", "protoFunc", "instFuncTable", "_populatePrototype", "mappings": ";;;;+BAMA,IAAIA,EAAc,cAKdC,EAAAY,Y AKZC,EAAC,WAKdC,EAAMB,gBAKnBC,EAAc,cAKdC,EAAe,YAUfC,EAAe,YAKfC,EAAa,YAKbC,EAAqBC,OAAUB,eAK5CC,EAAgB,EAKJB,SAAB C,EAAgBC,EAAKC,GAC1B,OAAOD,GAAOH,OAAOR,GAAWa,eAAeC,KAAKH,EAAKC,GAQ7D,SAASG,EAAYC,GACjB,cAAcA,IAAUf,EAM5B,SAA SgB.EAA0BC,GAC/B,OAAOA,IAAWA,IAAWA,OAAOR,IAAckB,IAAWC,MAAMnB,IAMvE,SAASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAW G,SAASrB,GAMpE,SAASsB,EAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,ÓAAOA,EAAmBW,GAG9B,IAAIK,ÉAAWL,ÉAAOZ,IAAeY,EAAOIB, IAAckB,EAAOnB,GACjE,GAAIwB,EACA,OAAOA,EAGf,OAAO,KAUX,SAASC,EAAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IAAa1B,GAAegB,EAAY G,EAAOO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,iBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf, ĠÁCZB,IAÁK,IAAIġB,EAAKĎ,EAĂŎĔ,ŎAAŠ,EÁAS,ĠÁANĎ,EÁASĂ,IAĆťĆ,ĠAAĺĎ,EAAŎĊ,KÁAQhB,EACf,OAAÓ,EAGf,ÓAAŎ,EÁ2HX,SÁASkĎ,É AAYhB,EAAQiB,GACzB,OAAlzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhCa,GAAU,IAAInB,IAAiB,IAAIqC,MAAQD,GAAgB 9B,SAqD1D,SAAsBgC,EAAUnB,EAAQoB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB,4CAGpB,IAAIY,EAAaF,EAASrC,IAjF9B,SAAyBuC,EAA YC,GAEjC,IADA,IAAIC,EAAYnB,EAiFiBJ,GAhF1BuB,IAAcrB,EAAkCqB,IAAY,CAC/D,GAAIA,IAAcF,EACd,OAAO,EAEXE,EAAYnB,EAAamB,GAE7 B,OAAO,GA0EFC,CAAgBH,IACjBZ,EAAgB,IAAMO,EAAYG,GAAY,mCAAqCH,EAAYhB,GAAU,KAE7G,IAAIyB,EAAY,KACZjC,EAAgB6B,EAAYnC, GAE5BuC,EAAYJ,EAAWnC,IAMvBuC,EA9TiB,WA8TgBT,EAAYG,EAAU,KAAO,IAAM5B,EACpEA,IACA8B,EAAWnC,GAAgBuC,GAG/B,IAAIC,EAr OR,SAA2BJ,GAEvB,IAAII,EAAY,GAEhB,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAA0BgB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IA GrC,OAAOQ,EA0NSC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBqB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH, OAAOA,EAAQC,MAAM9B,EAAQ+B,YAIrC,IAAIC,EAAY,GAChB,IAAK,IAAId,KAAQQ,EAEbM,EAAUd,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA, IAAle,EÁAY7B,EÁAaiB,GÁCzBa,EAÁU,GÁEPD,IÁAC/B,EAAKC+B,KÁAerB,ÉAAYSB,EAASD,IAAY,CÁEnG,IÁÁK,IAAIf,KAAQé,GAKRD,EAAÚd,IAÁ SZ,EAAoB2B,EAAWf,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUf,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAAa6B,GAE7B,O AAOD,EAqKSI,CAAcf,EAAYrB,EAAQ0B,IA3JtD,SAA4BW,EAAOZ,EAAWzB,EAAQsc,GACID,SAASC,EAAWBF,EAAO9B,GACpC,IAAIIC,EAAgB,W AIhB,GAHYC,MAGCjD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAIezD,IAAqB,IAAlqD,EAAMnD,KAAkB,IAAlqB,GAC5E,GAAImC,EAEA, OAAOA, EAASZ, MAPZW, KAOyBV, WAGjCtB, EAAgB, YAACF, EAAW, KAAOXB, GAEpD, IAAI4D, EAAYN, EAAM9B, GAStB, OAPIoC, IAACH, IAEdG, EAA YvC, EAAaiC, GAAO9B, IAE/BV, EAAY8C, IACbIC, EAAgB, IAAMF, EAAW, CAAgBxB, GAE9C4D, EAAUb, MArBLW, KAqBkBV, YAKIC, OADAS, EAAcvD, G AAe,EACtBuD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAA CMB,EAACnB,IAAC,GACXE,IAAK,IAAIP,KAAOIB,EAETM,EAAOBN,EAAOKB,GAAM,IAAUIB,EAAOKB,KAAUOB,EAACpB,KAE3EO,EAAUR,GAAOI B,EAAOKB,UACIBIB,EAAOKB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAA wBF,EAAOnB,MAsH7D2B,CAAmBxB,EAAYI,EAAWzB,EAAQ0B"}

Copyright @ Microsoft Corporation. All rights reserved./r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization/r/n * @ignore/r/n *//r/nvar Constructor = 'constructor';/r/n/**/r/n * Constant string defined to support minimization/r/n * @ignorel/In */ir/invar Prototype = 'prototype';Ir/in/*/i/n * Constant string defined to support minimization/r/n * @ignorel/r/n */ir/invar strFunction = 'function';Ir/in/**\r/n * Used to define the name of the instance function lookup table\r/n * @ignore\r/n */ir/invar DynInstFuncTable = dynInstFuncs'; lr/n/**\r/n * Name used to tag the dynamic prototype function\r/n * @ignore\r/n */lr/nvar DynProxyTag = ' isDynProxy'; lr/n/**\r/n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */Ir\nvar DynClassNamePrefix = '_dynCls\$';/r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignorelrln */Irlnvar UnknownValue = '_unknown';Irln/**Irln * Constant string defined to support minimizationIrln * @ignorelrln */Irlnvar str_Proto = \"__proto__\";\rln/**\rln * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\rln * @ignore\rln */Irlnvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */ir\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the namelr\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n]\r\n/**\r\n* Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.l/in * @ignorelr/n */l/infunction _isFunction(value) {lr/n return typeof value === strFunction;lr/n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {IrIn return target && (target === Object[Prototype] || target === Array[Prototype]);IrIn}IrIn/**IrIn * Helper used to check whether the target is an Object prototype, Array prototype or Function prototypeIrIn * @ignoreIrIn */IrInfunction _isObjectArrayOrFunctionPrototype(target) {IrIn return _isObjectOrArrayPrototype(target) || target === Function[Prototype];IrIn}IrIn/**IrIn * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.IrIn * @ignoreIrIn */IrInfunction _getObjProto(target) {IrIn if (target) {IrIn is method doesn't existing in older browsers (e.g. IE8)IrIn if (_objGetPrototypeOf) {IrIn return objGetPrototypeOf(target):IrIn }IrIn // targetIConstructor May break if the constructor has been changed or removedIrIn are pawlProto = objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/\r\n/*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignorelr\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base protolr\n var instFuncs = {};Ir\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n r\n return instFuncs;\r\n]\r\n * Returns whether the value is included in the values.length - 1; $|p \ge 0$; |p--) {rh if (values|r|) * @param value The value|r| */rh return s/rh for the values.length - 1; $|p \ge 0$; |p--) {rh if (values|r|) */rh functions, this is used to |r| */rh return false; |r|n}/|r|n/*rh * Returns an object that contains callback functions for all |r| base/super|r| functions, this is used to |r| are value |r|n| * return false; |r|n| *(rh) * rh * Returns an object that requiring that the base |r| class|r| has defined a prototype references |r|n * @param target The current instance <math>|r|n * @ignore |r|n * /r|n| function getBaseFuncs(classProto, thisTarget, instFuncs) {IrIn function _instFuncProxy(target, theFunc) {IrIn return function () { get replaced) Irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the callerIr\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);IrIn var visited = [];IrIn // Don't include base object functions for Object, Array or Function\rIn while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);lr\n }\r\n }\r\n /! We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classe indication of notitin if by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. Irln visited.push(baseProto);Irln baseProto = _getObjProto(baseProto);Irln birln return baseFuncs;Irln]\rln/**\rln * Add the required dynamic prototype methods to the the class prototype!rln * @param proto The class prototype!rln * @param className The instance classname!rln * @param target The target instance!rln * @param baseInstFuncs The base instance functions!rln *@ignore!rln */\rlnfunction _populatePrototype(proto, className, target, baseInstFuncs) {Irln function _createDynamicPrototype(proto, funcName) {Irln var dynProtoProxy = function () {Irln var _this = this;Irln // We need to check whether the class name is defined directly on this prototype otherwise!rln // it will walk the proto chain and return any parent proto the class name is defined directly on this prototype otherwise!rln // it will walk the proto chain and return any parent proto the protochain and return any parent protochain and protochain and return any parent protochain and protochain and return any parent protochain and parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName]; Ir\n if (instFunc) {Ir\n // Used the instance function property\r\n return instFunc.apply(_this,

arguments);Ir\n }Ir\n // Avoid stack overflow from recursive calling the same functionIr\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);Ir\n }Ir\n var protoFunc = proto[funcName];Ir\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!Ir\n if (protoFunc === dynProtoProxy) {Ir\n // It is so lookup the base prototype/Ir\n protoFunc = _getObjProto(proto)[funcName];Ir\n }Ir\n if (!_isFunction(protoFunc)) {Ir\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);Ir\n }Ir\n return protoFunc.apply(_this, arguments);Ir\n }Ir\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testingIr\n // via which can dynamically replace the prototype function reference)Ir\n dynProtoProxy[DynProxyTag] = 1;Ir\n return dynProtoProxy;Ir\n }Ir\n if (!_isObjectOrArrayPrototype(proto)) {Ir\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};Ir\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yetlr\n for (var name in target) {Ir\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {Ir\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];Ir\n // delete target[name];Ir\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (! hasOwnProperty(proto, name) || (proto[name] && !protofname][DvnProxyTag]) {r\n protofname] =

one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag]]) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n }\r\n }\r\n *\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whether the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto &&

!_isObjectArrayOrFunctionPrototype(thisProto)) {Ir/n if (thisProto === classProto) {Ir/n return true;Ir/n }Ir/n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name. IrIn * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only. \r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n *//r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {Ir\n // Look like a prototypelr\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. In * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr/in * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from In a construction of the first interview of the second (""this!" instance propertylr\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * /\r\n * /\r\n * /\r\n * /\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n *]\r\n * ...\r\n * }\r\n * ...\r\n *]\r\n * ...\r\n * }\r\n * ...\r\n *]\r\n * ...\r\n *]\r Warnings: While the following will work as _self is simply a reference to\r/n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value. IrIn * @param delegateFunc The callback function (closure) that will create the dynamic function IrIn */IrInexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\";\r\n }\r\n /\r\n \u00ed keck to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain) Ir n className = classProto[DynClassName]; Ir n } Ir n else {Ir n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadyirin // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions Irin var instFuncs = _getInstanceFuncs(target); Irin // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n/\# sourceMappingURL=DynamicProto.js.map"],"names" [],"mappings":";;;;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WĀAW,GAAG,aAAa,CAAC;AAChC;AACA;AĀCA;AACA,IAAI,SAAŠ,GAAG,WA II), IIIADDINIGS - ,,,,,,,,AACA,,AACA,,AACA,,AACA,,AACA,,IAAC,,IAACA,IAACA,,IAA AI,EAAE;AACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,CAAC,CAAC,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;AACnE,CAA C;AACD;AACA;AACA;AACA;AACA;AACA;AACA,SAAS,WAAW,CAAC,KAAK,EAAE;AAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;AAC xC,CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,yBAAyB,CAAC,MAAM,EAAE;AAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,S AAS,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,ČAAC,CAAC,CAAC;AACnF,CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,ICAAIC,CAAC,MA AM,ÉAAE;AACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QAAQ,CAAC,SAAS,CAAC,CAAC;AAC/E,CAAC;AACD;AACA;AA CA;AACA;AACA,ŚAAŚ,YAAY,ĆAAC,MÁAM,EÁAE;AÁC9B,IÁAI,IÁAI,MAÁM,EAÁĚ;AĂĆhB;AÁCA,QÁAQ,IÁAI,KBÁAKB,EÁAE;AÁChC,YAAY,OAA O,KBAAKB,CAAĆ,MAAM,CAAĆ,CAAĆ;AAĆ9C,SAAS;AAĆT;AAĆA,QAAQ,IAAI,QAAQ,GAAĠ,MAAM,CAAĆ,UAAU,CAAĆ,IAAI,MAAM,ĆAAĆ,SAA S,CAAC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;AACtF,QAAQ,IAAI,QAAQ,EAAE;AACtB,YAAY,OAAO,QAAQ,CAAC;AAC5B,SAAS;AACT,KAAK; QAAQ,EAAE,OAAO,EAAE;AACxD,IAAI,QAAQ,QAAQ,KAAK,WAAW,IAAI,WAAW,CAAC,MAAM,CAAC,QAAQ,CAAC,CAAC,KAAK,OAAO,IAAI,eAA e,CAAC,MAAM,EAAE,QAAQ,CAAC,CAAC,EAAĖ;AAČZH,CAAC;AACD;AACA;AACA;AACA;AACA;AACA,SAAS,eAAe,CAAC,OAAO,EAAE;AACI C,IAAI,MAAM,IAAI,SAAS,CAAC,gBAAgB,GAAG,OAAO,CAAC,CAAC;AACpD,CAAC;AACD;AACA;AACA;AACA;AACA;AACA,SAAS,iBAA IB,CAAC,UAAU,EAAE;AACvC;AACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;AACvB;AACA,IAAI,KAAK,IAAI,IAAI,IAAI,UAAU,EAAE;AACjC;AACA, QAAQ,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,UAAU,EAAE,IAAI,EAAE,KAAK,CAAC,EAAE;AAC9E;AACA,YAAY,SAAS,CAAC, IAAI,CAAC,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;AAC/C,SAAS;AACT,KAAK;AACL,IAAI,OAAO,SAAS,CAAC;AACrB,CAAC;AACD;AACA;AACA ;AACA;AACA;AACA,SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;AACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,E AC,UAAU,EAAE,UAAU,EAAE,SAAS,EAAE;AAC1D,IAAI,SAAS,cAAc,CAAC,MAAM,EAAE,OAAO,EAAE;AAC7C,QAAQ,OAAO,YAAY;AAC3B,YAAY ,OÁAO,OÁAO,CÁAC,KÁAK,CÁAC,MAAM,ÉAAE,SÁAS,CAAC,CAAC;AACpD,SAAS,CAAC;AACV,KAAK;AACL;AACA,IAAI,IAAI,SAÁS,GAAG,EA ÁE,CAÁC;AAĆVB,IAÁI,KAÁK,IAAI,IAAI,IAÁI,SAÁS,EAÁE;AAĆhC;AÁCA,QAÁQ,SAÁS,CAÁC,IAÁI,CAAĆ,GAAĠ,cAAć,CAÁC,UAAU,EÁAE,SÁAS, CAAC,IAAI,CAAC,CAAC,CAAC,AACtE,KAAK,AACL;AACA,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC,AAC7C,IAAI,IAAI,OAAO,GA AG,EÁAE,ĆAAC;ÁACrB;AACA,ÍAAI,OÁAO,SÁAS,IAÁI,CAAĆ,ICÁAIĆ,CAAĆ,SAAS,CAAĆ,IAAI,ĆAAC,ŴAAW,ĆAAC,ÓAAO,ÉAAE,SAAŚ,CAAĆ,E AAE;AAC3G;AACA,QAAQ,KAAK,IAAI,IAAI,IAAI,SAAS,EAAE;AACpC;AACA;AACA;AACA;AACA,YAAY,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI ,mBAAmB,CAAC,SAAS,EAAE,IAAI,EAAE,CAAC,KBAAKB,CAAC,EAAE;AAC/F;AACA,gBAAgB,SAAS,CAAC,IAAI,CAAC,GAAG,cAAc,CAAC,UAA U,EAAE,SAAS,CAAC,IAAI,CAAC,CAAC,CAAC;AAC9E,aAAa;AACb,SAAS;AACT;AACA;AACA;AACA,QAAQ,OAAO,CAAC,IAAI,CAAC,SAAS,CA AC,CAAC;AAChC,QAAQ,SAAS,GAAG,YAAY,CAAC,SAAS,CAAC,CAAC;AAC5C,KAAK;AACL,IAAI,OAAO,SAAS,CAAC;AACrB,CAAC;AACD;AA S,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;AACtD,QAAQ,IAAI,aAAa,GAAG,YAAY;AACxC,YAAY,IAAI,KAAK,GAAG,IAAI,CAAC;AAC7B;AACA;A ACA,YAAY,IAAI,KAAK,IAAI,eAAe,CAAC,KAAK,EAAE,YAAY,CAAC,EAAE;AAC/D,gBAAgB,IAAI,AAA,GCAAC,CAAC,CAAC,KAAK,CAAC,gBAAgB ,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE,EAAE,QAAQ,CAAC,CAAC;AACG,gBAAgB,IAAI,QAAQ,EAAE;AAC9B;AA CA,oBAAoB,OAAO,QAAQ,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;AAC5D,iBAAiB;AACjB;AACA,gBAAgB,eAAe,CAAC,WAAW,GA AG,QAAQ,GAAG,IAAI,GAAG,WAAW,CAAC,CAAC;AAC7E,aAAa;AACb,YAAY,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;AAC5C;AAC5C,

YAAY,IAAI,SAAS,KAAK,aAAa,EAAE;AAC7C;AACA,gBAAgB,SAAS,GAAG,YAAY,CAAC,KAAK,CAAC,CAAC,QAAQ,CAAC,CAAC;AAC1D,aAAa;A ACb,YAAY,IAAI,CAAC,WAAW,CAAC,SAAS,CAAC,EĂAE;AĂCzC,gBAAgB,eAAe,CAAC,GAAG,GAAG,QAAQ,GAAG,aAAa,GAAG,WAAW,CAAC,C AAC;AAC9E,aAAa;AACb,YAAY,OAAO,SAAS,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;AACrD,SAAS,CAAC;AACV;AACA;AACA,QA AQ,aAAa,CAAC,WAAW,CAAC,GAAG,CAAC,CAAC;AACvC,QAAQ,OAAO,aAAa,CAAC;AAC7B,KAAK;AACL,IAAI,IAAI,CAAC,yBAAyB,CAAC,KAA K,ČAAC,ÉAAE;ÁAC3C,QAAQ,ÍAAI,aÁAa,GÁAG,MÁAM,CAÁC,gBÀÁgB,ĆAAC,GAAG,MAAM,ĆAAC,gBAAgB,CAAC,IÁAI,EAĂE,CAÁĆ;AACtŕ,QA AQ,IAAI,SAAS,GAAG,aAAa,CAAC,SAAS,CAAC,IAAI,aAAa,CAAC,SAAS,CAAC,IAAI,EAAE,CAAC,CAAC;AACpF,QAAQ,KAAK,IAAI,IAAI,IAAI AM,EAAE;AACJC;AACA,YAAY,IAAI,mBAAmB,CAAC,MAAM,EAAE,IAAI,ÉAAE,KAAK,CAAC,IAAI,MAAM,CAAC,IAAI,CAAC,KAAK,aAAa,CAAC,IA AI, CAAC, EAAE; AACIG; AACA, gBAAgB, SAAS, CAAC, IAAI, CAAC, GAAG, MAAM, CAAC, IAAI, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, AAC, GAAC, IAAI, CAAC, CAACC, CAAC, U,EAAE,UAAU,EAAE;AACjD,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;AAC7C,IAAI,OAAO,SAAS,IAAI,CAAC,iCAAiC,CAAC,SAAS ,CAAC,EAAE;AACvE,QAAQ,IAAI,SAAS,KAAK,UAAU,EAAE;AACtC,YAAY,OAAO,IAAI,CAAC;AACxB,SAAS;AACT,QAAQ,SAAS,GAAG,YAAY,CAA ,ŴAAW,ĆAAC,MAAM,ĖAAE,YAAY,EÁAE;AÁC3Ć,IAAI,IÁAI,eAAe,CAÁC,MÁAM,EAÁE,SAAŚ,CAAĆ,EAAÉ;AACŚC;AAĆA,QAÁQ,OAÁO,MAÁM,CA AC,IAAI,IAAI,YAAY,IAAI,YAAY,CAAC;AAC3D,KAAK;AACL,IAAI,OAAO,CAAC,CAAC,CAAC,MAAM,IAAI,EAAE,EAAE,WAAW,CAAC,KAAK,EAAE,E AQ,ÉAAE,MAAM,ÉAAE,YAAY,EÁAE;AÁCR;AÁCA,IAÁI,IAAI,IAAÍ,CAAC,eAAe,ĆAAC,QAAQ,ÉAAE,ŚAAS,ĆAAC,ÉAAE;AÁC/C,QAAQ,eAAe,ĆAAC,ÕC AAOC,CAAC,CAAC;AACpE,KAAK;AACL;AACA,IAAI,IAAI,UAAU,GAAG,QAAQ,CAAC,ŠAAS,CAAC,CAAC;AACZC,IAAI,IAAI,CAAC,eAAe,CAAC,U AAU,EAAE,MAAM,CAAC,EAAE;AAC9C,QAAQ,eAAe,CAAC,GAAG,GAAG,WAAW,CAAC,QAAQ,CAAC,GAAG,kCAAkC,GAAG,WAAW,CAAC,MAA M,CAAC,GAAG,GAAG,CAAC,CAAC,AAC,H,KÅAK;AACL,IAAI,IAAI,SAAS,GAAG,IAAI,CAAC;AACzB,IAAI,IAAI,eAAe,CAAC,UAAU,EAAE,YAAY,C AÁC,EAÁE;AAĆnD;AÁCA,QÁAQ,SÁAS,GAÁG,UAÁU,CÁAC,ÝAAY,ĆAAĆ,ĆAAĆ,ĆAAĆ7C,KAÁK;AAĆL,SÁAS;ÁACT;ÁACA;ÁACA;ÁACA,ÓAAQ,S AAS,GAAG,kBAAkB,GAAG,WAÁW,CAAC,QAAQ,EAAE,GAAG,CAAC,GAAG,GAAG,GAAG,aAAa,CAAC;AAC1F,QAAQ,aAAa,EAAE,CAAĆ;AACX B,QAAQ,UAAU,CAAC,YAAY,CAAC,GAAG,SAAS,CAAC;AAC7C,KAAK;AACL;AACA,IAAI,IAAI,SAAS,GAAG,IBAAIB,CAAC,MAAM,CAAC,CAAC;A AC9C;AACA,IAAI,IAAI,SAAS,GAAG,aAAa,CAAC,UAAU,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;AACjE;AACA;AACA,IAAI,YAAY,CAAC,MAAM,E AAE,SAAS,CAAC,CAAC;AACpC;AACA,IAAI,kBAAkB,CAAC,UAAU,EAAE,SAAS,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;AACjE;;;;"}

Copyright © Microsoft Corporation. All rights reserved./r/n// Licensed under the MIT License./r/n/**/r/n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */Ir\nvar DynInstFuncTable = = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table(in "@ignore(in "number of the instance instance function) is a lookup table(in "number of the instance instance instance function) is a lookup table(in */ln/**) is a lookup table(in */ln/ @ignorelrin */irinvar DynClassNamePrefix = '_dynCls\$';irin/**\rin * Value used as the name of a class when it cannot be determinedirin */ @ignorelrin */irinvar UnknownValue = '_unknown_';irin/**\rin * Constant string defined to support minimization\rin * @ignorelrin */rinvar str_Proto = \"_proto_\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value/r/n * @ignore/r/n */lr/nvar _dynamicNames = 0;/r/n/**/r/n * Helper to check if the object contains a property of the namel/In * @ignorelr/in */Ir/infunction_hasOwnProperty(obj, prop) {Ir/in return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Ir/in}\r/in/**\r/in * Checks if the passed of value is a function.\r/in * @param {any} value - Value to be checked.\r/in * @return {boolean} True if the value is a boolean, false otherwise.lrln * @ignore\rln */lrlnfunction _isFunction(value) {\rln return typeof value = strFunction;IrIn]IrIn/**IrIn * Helper used to check whether the target is an Object prototype or Array prototypeIrIn * @ignoreIrIn */IrInfunction _isObjectOrArrayPrototype(target) {lrln return target && (target === Object[Prototype] || target === Array[Prototype]);lrln}\r\n/**lrln * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/*\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.lrln * @ignorelln */lrlnfunction _getObjProto(target) {lrln if (target) {lrln // This method doesn't existing in older browsers (e.g. IE8)Irln if (_objGetPrototypeOf) {lrln return objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str_Proto] || target[Prototype] || target[Constructor]; lrln if (newProto) {lrln return newProto; lrln }lrln }lrln return null; lrln}/rln/**/rln * Helper function to check whether the provided function name is a potential candidate for dynamic/rln * callback and prototype generation.lrln * @param target The target object, may be a prototpe or class object\r/ln * @param funcName The function name\r/n * @param skipOwn Skips the check for own property\r/n * @ignore\r/n *//r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r/n return (funcName !== Constructor &&_isFunction(target[funcName]) && (skipOwn ||_hasOwnProperty(target, funcName)));lr\n}\r\n/*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */r\n function _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignorelr\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = {};Ir\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {IrIn // Create an instance callback for pasing the base function to the (instFuncs[name] && _isDynamicCandidate[thisTarget, name, raise]) {\nn n Create an instance caliback for pasing the base function to the callerlrin instFuncs[name] = thisTarget[name]; lrin }\rin return instFuncs; lrin}\rin/**trin * Returns whether the value is included in the array/rn * @param values The array of values/rln * ("param value The value!rin */rinfunction _hasVisited(values, value) {Irin for (var lp = values.length - 1; lp >= 0; lp--) {Irin if (values[lp] === value) {Irin return furth; lrin * return false; lrin}\rin/**trin * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\rin * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\rin * @param target The current instance\rin * @ignorelrin */rinfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {Irin function _ instFuncProxy(target, theFunc) {Irin return function () get replaced)\r\n var baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);)r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {Irin // Don't include any dynamic prototype instances - as we only want the real functions Irin // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);Ir\n }\r\n }\r\n /\ We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. \r\n visited.push(baseProto); \r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.lr/n if (_this && _hasOwnProperty(proto, DynClassName)) {\r/n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];\r/n if (instFunc) {\r/n // Used the instance function property\r/n return instFunc.apply(_this, arguments); Irin $\frac{1}{1}$ ($\frac{1}{1}$) (overflow!\r/n if (protoFunc === dynProtoProxy) {\r/n // It is so lookup the base prototype\r/n protoFunc = _getObjProto(proto)[funcName];\r/n j\r/n if (!_isFunction(protoFunc)) {\r/n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r/n }\r/n return protoFunc.apply(_this, arguments); \r\n }; \r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing \r\n // via

which can dynamically replace the prototype function reference)IrIn dynProtoProxy[DynProxyTag] = 1;IrIn return dynProtoProxy;IrIn }IrIn if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = createDynamicPrototype (proto, name);/in]/rn]/rn]/rn]/rn/*ri/n* Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance/r\n * @param classProto The class prototype instance/r\n * @param thisTarget The current

instance that will be checked whther the passed prototype instance is in the heirarchylrln * @ignorelrln */Irlnfunction

_checkPrototype(classProto, thisTarget) {Ir\n var thisProto = _getObjProto(thisTarget);Ir\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {Ir\n if (thisProto === classProto) {Ir\n return true;Ir\n }\r\n thisProto = _getObjProto(thisProto);Ir\n }\r\n return false;Ir\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name. IrIn * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.lrln * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {lr\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/*+\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. \r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to an object that can be used to call any base (super) functions, using this based object in place oflr\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ``typescript\r\n * import dynamicProto from \\"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor} {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunct = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // n * }\r\n * }\r\n * \\r\n * \\r Warnings: While the following will work as self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and r in * // a proxy prototype version is created to reference the created method. r is self. initialize(); r is r is r in * rthat contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class/r/n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */Ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error)\r\n var classProto = the Class[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadylrin // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + $getObjName(theClass, |'_|) + |''s|'' + _dynamicNames; lr/n _dynamicNames++; lr/n classProto[DynClassName] = className; lr/n }lr/n // Get the current instance functions lr/n var instFuncs = _getInstanceFuncs(target); lr/n // Get all of the functions for any base instance (before they are$ potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n_populatePrototype(classProto, className, target, instFuncs);\r\n\r\n\r\n\r\n\r\msourceMappingURL=DynamicProto.js.map"],"names": ["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str_Proto","_objGetProtot ypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayProtot ype","array","_isObjectArrayOrFunctionPrototype","Function","getObjProto","newProto","_isDynamicCandidate","funcName","skip Own","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","getObjName","unknownValue","name","theClass","d elegateFunc","classProto","thisTarget","thisProto","_instFuncTable","populatePrototype","className","instFuncs","_getInstanceFuncs","_instFuncs","_instFuncs","_instFuncs","instFuncs","instFuncs","instFuncs","instFuncs","_instFuncs","_instFuncs","instFuncs","instFuncs","_instFuncs","instFuncs will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance AckB,EAAOnB,GACIE,GAAIwB,EACA,OAAOA,EAGT,OAAO,KAUX,SAASC,EAAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IAAa1B,GAAeqB,EAAYG, EAAOO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,IBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf,GA CZB,IAAK,IAAIgB,EAAKD,EAAŎE,ŎAAS,ĚAAS,GAAND,EAASA,ĬACIĆ,GAAID,EAAOĆ,KAAQhB,ÉACf,OAAÓ,EAGf,OAAÓ,EA2HX,SAÁSkB,ĚAA YhB,EAAQiB,GACzB,OAAlzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhCa,GAAU,IAAInB,IAAiB,IAAlqC,MAAQD,GAAgB9B, iBAqD1D,SAAsBgC,EAAUnB,EAAQoB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB,4CAGpB,IAAIY,EAAaF,EAASrC,IAjF9B,SAAyBuC,EAAY C,GAEjC,IADA,IAAIC,EAAYnB,EAiFiBJ,GAhF1BuB,IAAcrB,EAAkCqB,IAAY,CAC/D,GAAIA,IAAcF,EACd,OAAO,EAEXE,EAAYnB,EAAamB,GAE7B ,OAAO,GA0EFC,CAAgBH,IACjBZ,EAAgB,IAAMO,EAAYG,GAAY,mCAAqCH,EAAYhB,GAAU,KAE7G,IAAIyB,EAAY,KACZjC,EAAgB6B,EAAYnC,G AE5BuC,EAAYJ,EAAŴnC,IAMvBuC,EA9TiB,WA8TgBT,EAAYG,EAAU,KAAO,IAAM5B,EACpEA,IACA8B,EAAWnC,GAAgBuC,GAG/B,IAAIC,EArO R,SAA2BJ,GAEvB,IAAII,EAAY,GAEhB,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAAoBgB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IAGr C,OAAOQ,EA0NSC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBqB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH,OA C,OAAOQ,EAAUNSC,CAAKB3B,GAKICOB,EAAABB,EAIMJB,SAAUBQB,EAAYC,EAAYI,GAC3C,SAASE,EAAQB,EAAQB,GAC3B,OAAO,WACH,OA AOA,EAAQC,MAAM9B,EAAQ+B,YAIrC,IAAIC,EAAY,GACHB,IAAK,IAAId,KAAQQ,EAEbM,EAAUG,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA,IA AIe,EAAY7B,EAAaiB,GACZBa,EAAU,GAEPD,IAAc/B,EAAKC+B,KAAerB,EAAYSB,EAASD,IAAY,CAENG,IAAK,IAAIf,KAAQe,GAKRD,EAAUd,IAAS Z,EAAOB2B,EAAWf,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUF,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAA6B,GAE7B,OA AOD,EAqKSI,CAAcf,EAAYrB,EAAQ0B,IA3JtD,SAA4BW,EAAOZ,EAAWZB,EAAQsC,GACID,SAASC,EAAWBF,EAAO9B,GACPC,IAAIiC,EAAgB,WA IhB,GAHYC,MAGCJD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAIezD,IAAqB,IAAIqD,EAAMnD,KAAkB,IAAIqB,GAC5E,GAAImC,EAEA,O AAOA,EAASZ,MAPZW,KAOyBV,WAGJCTB,EAAgB,YAACF,EAAW,KAAOXB,GAEpD,IAAI4D,EAAYN,EAAM9B,GASTB,OAPIOC,IAACH,IAEdG,EAAYV C,EAAaiC,GAAO9B,IAE/BV,EAAY8C,IACbIC,EAAgB,IAAMF,EAAW,CAAgBXB,GAE9C4D,EAAUD,MAYBLW,KAQBKBV,YAKIC,OADAS,EAAcVD,GAA e,EACtBuD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAAcm B,EAAcnB,IAAc,GACxE,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,EAAQkB,GAAM,IAAUIB,EAAOkB,KAAUoB,EAAcpB,KAE3EQ,EAAUR,GAAQIB,E AAOKB,UACIBIB,EAAOKB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAAwBF ,EAAOnB,MAsH7D2B,CAAmBxB,EAAYI,EAAWzB,EAAQ0B"}

Copyright © Microsoft Corporation. All rights reserved./r/n// Licensed under the MIT License./r/n/**/r/n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n *\r\nvar strFunction _ginora in a finite in the second sec * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignoreIr\n *//r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */Ir\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n *

@ignore\r\n */Ir\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */Ir\nvar str_Proto = \"_proto_\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n *@ignore\r\n */lr\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */ir\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Ir/n}Ir/n/#*Ir/n * Checks if the passed of value is a function.Ir/n * @param {any} value - Value to be checked.Ir/n * @return {boolean} True if the value is a boolean, false otherwise.Ir/n * @ignoreIr/n */Ir/nfunction _isFunction(value) {Ir/n return typeof value === strFunction;Ir/n}Ir/n/#*Ir/n * Helper used to check whether the target is an Object prototype or Array prototypeIr/n * @ignoreIr/n */Ir/nfunction isObjectOrArrayPrototype(target) {Ir/n return target && (target === Object[Prototype] || target === Array[Prototype]);Ir/n}Ir/n/**\r/n * Helper _isobjectArrayPrototype(target) {\nn return target ac (target === Object[Prototype] || target === Array[Prototype]], \nn nt nn return and the per used to check whether the target is an Object prototype, Array prototype or Function prototypelr\n * @ignore\r\n */\r\nfunction __isObjectArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n}\r\n**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment. Irin * @ignore/r/n *//r/nfunction getObjProto(target) {Ir\n if (target) {Ir\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return objGetPrototypeOf(target); hr/n }/r/n // target[Constructor] May break if the constructor has been changed or removed/r/n var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic/r/n * callback and prototype generation./r/n @param target The target object, may be a prototpe or class object/r/n * @param funcName The function name/r/n * @param skipOwn Skips the check for own property/r/n * @ignore/r/n *//r/nfunction _isDynamicCandidate(target, funcName, skipOwn) {/r/n return (funcName != Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\rln // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n rturn instFuncs;\r\n]\r\n * Returns whether the value is included in the caller in instructs [name] = this raiget name]; (iii) find from Feture neutron instructs; (iii) find a result of the value is included in the value is included in find a raiget name]; (iii) find from return neutrons; (iii) find a result of the value is included in the value is included in the value is included in find a raiget neutron is a raiget in the value is included in the value is inclu getBaseFuncs(classProto, thisTarget, instFuncs) {IrIn function _instFuncProxy(target, theFunc) {IrIn return function () { get replaced) Irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the callerIr\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && 1_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.lr/ln visited.push(baseProto);lr/ln baseProto = _getObjProto(baseProto);lr/ln }lr/ln return baseFuncs;\r/ln}lr/ln/**\r/ln * Add the required dynamic prototype methods to the the class prototype\r/ln * @param proto The class prototype\r/ln * @param className The instance classname\r/ln * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {IrIn function _createDynamicPrototype(proto, funcName) {IrIn var dynProtoProxy = function / {IrIn var _this = this;IrIn // We need to check whether the class name is defined directly on this prototype otherwiselr\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);Ir/n }Ir/n // Avoid stack overflow from recursive calling the same function/r/n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction); \r\n }\r\n yr\n Finn to avoid stack overflow!\r/n if (protoFunc === dynProtoProxy) {\r/n // It is so lookup the base prototype\r/n protoFunc = _getObjProto(proto)[funcName];\r/n }\r/n if (!_isFunction(protoFunc)) {\r/n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r/n }\r/n return protoFunc.apply(_this, arguments);\r\n };\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)/r/n dynProtoProxy[DynProxyTag] = 1; lr/n return dynProtoProxy; lr/n }/r/n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yetlr\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];lrln delete target[name];lrln // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic onelrln if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag]]) {lrln proto[name] = _createDynamicPrototype(proto, name);lrln }lrln }lrln }lrln }lrln }lrln ?lrln instance that will be checked whther the passed prototype instance is in the heirarchylrln * @ignorelrln */Irlnfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.IrIn * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.IrIn * @param targetIrIn * @param unknownValueIrIn * @ignoreIrIn */IrInfunction _getObjName(target, unknownValue) {IrIn if _hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;|r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions. \r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. Ir/n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place offrin * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/r/n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, _self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {lr\n * ...\r\n * }\r\n * }\r\n * /\This will define a function that will be converted to a prototype function/rin *_self.myFunction = () => {r/n * // Access any \"this\" instance propertylrin * if (_self.someProperty) {r/n * // Call the base version of the function that we are overriding\r/n * base.myFunction();\r/n * }r/n * ...\r/n * }r/n * ...\r/n *]r/n * __self.initialize = () => {r/n * ...\r/n * }r/n * ... Warnings: While the following will work as _self is simply a reference to\r/n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and/r/n * // a proxy prototype version is created to reference the created method.r/n * _self.initialize();/r/n * })r/n * ```r/n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid/r/n * @typeparam DPCIs The type that contains the prototype of the current class/r/n * @param theClass This is the current class instance which contains the prototype will not be the the current list of the form the class.

current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeFrror(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if

(!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + $getObjName(theClass, |u_|) + |u_s|| + __dynamicNames; |r/n__dynamicNames++; |r/n classProto[DynClassName] = className; |r/n }lr/n // Get the current instance functions lr/n var instFuncs = _getInstanceFuncs(target); |r/n // Get all of the functions for any base instance (before they are potentially overriden)|r/n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs); |r/n // Execute the delegate passing in both the current target |'this!' and \'base!' function references |r/n // Note casting the same type as we don't actually have the base class here and this differences |'this!'' and \'base!'' function references |r/n // Note casting the same type as we don't actually have the base class here and this$ will provide some intellisense support/r/n delegateFunc(target, baseFuncs);lr/n // Populate the Prototype for any overidden instance functions\r/n _populatePrototype(classProto, className, target, instFuncs);\r/n/\r/n/\# sourceMappingURL=DynamicProto.js.map"],"names": ';;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WAĂW,GAAG,aAÁa,CÁAC;AAChC;AACA;AACA;AACA;AACA,IAAI,SAAS,ĞAAG,WAA **N.**"mappings' W,CAAC;AAC5B;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,UAAU,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CA AĆ;AACÝC;AACÁ;AACÁ;AACÁ;AACÁ,IAAI,WAAW,GAAG,aAAá,CAACĆ;AACÁCAACÁ;AACÁ;AACÁ,IAAI,YAAY,ĞAAG,WAAW,CAAC;AAC/ B;ÁACA;AÁCA;AÁCA;AÁCA,IAAI,kBAÁkB,GAAG,ÚAAU,ĆAAC;AACPĆ;AACA;AACA;AACA;AACA,ÍAAI,YÁAY,ĠAAG,WAAW,CAAC;AAC/B;AAC A;AACA;AACA;AACA;IAAI,UAAU,GAAG,WAAW,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,C AAC;AACID;AACA;AACA;AACA;AACA,IAAI,aAAa,GAAG,CAAC,CAAC;AACIB;AACA;AACA;AACA;AACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI, EAAE;AACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,CAAC,CAAC,CAAC,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;AACnE,CAAC; 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prop);\r\n/\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value = strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototypel/n * @ignorel/n */i/nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n*\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {lrln if (target) {lrln // This method doesn't existing in older browsers (e.g. IE8)\rln if (_objGetPrototypeOf) {lrln return _objGetPrototypeOf(target);\rln }\rln // target[Constructor] May break if the constructor has been changed or removed\rln var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r/n if (newProto) {\r/n return newProto;\r/n }\r/n fr/n return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n strin return null;\r/n if (newProto) {\r/n return newProto;\r/n }\r/n strin return null;\r/n strin strin return null;\r/n strin strin return null;\r/n strin strin return null;\r/n strin @param target The target object, may be a prototpe or class object/r/n * @param funcName The function name/r/n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor & _isFunction(target[funcName]) & (skipOwn || _hasOwnProperty(target, funcName)));lrin]rin]rin1*rir/n * Helper to throw a TypeError exception/rin * @param message the message!rin * @ignore!rin */Irinfunction _throwTypeError(message) {Irin throw new TypeError(\"DynamicProto: \" + message);\r\n}lr\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = $\{i, ir\n // Save any existing instance$ functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller/th instFuncs[name] = thisTarget[name]:hrh]hrh return instFuncs;hrh]hrh/**t/n * Returns whether the value is included in the arraylr\n * @param values The array of values!r\n * @param value The value!r\n */r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;hr\n }\r\n Yr\n }\r\n return false;hr\n]hr\n /**t\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments); Irln }; Irln }! rln // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)! rln var baseFuncs = {}; Irln for (var name in instFuncs) {Irln // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = getObjProto(classProto);IrIn var visited = [];IrIn // Don't include base object functions for Object, Array or FunctionIrIn while (baseProto && ! isObjectArrayOrFunctionPrototype(baseProto) && ! hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);Ir\n }\r\n }\r\n /\ We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. IrIn visited.push(baseProto); IrIn baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {Irin function _createDynamicPrototype(proto, funcName) {Irin var dynProtoProxy = function () {Irin var _this = this;Irin // We need to check whether the class name is defined directly on this prototype otherwiseIrin // it will walk the proto chain and return any parent proto check whether the class name is defined directly on this prototype (it will walk the proto chain and return any parent proto check whether the class name is defined directly on this prototype (it will walk the proto chain and return any parent proto check whether the class name is defined directly on this prototype (it will walk the proto chain and return any parent prototype). parent proto classname.lr\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!/r/n if (protoFunc === dynProtoProxy) {/r/n // It is so lookup the base prototype/r/n protoFunc = _getObjProto(proto)[funcName];/r/n }Ir\n if (!_isFunction(protoFunc)) {Ir\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);Ir\n }\r\n return protoFunc.apply(_this, arguments); Ir/n }; Ir/n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testingIr/n // via which can dynamically replace the prototype function reference)|r/n dynProtoProxy[DynProxyTag] = 1, \r/n return dynProtoProxy; \r/n }/r/n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one/r/n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {Ir/n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n }\r\n }\r\n *r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whither the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */r\nfunction _checkPrototype(classProto, thisTarget) {IrIn var thisProto = _getObjProto(thisTarget);IrIn while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {IrIn if (thisProto === classProto) {IrIn return true;IrIn }\rIn thisProto = _getObjProto(thisProto);IrIn }IrIn return false;IrIn}IrIn/**\rIn * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name. Ir/n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only. Ir/n * @param target\r\n * @param unknownValueIr\n * @ignore\r\n */Ir\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Ir\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of IrIn * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/r/n * defined in the constructor or some other function (rather than declared as complete typescript functions). Ir/n * ### Usage/r/n * ```typescript/r/n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any ["this"] instance propertylr\n* if (_self.someProperty) {lr\n*...lr\n*}lr\n* /l This will define a function that will be converted to a prototype function\r\n* _self.someProperty) {lr\n*// Call the base version of the function that we are overriding\r\n* base.myFunction();lr\n*}r\n*...r\n*}lr\n* {lr\n*} r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*}r\n*...r\n*} Warnings: While the following will work as _self is simply a reference to\r/n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * __self.initialize();\r\n * });\r\n * `\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type }\r\n * }\r\n * that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */Ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error)\r\n var classProto = the Class[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\";\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)Ir/n className = classProto[DynClassName];Ir/n]/r else {Ir/n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadyIr/n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instanceIr/n // function table lookup.Ir/n className = DynClassNamePrefix +

getObjName(theClass, \"\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions/r/n var instFuncs = _getInstanceFuncs(target);/r/n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this current target "thisl" and "basel" function references\r/n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n_populatePrototype(classProto, className, target, instFuncs);\r\n//# sourceMappingURL=DynamicProto, smap"], "names": ["Constructor", "Prototype", "strFunction", "DynInstFuncTable", "DynProxyTag", "DynClassName", "UnknownValue", "str_Proto", _objGetProtot ype0f", "Object", "_dynamicNames", "_hasOwnProperty", "obj", "prop", "hasOwnProperty", "call", "_isFunction", "value", "_isObjectOrArrayProtot ype", "target", "Array", "_isObjectArrayOrFunctionPrototype", "Function", "getObjProto", "newProto", "isDynamicCandidate", "funcName", "skip Own,", "throwTypeError", "message", "TypeError", "_hasVisited", "values", "lp", "length", "getObjName", "unknownValue", "name", "theClass", "delegateFunc", "classProto", "thisTarget", "thisProto", "_checkPrototype", "className", "instFuncs", "_getInstEunceFuncs,", _instFunces, ", instFuncs", "getBaseFuncs", "poto", "baseInstFuncs,", "createDynamicPrototype ", "dynProtoProxy", "this", "instFunc", "potoFunc", "instFuncTable", "populatePrototype", "mappings": ";;;;AAMA,IAAIA,EAAc,CAKdC,EAAY,YA KZC,EAAc,WAKdC,EAAB,BAKSCC,CAAKdC,EAAG,YAKdC,EAAB,CAAKJCC,EAAAG,YAKbC,EAAAB,CAAKJCC, CAACIB, OAADB, CAACH, OAADB, CAAAC, VAAKd, EAAAB, CAAC, CAACD, SAASG ,EAÁgBC,ÉAAKC,GAC1B,ÓĂAOD,GAÁOH,ÓAAOR,ĠAAWa,eAAeĆ,KAAKH,EAAKC,ĠAQ7D,SAASG,EÁAYC,GÁĆjB,ċAAċA,IAĂÚf,EAM5B,SAAS gB,EAA0BC,GAC/B,OAAOA,IAAWA,IAAWV,OAAOR,IAAckB,IAAWC,MAAMnB,IAMVE,SAASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAWG ,SÁASrB,GAMpE,SÁASsB,EAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,OAAOA,EAAmBW,GAG9B,IAAIK,EAAWL,EAAOZ,IAÁeY,EAAOIB,IA AckB,EAAOnB,GACjE,GAAlwB,EACA,OAAOA,EAGf,OAAO,KAUX,SAASC,EAAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IAAa1B,GAAegB,EAAYG, EAAOO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,iBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf,GA CZB,IAAK,IAAIgB,EAAKD,EAAÕE,ÕAAS,EAAGD,GAAM,EAAGA,ĪACtC,GAAID,EAAOC,KAAQhB,EACf,OAAO,EAGf,OAAO,EA2HX,SAASkB,EAA YhB,EAAQiB,GACzB,OAAlzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhCa,OAAcnB,QAAqBqC,MAAQD,GAAgB9B,iBAqD1 D,SAAsBgC,EAAUnB,EAAQoB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB,4CAGpB,IAAIY,EAAaF,EAASrC,IAjF9B,SAAyBuC,EAAYC,GAEjC D, SAASBGG, EAAOIIB, EAAQUB, GAE9C3B, EAAQUZ, EAAQUZ, EAAQUZ, ACGUB, IAAI, EAAA, EAASIC, IAJF9B, SAAYBUC, EAAY , IADA, IAAIC, EAAYINB, EAIFIBJ, GAhFIBuB, IAAcrB, EAAKCQB, IAAY, CAC/D, GAAIA, IAACF, EAC(A, OAAO, EAEXE, EAAYINB, GAE7B, OAAO, GAUEFC, CAAgBH, IACJBZ, EAAgB, IAAMO, EAAYG, GAAY, MCAAQCH, EAAYINB, GAAU, KAE7G, IAAIYB, EAAYKACZJC, EAAgB6B, EAAYINC, GAE5BuC , EAAYJ, EAAWINC, IAMVBUC, EA9TIB, WA8TgBT, EAAYG, EAAU, KAAO, IAAM5B, EACPEA, IACA8B, EAAWINC, GAAgBuC, GAG/B, IAAIC, EAAYOR, SAA2B J,GAEvB,IAAII,KAEJ,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAA0BgB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IAGrC,OAAOQ,EA0N SC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBgB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH,OAAOA,EAAQC,M AAM9B,EAAQ+B,YAIrC,IAAIC,KACJ,IAAK,IAAId,KAAQQ,EAEbM,EAAUd,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA,IAAIe,EAAY7B,EAAaiB,G ACIBB, KAEGD, IAAC/B, EAAKC+B, KAAerB, EAAYSB, EAASD, IAAY, CAEnG, IAAK, IAAIf, KAAQe, GAKRD, EAAUd, IAASZ, EAAoB2B, EAAWf, GAAO7B, KAE1D2C, EAAUd, GAAQU, EAAeN, EAAYW, EAAUf, KAM/DgB, EAAQC, KAAKF, GACbA, EAAY7B, EAAa6B, GAE7B, OAAOD, EAqKSI, CAAcf, EAAYB, EAAO0B,IA3JtD,SAA4BW,EAAOZ,EAAWZB,EAAOSC,GACID,SAASC,EAAWBF,EAAO9B,GACpC,IAAIIC,EAAqB,WAIhB,GAHYC,MAGCID,EAAqB, 6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAlezD,QAAyBqD,EAAMnD,SAAsBqB,GAC5E,GAAImC,EAEA,OAAOA,EAASZ,MAPZW,KAOyBV,WAGj CtB,EAAgB,YAAcF,EAAW,KAAOxB,GAEpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPIoC,IAAcH,IAEdG,EAAYvC,EAAaiC,GAAO9B,IAE/BV,EAAY8C,I ACblC,EAAgB,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,GAAe,EACtBuD,EAEX,IAAKzC,EAA0BsC, GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,OACID0C,EAAYkB,EAAcnB,GAAcmB,EAAcnB,OAC1D,IAAK,IAAIP,KAAQIB,EAE TM,EAAoBN,EAAQkB,GAĂM,IAAUIB,EAAOkB,KAĂUoB,EAAcpB,KAE3ÉQ,EAAUR,GAAQIB,EAAOkB,UACIBIB,EAAOkB,KAET1B,EAAgB6C,EA AOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAAwBF,EAAOnB,MAsH7D2B,CAAmBxB,EAAYI,ĒAAWzB, EAAQ0B"}

Copyright © Microsoft Corporation. All rights reserved. \r\n// Licensed under the MIT License. \r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n @ignorelr\n */Ir\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignorelr\n */Ir\nvar strFunction 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */Ir\nvar DynInstFuncTable = _dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls\$';|r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignorelr/n */Irinvar DynClassNamePretix = '_dynCls\$';irin/**ir/n * Value used as the name of a class when it cannot be determinedrin * @ignorelr/n */Irinvar UnknownValue = '_unknown_';lrin/**ir/n * Constant string defined to support minimization\r/n * @ignorelr/n */Irinvar str_Proto = \"_proto_\";lrin/**ir/n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)Ir/n * @ignorelr/n */Irinvar _objGetPrototypeOf = Object[)"getPrototypeOf!"];lrin/**ir/n * Internal Global used to generate a unique dynamic class name, every new class will increase this valueIrin * @ignorelr/n */Irinvar _dynamicNames = 0;irin/**ir/n * Helper to check if the object contains a property of the nameIr/n * @ignorelr/n */Irinfunction _hasOwnProperty(obj, prop) {Irin return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Irin]*Irin/**Irin * Checks if the passed of value is a function.Irin * @param {any} value - Value to be checked.Irin * @return {boolean} True if the value is a boolean, false otherwise.Irin * @ignorelr/n */Irinfunction _isFunction(value) {Irin return typeof value === strFunction;Irin]/irin/**Irin * Helper used to check whether the target is an Object prototype or Array prototypeIrin * @ignorelrin */Irinfunction isObjectOrArrayPrototypeIrin * @ignorelrin */Irinfunction # & (target === ObjectPrototype].hasOvnProtypeIrin */Irinfunction # Belper isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype/r/n * @ignore/r/n *//r/nfunction isObjectArrayOrFunctionPrototype(target) {Ir/n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];Ir/n}\r/n/**\r/n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment. Irin * @ignoreIrin */Irinfunction _getObjProto(target) {Ir\n if (target) {Ir\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n ?\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));lr\n}\r\n/*\r\n * Helper to throw a TypeError("DynamicProto: \" + message);\r\n}\r\n/*\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n hrv\n message);\r\n}\r\n/*\r\n * @ignore\r\n */\r\nfunction of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _throwTypeError(\"Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && isDynamicCandidate(thisTarget, name, false)) {/r/n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n return instFuncs;\r\n}\r\n *\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var Ip = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */lr\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\rln };\rln }\rln // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced) Irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = instFuncProxy(thisTarget, baseProto[name]);IrIn JIrIn JIrIn // We need to find all possible functions that might be overloaded by walking the entire prototype chain/in // This avoids the caller from needing to check whether it's direct base class implements the function or notIr/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.lrln visited.push(baseProto);\rln baseProto = _getObjProto(baseProto);\rln }\rln return baseFuncs;\rln}\rln/**\rln * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target

instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {IrIn function _createDynamicPrototype(proto, funcName) {IrIn var dynProtoProxy = function () {IrIn var _this = this;IrIn // We need to check whether the class name is defined directly on this prototype otherwiselr\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName]; lr\n if (instFunc) {lr\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);Irln }Irln // Avoid stack overflow from recursive calling the same functionIrln _throwTypeError(("Missing [(" + funcName + \"] \" + strFunction);Irln }Irln var protoFunc = proto[funcName];Irln // Check that the prototype function is not a self reference -- try to avoid stack Stratetion); It'n jint var protoFunc = protoficientaria, in check that the prototype function is not a server entropy and the aserver of the (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yetlr\n for (var name in target) {\r\n // Only add overriden functions/r/n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {/r/n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];lr\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name); \r\n } \r\n } \r\n } \r\n } \r\n } \r\n r\n * Thecks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instancelrln * @param classProto The class prototype instancelrln * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchylr\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.lr\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.lr\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n if Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Ir\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.lrin * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. In * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/r/n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### UsageIr\n * ```typescript\r\n * import dynamicProto from "@microsoft/dynamicproto-jsl";l/ln * class ExampleClass extends BaseClass {lrln * constructor() {lrln * dynamicProto(ExampleClass, this, (_self, base) => {lrln * // This will define a function that will be converted to a prototype function\rln * _self.newFunc = () => {lrln * // Access any [_set, base] \rightarrow {trin * // rms winderme a function that win be converted to a phototype function trin *__set.new-rule = 0 = 2 {trin * // Access any l"this!" instance property/rn * if (_self.someProperty) {trin * // Access any l"this!" instance property/rln * if (_self.someProperty) {trin * // Call the base version of the function that we are overriding/r/n * base.myFunction(); r/n * }rn *r/n * }rn * _setf.initialize = () => {trin * // Call the base version of the function that we are overriding/r/n * base.myFunction(); r/n * }rn *r/n * }rn * _setf.initialize = () => {trin * ...r/n * }rr/n * // Warnings: While the following will work as _setf is simply a reference to/rn * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize(); \r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class/r/n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value. IrIn * @param delegateFunc The callback function (closure) that will create the dynamic function/r/n */irInexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error) Ir/In var classProto = the Class[Prototype]; Ir/In if [1] LeckPrototype(classProto, target)) {l'in_throwTypeError("[0" + _getObjName(theClass) + \"] is not in class heirarchy of [[" + _getObjName(target) + \"]|");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadylrin // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n /\ Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the potentially overridenjinin var baserunds – getbaserunds(dassrido), target, inst unds), in // Excerte the delegate public public function references/r/n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance functionslrln _populatePrototype(classProto, className, target, instFuncs);lrln}\rln//# sourceMappingURL=DynamicProto.js.map"],"names": [],"mappings":";;;;;;;;iAEA;IACA;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IACAC;IACA;IACA;IACA;IACA,IAAI,SAAS,GAAG,WAAW,CAA C;IAC5B;IACA;IACA;IACA;IACA,IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;IACV;IACA;I AI, KBAAKB, GAAG, UAAU, CAAC; IACPC; IACA; IACA; IACA; IACA, IAAI, YAAY, GAAG, WAAW, CAAC; IAC/B; IACA; IACA; IACA; IACA, IAAI, UAAU, GAAG, WAAW,CAAC;IAC7B;IACA;IACA;IACA,IACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;IACID;IACA;IACA,IACA,IACA,IAAI,aAAa, GAAG,CAAC,CAAC;IACtB;IACA;IACA;IACA;IACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI,EAAE;IACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SA AAC,KAAK,EAAE;IAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,ĆAAC;IACXC,ĆAAC;IACD;IACA;IACA;IACA;IACA,SAAS,ýBAAýB,CAAC,MAA M,EAAE;IAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,CAAC;I ACnF,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,iCAAiC,CAAC,MAAM,EAAE;IACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAA K,QAAQ,CAAC,SAAS,CAAC,CAAC;IAC/E,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE;I AChB;IACA,QAAQ,IAAI,kBAAkB,EAAE;IAChC,YAAY,OAAO,kBAAkB,CAAC,MAAM,CAAC,CAAC;IAC9C,SAAS;IACT;IACA,QAAQ,IAAI,QAAQ,GA Α**G,ΜΑΑΜ,**CĂAC,ŪAAU,CAAC,IAAI,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;IACtF,QAAQ,IAAI,QĂAQ,EAAE;ĪACtB,YA S,eAAe,CAAC,OAAO,EAAE;IACIC,IAAI,MAAM,IAAI,SAAS,CAAČ,gBĂAgB,GAAG,OAAO,CAAC,CAAC;IACpD,CAAC;IACD;IACA;IACA;IACA A;IACA;IACA,SAAS,IBAAIB,CAAC,UAAU,EAAE;IACVC;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACVB;IACA,IAAI,IAAI,IAAI,IAAI,IAAI,IAAI,UAAU, EAAE;IACjC;IACA,QAAQ,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,UAAU,EAAE,IAAI,EAAE,KAAK,CAAC,EAAE;IAC9E;IACA,Y AAY,SAAS,CAAC,IAAI,CAAC,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;IAC/C,SAAS;IACT,KAAK;IACL,IAAI,OAAO,SAAS,CAAC;IACrB,CAAC;IACD; IACA;IACA;IACA;IACA;IACA;SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;IACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,C AI,CÁAC;IÁCXB,SAAS;IACT,KAAK;IACL,IÁAI,OÁAO,KÁAK,CÁÁC;IAČjB,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,aAAa,CAAC,ÚA AÚ,EAAÉ,UAAÚ,EAAÉ,SAAS,EAAÉ;IAC1D,IAAI,SAAS,cAA¢,CAA¢,MÅAM,EAAÉ,OAAO,EAAE;IAĆ7Ć,QAAQ,OAAÓ,YAAÝ;IAĆ3B,YAAÝ,OAAÓ,O AAO,CAAC,KAAK,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC;IACpD,SAAS,CAAC;IACV,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IAC VB,IAAI,KAAK,IAAI,IAAI,IAAI,SAAS,EAAE;IAChC;IACA,QAAQ,SAAS,CAAC,IAAI,CAAC,GAAG,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,CAA C,CAAC,CAAC;IACtE,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;IAC7C,IAAI,IAAI,OAAO,GAAG,EAAE,CAAC;IA CrB;IACA,IAAI,OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE;IAC3G;IACA,QA AQ,KAAK,IAAI,IAAI,IAAI,SAAS,EAAE;IACpC;IACA;IACA;IACA;IACA,YAAY,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,SAAS,EA AĔ,IAAI,EAAE,CAAC,kBAAkB,CAAC,EAAE;IAC/F;IACA,gBAAgB,SAAS,CAAC,IAAI,CAAC,GAAG,cAAC,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,C AAC,CAAC,CAAC;IAC9E,aAAa;IACb,SAAS;IACT;IACA;IĀCA;IĀCA,QAAQ,OAAO,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;IAChC,QAAQ,SAAS,GA Α**G,**ΥΆΑΥ,ĊΆΑĊ,SΆΑS,ĊΆΑĊ,ĊΆΑĊ;IAĊ5Ċ,ЌΑΑЌ;IAĊĹ,IAAI,ÓΑΑŎ,ŠΑΑŠ,ĊΑΑĊ;IAĊſB,ĊΑĂĊ;IAĊĎ;IAĊĂ;IAĊA;IAĊA;IAĊĂ;IAČA;IAČA;IAČA CA,SAAS, kBAAkB,CAAC,KAAK,EAAE,SAAS,EAAE,MAAM,ÉAAE,aAAa,EAAE;IACrE,IAAI,SAAS,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;IACt D,QAAQ,IAAI,aAAa,GAAG,YAAY;IACxC,YAAY,IAAI,KAAK,GAAG,IAAI,CAAC;IAC7B;IACA;IACA,YAAY,IAAI,KAAK,IAAI,eAAe,CAAC,KAAK,EAAE,

YAAY,CAAC,EAAE;IAC/D,gBAAgB,IAAI,QAAQ,GAAG,CAAC,CAAC,KAAK,CAAC,gBAAgB,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CA ΑC,ΙΑΑΙ,ΕΑΑΕ,ΕΑΑΕ,QΑΑQ,CAAC,CAAC;ΙΑCΤG,gBAAgB,ΙΑΑΙ,QAAQ,ΕΑΑΕ;ΙΑC9B;ΙΑCA,οBAAoB,OAAO,QAAQ,CAAC,KAAK,CAAC,KAAK,EA AE,SAAS,CAAC,CAAČ;IAC5D,iBAAiB;IACjB;IACA,gBAAgB,eAAe,CAAC,WAAW,GAAG,QAAQ,GAAG,IAAI,ĞAAĞ,WAAW,CAAC,CAAC;IAC7E,aA Aa;IACb,YAAY,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;IAC5C;IACA,YAAY,IAAI,SAAS,KAAK,aAAa,EAAE;IAC7C;IACA,gBAAgB,SAA S,GAAG,YAAY,CAAC,KAAK,CAAC,CAAC,QAAQ,CAAC,CAAC;IAC1D,aAAa;IACb,YAAY,IAAI,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE;IACzC,gBA AgB,eAAe,CAAC,GAAG,GAAG,QAAQ,GAAG,aAAa,GAAG,WAAW,CAAC,CAAC;IAC9E,aAAa;IACb,YAAY,OAAO,SAAS,CAAC,KAAK,CAAC,KAAK Agb, FARE, SAAS, CAAC, CAAC, IAC, CAAC, JAAC, JOHN, JAHAN, JAHO, J C,GAAG,uBAAuB,CAAC,KAAK,EAAE,IAAI,CAAC,CAAC;IACVE,iBAAiB;IACjB,aAAa;IACb,SAAS;IACT,KAAK;IACL,CAAC;IACD,IACA;IACA ;IÁCA;IAĆA;IACA,SAAS,eAAe,ĆAAC,ÙAAÚ,EAAÉ,UAAÚ,EAAE;IACjD,IAAI,ĪAÁI,SAÁS,GÁAG,YÁAY,ĆAAC,ÙAAU,ĆAAC,ĆAAC;IAC7Ć,IAAI,ÓAA O,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,EAAE;IACvE,QAAQ,IAAI,SAAS,KAAK,UAAU,EAAE;IACtC,YAAY,OAAO,IAAI,CAAC;IACxB,SAA ACA;IACA;IACA;IACA,SAAS,WAAW,CAAC,MAAM,EAAE,YAAY,EAAE;IAC3C,IAAI,IAAI,eAAe,CAAC,MAAM,EAAE,SAAS,CAAC,EAAE;IAC5C;IAC A,QAAQ,OAAO,MAAM,CAAC,IAAI,IAAI,YAAY,IAAI,YAAY,CAAC;IAC3D,KAAK;IACL,IAAI,OAAO,CAAC,CAAC,CAAC,MAAM,IAAI,EAAE,EAAE,WA AW, CAAC, KAAK, EAAE, EAAE, IAAI, IAAI, YAAY, IAAI, YAAY, CAAC; IACtF, CAAC; IACD; IACA; I S,GAAG,UAAU,CAAC,YAAY,CAAC,CAAC;IAC7C,KAAK;IACL,SAAS;IACT;IACA;IACA;IACA,QAAQ,SAAS,GAAG,KBAAKB,GAAG,WAAW,CAAC,Q AAQ,EAAE,GAAG,CAAC,GAAG,GAAG,GAAG,aAAa,CAAC;IAC1F,QAAQ,aAAa,EAAE,CAAC;IACxB,QAAQ,UAAU,CAAC,YAAY,CAAC,GAAG,SAA S,CAAC;IAC7C,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAG,iBAAiB,CAAC,MAAM,CAAC,CAAC;IAC9C;IACA,IAAI,IAAI,SAAS,GAAG,aAAa,CAAC,U AAU,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;IACJE;IACA;IACA,IAAI,YAAY,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC;IACpC;IACA,IAAI,kBAAkB,C AAC,UAAU,EAAE,SAAS,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;IACIE;;;;;;;"}

Copyright © Microsoft Corporation. All rights reserved.lr\n// Licensed under the MIT License.lr\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = _dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */Ir\nvar DynClassNamePrefix = ' dynCls\$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignorelrln */Irlnvar UnknownValue = '_unknown'.irln1**lrln * Constant string defined to support minimizationIrln * @ignorelrln */Irlnvar str_Proto = \"__proto__\";\rln/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignorelr\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n]\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.Ir/n * @ignore/r/n *//r/nfunction _isFunction(value) {Ir/n return typeof value === strFunction;IrIn}IrIn/**IrIn * Helper used to check whether the target is an Object prototype or Array prototypeIrIn * @ignoreIrIn */IrInfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/*\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.lrln * @ignorelrln */lrlnfunction _getObjProto(target) {lrln if (target) {lrln // This method doesn't existing in older browsers (e.g. IE8)\rln if (_objGetPrototypeOf) {lrln return objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str_Proto] || target[Prototype] || target[Constructor]; lr\n if (newProto) {\r\n return newProto; \r\n }\r\n }\r\n return null; \r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n @param target The target object, may be a prototpe or class object/r/n * @param funcName The function name/r/n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n\r\n'*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = $\hat{0}$;\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n r\n return instFuncs;\r\n]\r\n * Returns whether the value is included in the caller/r/n instFuncs[name] = thisTarget[name];r/in }irin }irin return instFuncs;irinjrin/~rinn * Returns whether the values in included in the array/r/n *@param values The array of values/r/in *@param value The value/in *//rinfunction_hasVisited(values, value) {irin for (var lp = values.length - 1; lp >= 0; lp--) {irin if (values[lp] === value) {irin return true;irin }irin furn return false;irin]/r/in *Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"/r/n * neabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r/n * @param target The current instance/r/n * @ignore/r/n */r/nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {irin jirin instFuncProxy(target, theFunc) {irin return function () {irin return the base functions (as they may theFunc.apply(target, arguments);irin }irin function in the base functions (as they may instFunce) furth if the base functions (as they may instFunce) furth if the base functions (as they may instFunce) furth if the base function for the base function for the function for the function for the function function function for the function for the function function function function function to the function f get replaced) irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the callerIr\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);Ir\n var visited = [];Ir\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {IrIn // Create an instance callback for pasing the base function to the caller/r/n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);Ir\n }\r\n }\r\n / We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by entire prototype chaininn // This avoids the caller from needing to check whether it's direct base class implements the function or hortin // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.lrln visited.push(baseProto);lrln baseProto = _getObjProto(baseProto);lrln }lrln return baseFuncs;lrln]rln/**lrln * Add the required dynamic prototype methods to the the class prototypelrln * @param proto The class prototypelrln * @param className The instance classnamelrln * @param target The target instance!rln * @param baseInstFuncs The base instance functions!rln *@ignore!rln */\rlnfunction _populatePrototype(proto, className, target, baseInstFuncs) {lrln function _createDynamicPrototype(proto, funcName) {lrln var dynProtoProxy = function () {lrln var _this = this;lrln // We need to check whether the class name is defined directly on this prototype otherwise!rln // it will walk the proto chain and return any parent proto className].lrln if (_this &&_hasOwnProperty(proto, DynClassName)) {lrln var instFunc = ((_this[DynInstFuncTable] || {}) [foroto[DvnClassName]] {l} {} [ln (DuncName]:lrln if (instFunc) {lrln // We ded the instance function property!rln return instFunc.applv(this. [proto[DynClassName]] || {})[funcName]: //n if (instFunc) {/r/n // Used the instance function property/r/n return instFunc.apply(_this, arguments); /r/n // Avoid stack overflow from recursive calling the same function/r/n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack

overflow!lr\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n }\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable]] || };\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function!r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic oneythin if (.bsoVmProperty(proton name) if (.psoVmProperty(proton name)] *

createDynamicPrototype (proto, name); \r\n }\r\n }\r\n }\r\n \$\r\n }\r\n \$\r\n
_checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling

back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only. Ir/n * @param target\r\n * @param unknownValueIr/n * @ignore\r\n */Ir\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions. In * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.lr/n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc islr/n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr/ln * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript _super.prototype.XXX()) provides a better minimization outcome and also ensures the correct r linis' in a "context is maintained as typescript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functionslr\n * defined in the constructor or some other function (rather than declared as complete typescript functions).Ir\n * ### UsageIr\n *``typescriptIr\n * import dynamicProto from I''@microsoft/dynamicproto-js\";Ir\n * class ExampleClass extends BaseClass {Ir\n * constructor() {Ir\n * dynamicProto(ExampleClass, this, (_self, base) => {Ir\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {Ir\n * // Access any ["this!" instance property/rin * if (_self.someProperty) {Irln * ...Irln * }Irln * // This will define a function that will be converted to a prototype function/rin * _self.someProperty) {Irln * // Access any \"this!" instance property/r\n * if (_self.someProperty) {Irln * // Call the base version of the function that we are overriding/r\n * base.myFunction();Irln * }r\n * ...Irln * }r\n * _...r\n *]r\n * ...r\n *]r\n * ... Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * __self.initialize();{r\n * });\r\n * }\r\n * }\r\n * `` `\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class/r/n * @param target The current /"this/" (target) reference, when the class has been extended this prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {r/n _throwTypeError(\"theClass is an invalid class definition.\");I/n }r/n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r/n var classProto = theClass[Prototype];Ir/n if (!_checkPrototype(classProto, target)) {r/n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");Ir/n }r/n var className = null;Ir/n if (_hasOwnProperty(classProto, DynClassName)) {r/n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)Ir/n className = classProto[DynClassName];Ir/n }r/n else {r/n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadylrin // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n /| Get the current instance functions/r/n var instFuncs = _getInstanceFuncs(target);/r/n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n/l/# sourceMappingURL=DynamicProto.js.map"],"names": Tunctionstrin _populatePrototype(classProto, className, target, instFuncs);i/inj/i/in/i/m/# sourceMappingURL=DynamicProto.js.map", inames": ["Constructor", "Prototype", "strFunction", "DynInstFuncTable", "DynProxyTag", "DynClassName", "UnknownValue", "str__Proto", "_objGetProtot ypeOf", "Object", "_dynamicNames", _hasOwnProperty", "obj", "prop", "hasOwnProperty", "call", "_isFunction", "value", "isObjectOrArrayProtot ype", "Array", _isObjectArrayOrFunctionPrototype", "Function", "_getObjProto", "newProto", "_isDynamicCandidate", "funcName", "skip Own", "_throwTypeError", "message", "TypeError", "_hasVisited", "values", "ip", "length", "_getObjName", "unknownValue", "name", "theClass", "d elegateFunc", "classProto", "thisTarget", "thisProto", "_checkPrototype", "className", "instFuncs", "_getInstanceFuncs", "_instFuncProxy", "the Func", "apply", "arguments", "baseFuncs", "baseProto", "visited", "push", "_getBaseFuncs", "proto", "baseInstFuncs", "_createDynamicPrototype ","dynProtoProxy", "this", 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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n

* Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */lr\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignorelr\n */Ir\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * (@ignorelrin */irinvar UphclassNamePrenx = __oyncls\$; irin/*rin * value used as the name of a class when it cannot be determined in * @ignorelrin */irinvar UnknownValue = '_unknown_'; irin/**lrin * Constant string defined to support minimizationlrin * @ignorelrin */irinvar str_Proto = \"_proto__\"; irin/**lrin * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)Irin * @ignorelrin */irinvar __objGetPrototypeOf = Object[]"getPrototypeOf!"]; irin/**lrin * Internal Global used to generate a unique dynamic class name, every new class will increase this value/in * @ignorelrin */irinvar _dynamicNames = 0; irin/**lrin * Helper to check if the object contains a property of the namelrin * @ignorelrin */irinfunction _hasOwnProperty(obj, prop) {Irin return obj && Object[Prototype].hasOwnProperty.call(obj, prop); irin}!rin/**lrin * Checks if the passed of value is a function.irin * @param {any} value - Value to be checked.irin * @return {boolean} True if the value is a boolean, false otherwise.irin * @ignorelrin */irinfunction _isFunction(value) {Irin return typeof value === strFunction; irin}!rin/*Helper used to check whether the target is an Object prototype or Array prototypeIrin * @ignorelrin */irinfunction isObject[Orotype].deDirtin * @ignorelrin */irinfunction # & {target === } Array[Prototype].irin]!dDirtin/#*trin * Helper _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype!rin * @ignore!rin */infunction _isObjectArrayOrFunctionPrototype(target) {\rin return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\rin}\rin*\rin* Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment. Irin * @ignore/r/n *//r/nfunction _getObjProto(target) {IrIn if (target) {IrIn // This method doesn't existing in older browsers (e.g. IE8)IrIn if (_objGetPrototypeOf) {IrIn return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n *@param target The target object, may be a prototpe or class object\rln * @param funcName The function name\rln * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n}\r\n**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n]/**\r\n # Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions/rin for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller/r/n instFuncs[name] at hisTarget[name]; Ir/n }lr/n return instFuncs; Ir/n]/r/n/**(r/n * Returns whether the value is included in the array/r/n * @param values The array of values/r/n * @param value The value!r/n */r/nfunction _hasVisited(values, value) {lr/n for (var Ip = values.length - 1; Ip >= 0; Ip--) {\r\n if (values[Ip] === value) {\r\n return true;\r\n }\r\n }\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base l"class!" has defined a prototype references\r/n * @param target The current instancer\n *@ignore\r/n */r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r/n function _instFuncProxy(target, theFunc) {\r/n return function () {\r/n return theFunc.apply(target, arguments); \r\n }; \r\n }\r\n / Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced) irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n /\ Get the base prototype functions\r\n var baseProto _getObjProto(classProto);IrIn var visited = [];IrIn // Don't include base object functions for Object, Array or Function\rIn while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = instance comparing the base function of the standard of pashing the base function of the characteristic definition of the standard of the base function of the standard of the walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.lr/ln visited.push(baseProto);lr/ln baseProto = _getObjProto(baseProto);lr/ln }lr/ln return baseFuncs;lr/ln}lr/ln/**/r/ln * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {IrIn function _createDynamicPrototype(proto, funcName) {IrIn var dynProtoProxy = function () {IrIn var _this = this;IrIn // We need to check whether the class name is defined directly on this prototype otherwiselr\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName]; lr\n if (instFunc) {lr\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);IrIn // Avoid stack overflow from recursive calling the same functionIrIn _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);IrIn }IrIn var protoFunc = proto[funcName];IrIn // Check that the prototype function is not a self reference -- try to avoid stack overflow!!r/n if (protoFunc === dynProtoProxy) {r/n // It is so lookup the base prototype!r/n protoFunc = _getObjProto(proto)[funcName];!r/n }\r/n if (!_isFunction(protoFunc)) {r/n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r/n }\r/n return protoFunc.apply(_this, arguments);!r/n };\r/n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing!rin // via which can dynamically replace the prototype function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testinginn // which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (_isObjectOrArrayPrototype(proto)) {Ir\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one/r/n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {Ir/n proto[name] = _createDynamicPrototype(proto, name);Ir/n }\r/n }\r/n }\r/n }\r/n }\r/n ?\r/n by walking the prototype heirarchy of the instancelrln * @param classProto The class prototype instancelrln * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchylrln * @ignorelrln */lrlnfunction _checkPrototype(classProto, thisTarget) {Ir\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {lr\n if (thisProto === classProto) {\r\n return true;lr\n }lr\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.lrln * lis not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.lrln * @param targetlrln * @param unknownValue\rln * @ignore\rln */lr\nfunction _getObjName(target, unknownValue) {\rln if (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) class prototype for all overridden functions to support class extension that call the prototype instance. Ir/n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflr\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions). \r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {Ir\n * // This will define a function that will be converted to a prototype functionIr\n * _self.newFunc = () => {Ir\n * // Access any \"thisi" instance property\r\n * if (_self.someProperty) {\r\n * ...lr\n * }\r\n * /\r\n * // This will define a function that will be converted to a
prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overridingirin * base.myFunction();Irln * }irln *Irln * }irln * _self.initialize = () => {Irln * ...Irln * }irln * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets

removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCIs The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */r\nexport default

function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error)\r\n var classProto = the Class[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already r/n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instancelrin // function table lookup.lrin className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n _\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n/l# sourceMappingURL=DynamicProto.js.map"],"names": [],"mappings": ';;;;;;;;;;IAEA;IACA;IACA;IACA,IACA,IAAI,WAAW,GAAG,aAAá,CAAC;IAChC;IACA;IACA;IACA,IAAI,SAÁS,GAAĞ,WAAW,CA ĀĊ;IAĊ5B;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;IACvC;IAC A;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA ,IAAI,kBAAkB,GAAG,UAAU,CAAC;IACpC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAI,UAAU,GA AG,WAAW,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;IACID;IACA;IACA;IACA,IACA,IAAI,aA Aa,GAAG,CAAC,CAAC;IACtB;IACA;IACA;IACA;IACA,SAAS,eAAe,CAAC,GAAG,EAĂE,IAĂI,ĖAAE;IACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC, SAAS,CAAC,CAAC,CAAC,CAAC,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;IACnE,CAAC;IACD;IACA;IACA;IACA;IACA;IACA,IACA,SAAS,WAA W,CAAC,KAAK,EAAE;IAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;IACxC,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,yBAAyB,CAAC,M AG,MAAM,CAAC,UAAU,CAAC,IAAI,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;IACtF,QAAQ,IAAI,QAAQ,EAAE;IACtB,YA S, EAAe, CAAC, OAAO, EAAE; 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Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar trFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype l'class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClass\samePrefix = '_dynCls\$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar str_\n\rx\r\n * r\n * Str_Proto_\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar __objGetPrototype0f = Object[\"getPrototype0f"];\r\n/**\r\n * Helper to check if the object contains a property of the

namelr\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value = strFunction;lr\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.hr/n * @ignorelr/n */hr/nfunction _getObjProto(target) {\r/n if (target) {\r/n // This method doesn't existing in older browsers (e.g. IE8)\r/n if (_objGetPrototypeOf) {\r/n return * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/kr\n/*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignorelr\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = $\{i, ir\n // Save any existing instance$ functions\r\n for (var name in thisTarget) {\r\n`// Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n r\n return instFuncs;\r\n}\r\n * Returns whether the value is included in the Caller/th instructs/namej = this target namej, in put fun from return instructs, in put in the values, in put in the values in requiring that the base \"Class\" has defined a prototype references\\" @param taget the current instance.\" @gitoretar instance.\" @gito calleri/n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);lrin]/reale an instance canade not pasing the base functions lrin var baseProto = _getObjProto(classProto);lrin var visited = [];lrin // Don't include base object functions for Object, Array or Function\rin while (baseProto & _getObjProto(classProto);lrin var visited = [];lrin // Don't include base object functions for Object, Array or Function\rin while (baseProto & _jsObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {Irin // look for prototype functionsIrin for (var name in baseProto) {Irin // Don't include any dynamic prototype instances - as we only want the real functions Irin // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);Ir\n }\r\n }\r\n / We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by [proto[DynClassName]] || {})[funcName]; lr/n if (instFunc) {lr/n // Used the instance function property/r/n return instFunc.apply(_this, arguments); lr/n // Avoid stack overflow from recursive calling the same function/r/n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!/r/n if (protoFunc === dynProtoProxy) {/r/n // It is so lookup the base prototype/r/n protoFunc = _getObjProto(proto)[funcName];/r/n }Ir\n if (!_isFunction(protoFunc)) {Ir\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);Ir\n }\r\n return protoFunc.apply(_this, arguments); \r\n }; \r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference) Ir/n dynProtoProxy[DynProxyTag] = 1; Ir/n return dynProtoProxy; Ir/n } Ir/n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function/r/n instFuncs[name] = target[name];Irln delete target[name];Irln // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\rln if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\rln proto[name] = _createDynamicPrototype(proto, name);Irln }\rln }\rln }\rln }\rln }\rln *Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\rln * @param classProto The class prototype instance\rln * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchylrIn * @ignorelrIn */IrInfunction _checkPrototype(classProto, thisTarget) {IrIn var thisProto = _getObjProto(thisTarget);IrIn while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {IrIn if (thisProto === classProto) {IrIn return true;IrIn }\rIn thisProto = _getObjProto(thisProto);IrIn }IrIn return false;IrIn}IrIn/**IrIn * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.IrIn * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.IrIn * @param targetIrIn * @param unknownValueIrIn * @ignoreIrIn */IrInfunction _getObjName(target, unknownValue) {IrIn if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Ir\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of/r/n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r/n * context is maintained as TypeScript _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n *``typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * las ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * \r\n * \r\n * \r\n * \r\n * \r\n * If construction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // A Warnings: While the following will work as _self is simply a reference to\r/n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined/r\n * // _self.initialize() function is actually gets removed from the instance and r in * // a proxy prototype version is created to reference the created method. r is self.initialize(); r is the generic type of the class, used to keep intellisense valid/r in * @typeparam DPType This is the generic type of the class, used to keep intellisense valid/r in * @typeparam DPCIs The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */Ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make

simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions In/n var instFuncs = _getInstanceFuncs(target);In/n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n/\# sourceMappingURL=DynamicProto.js.map"], "names": ["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetProtot ypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","isObjectOrArrayProtot ype","target","Array","_isObjectArrayOrFunctionPrototype","Function","getObjProto","newProto","_isDynamicCandidate","funcName","skip Own","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","getObjName","unknownValue","name","theClass","d elegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","the Func","apply","arguments","baseFuncs","baseProto","uisited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype ","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype","mappings":";;;;yCAMA,IAAIA,EAAc,CAKdC,EAAY,Y AKZC,EAAC,WAKdC,EAAMB,gBAKnBC,EAAc,CAKdC,EAAe,YAUFC,EAAe,YAKFC,EAAa,YAKbC,EAAqBC,OAAUB,eAKSCC,EAAGB,EAAKC,EAACB,EAAKC,EAAGB,EAAKB,EAAKC,EAAGB,EAAKC,EAAGB, C,EAAgBC,EAAKC,GAC1B,OĂAOD,GAAOH,OAAOR,GAAWa,eAAeC,KAAKH,EAAKC,GAQ7D,SAASG,EAAYC,GACjB,cAAcA,IAAUf,EAM5B,SAA SgB,EĂA0BC,GAC/B,OAAOA,IAAWA,IAAWV,OAAOR,IAAckB,IAAWC,MAAMnB,IAMvE,SAASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAW G,SAASrB,GAMpE,SAASsB,EAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,OAAOA,EAAmBW,GAG9B,IAAIK,EAAWL,EAAOZ,IAAeY,EAAOIB, IAAckB,EAAOnB,GACjE,GAAlwB,EACA,OAAOA,EAGf,OAAO,KAUX,SAASC,EAAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IAAa1B,GAAegB,EAAY G,EAAOO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,iBAAmBD,GA0B3C,SAASE,EAAYČ,EAAQf, GAC2B,IAAK,IAAIgB,EAAKD,EAAOE,OAAS,EAAS,GAAND,EAASA,IACtC,GAAID,EAAOC,KAAQhB,EACf,OAAO,EAGf,OAAO,EA2HX,SAASkB,E GAC2B,IAAR,IAAIgB,EAAKD,EAAGE,OAAS,EAAS,GAAND,EAASA,IACIC,GAAID,EAACC,KAAQIB,EACI,OAAO,EACI,OAAO,EAZH,SAASKB,E AAYhB,EAAQiB,GACzB,OAAIzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhCa,GAAU,IAAInB,IAAIB,IAAIG,MAAQD,GAAgB 9B,SAqD1D,SAAsBgC,EAAUnB,EAAQOB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB4,CAGpB,IAAIY,EAAaF,EAASrC,IAJF9B,SAAyBuC,EAA YC,GAEjC,IADA,IAAIC,EAAYnB,EAIFIBJ,GAhF1BuB,IAAcrB,EAAKCqB,IAAY,CAC/D,GAAIA,IAACF,EACd,OAAO,EAEXE,EAAYNB,EAAamB,GAE7 B,OAAO,GA0EFC,CAAgBH,IACjBZ,EAAgB,IAAMO,EAAYG,GAAY,mCAAqCH,EAAYhB,GAAU,KAE7G,IAAIyB,EAAY,KACZjC,EAAgB6B,EAAYnC, GAE5BuC,EAAYJ,EAAWnC,IAMvBuC,EA9TIB,WA8TgBT,EAAYG,EAAU,KAAO,IAAM5B,EACpEA,IACA8B,EAAWnC,GAAgBuC,GAG/B,IAAIC,EAr OR,SAA2BJ,GAEvB,IAAII,EAAY,GAEhB,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAAOBgB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IA GrC,OAAOQ,EA0NSC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBqB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH, OAAOA,EAAQC,MAAM9B,EAAQ+B,YAIrC,IAAIC,EAAY,GAChB,IAAK,IAAId,KAAQQ,EAEbM,EAAUd,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA, IAAle,EAAY7B,EAAaiB,GACzBa,EAAU,GAEPD,IAAc/B,EAAkC+B,KAAerB,EAAYSB,EAASD,IAAY,CAEnG,IAAK,IAAlf,KAAQe,GAKRD,EAAUd,IAA SZ,EÁA0B2B,ÉAAWF,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUf,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAAa6B,GAE7B,O AAOD,EAqKSI,CAAcf,EAAYrB,EAAQ0B,IA3JtD,SAA4BW,EAAOZ,EAAWzB,EAAQsC,GACID,SAASC,EAAwBF,EAAO9B,GACpC,IAAliC,EAAgB,W AIhB,GAHYC,MAGCjD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAlwD,IAJID,KAlezD,IAAqB,IAAlqD,EAAMnD,KAAkB,IAAlqB,GAC5E,GAAlmC,EAEA, OAAOA,EAASZ,MAPZW,KAOyBV,WAGjCtB,EAAgB,YAAcF,EAAW,KAAOxB,GAEpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPIoC,IAAcH,IAEdG,EAA YvC,EAAaiC,GAAO9B,IAE/BV,EAAY8C,IACbIC,EAAgB,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,G AAe,EACtBuD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAA cmB,EAAcnB,IAAc,GACxE,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,ĒAAQkB,GAAM,IAAUIB,ĒAAOkB,KAAUoB,EAAcpB,KAE3EQ,EAAUR,GAAQI B,EAAOkB,UACIBIB,EAAOkB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAA wBF,EAAOnB,MAsH7D2B,CAAmBxB,EAAYI,EAAWzB,EAAQ0B"}

Copyright @ Microsoft Corporation. All rights reserved./r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n @ignorelr\n */Ir\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */Ir\nvar strFunction 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = _dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignoreIr\n */r\n/var DynClassName = ' _dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignorelr\n */Ir\nvar DynClassNamePrefix = '_dynCls\$';|r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignorelrin */irinvar UpinClassNamePrenx = '_gynCls\$';irin/**irin * Value used as the name of a class when it cannot be determinedrin * @ignorelrin */irinvar UnknownValue = '_unknown_';irin/**irin * Constant string defined to support minimizationirin * @ignorelrin */irinvar str_Proto = \"_proto_\";irin/**irin * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)irin * @ignorelrin */irinvar _objGetPrototypeOf = Object[]"getPrototypeOf["];irin/**irin * Internal Global used to generate a unique dynamic class name, every new class will increase this valueIrin * @ignorelrin */irinvar _dynamicNames = 0;irin/**irin * Helper to check if the object contains a property of the nameIrin * @ignorelrin */irinfunction _hasOwnProperty(obj, prop) {Irin return obj && Object[Prototype].hasOwnProperty.call(obj, prop);irin}Irin/**irin * Checks if the passed of value is a function.Irin * @param {any} value - Value to be checked.Irin * @return {boolean} True if the value is a boolean, false otherwise.Irin * @ignorelrin */irinfunction _isFunction(value) {Irin return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {lrln return target && (target === Object[Prototype] || target === Array[Prototype]);lrln}\r\n/**\rln * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype IrIn * @ignoreIrIn */IrInfunction isObjectArrayOrFunctionPrototype(target) {Ir\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype]; Ir\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment. Irin * @ignoreIrin */Irinfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = Target[str__Proto] || target[Prototype] || target[Constructor];\r/n if (newProto) {\r/n return newProto;\r/n }\r/n }\r/n return null;\r/n}\r/n/**\r/n * Helper function to check whether the provided function name is a potential candidate for dynamic\r/n * callback and prototype generation.\r/n * @param target The target object, may be a prototpe or class object\r/n * @param funcName The function name\r/n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */Ir\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor &&_isFunction(target[funcName]) && (skipOwn ||_hasOwnProperty(target, funcName));ir\n}ir\n/**lr\n * Helper to throw a TypeError exceptionlr\n * @param message the messagelr\n * @ignorelr\n */lr\nfunction _throwTypeError(message) {Ir\n throw new TypeError(\"DynamicProto: \" + message);Ir\n}ir\n/**lr\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @innerthistarget object. The object is get the instance functions into a stance function instance functions instance functions instance functions into a function instance functions instance functions into a function instance functions in functions instance funct @ignorelr/n */ir/infunction _getInstanceFuncs(thisTarget) {Ir/n // Get the base protolr/n var instFuncs = {};Ir/n // Save any existing instance functions\r/n for (var name in thisTarget) {\r/n // Don't include any dynamic prototype instances - as we only want the real functions\r/n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {IrIn // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the arraylrin * @param values The array of values\rin * @param value The valuelrin */irinfunction _hasVisited(values, value) {irin for (var lp = values.length - 1; lp >= 0; lp--) {irin if (values[lp] === value) {\rin return true; irin }irin }irin }irin ?irin ? contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {Ir/n function _instFuncProxy(target, theFunc) {Ir/n return function () {Ir/n return theFunc.apply(target, arguments);IrIn }:IrIn }IrIn // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced) Irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = getObjProto(classProto);Ir\n var visited = [];Ir\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. Ir/n visited.push(baseProto); Ir/n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class

prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {IrIn function _createDynamicPrototype(proto, funcName) {IrIn var dynProtoProxy = function () {IrIn var _this = this;IrIn // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments); Ir/n }Ir/n // Avoid stack overflow from recursive calling the same function/r/n _throwTypeError(|"Missing [\" + funcName + \"] \" + arguments); Irin // Avoid stack overnow from recursive calling the same function/rin _throw/typeErrof("Missing [r" + funcName + [r] [r" + strFunction); Irin]/rin var protoFunc = proto[funcName]; Irin // Check that the prototype function is not a self reference -- try to avoid stack overflow! Irin if (protoFunc === dynProtoProxy) {Irin // It is so lookup the base prototypeIrin protoFunc = _getObjProto(proto)[funcName]; Irin]/Irin if (!_isFunction(protoFunc)) {Irin _throwTypeError(["[[" + funcName + \"] is not a \" + strFunction); Irin]/rin return protoFunc.apply(_this, arguments); Irin]/ Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testingIrin // via which can dynamically replace the prototype function reference) Irin dynProtoProxy[DynProxyTag] = 1; Irin return dynProtoProxy; Irin]/ Irin if (!_isObjectOrArrayPrototype(proto)) {Irin var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {}; Irin var instFuncTable[className] = (instFuncTable[className] || {}; // [Irin var instFuncTable] {Irin // Save the Only add overriden functionering if (isDumanic Carnet and assign if as it may not exist yetIrin for (var name in target) {Irin // Save the Only add overriden functions/r/n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r/n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];lr\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);I/n }I/in }I/in }I/in }I/in *Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling _getObjProto(thisProto);trin }inn return taise;trin}ini/*\fnin * Gets the current prototype name using the ES6 name if available otherwise failing back to a use unknown as the name.lrin * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.lrin * @param targetIrin * @param unknownValue!rin * @ignore!rin */lrinfunction _getObjName(target, unknownValue) {Irin if (_hasOwnProperty(target, Prototype)) {Irin // Look like a prototype!rin return target.name || unknownValue || UnknownValue;Irin }if's ((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;Irin}*rin/**trin * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Irin * - Saves references to all defined base class functions!rin * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all I'super!" functions.Irin * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. Ir\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc islr/n * passed both the target l'thisl" and an object that can be used to call any base (super) functions, using this based object in place oflr/n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/\n * defined in the constructor or some other function (rather than declared as complete typescript functions).Ir\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any $[_ser, base] => \{rln * // rhis will define a function that will be converted to a prototype function/rln * _self.newFunct = () => {r/n * // Access any l"this" instance property/rln * if (_self.someProperty) {r/n * ...r/n * }r/n * }r/n * // This will define a function that will be converted to a prototype function/rln * _self.newFunct = () => {r/n * // Access any prototype function/rln * _self.someProperty) {r/n * ...r/n * }r/n * // This will define a function that will be converted to a prototype function/rln * _self.someProperty) {r/n * // Access any "this" instance property/rln * if (_self.someProperty) {r/n * // Call the base version of the function that we are overriding/rln * base.myFunction();rln * }r/n * ...r/n * }r/n * _self.initialize = () => {r/n * // Access any Function();rln * }r/n * ...r/n *]r/n * ...r/n * }r/n * ...r/n * }r/n * ...r/n *]r/n * ...r/n *]r/n * ...r/n *]r/n * // Call the base version of the function that we are overriding/rln * base.myFunction();rln * }r/n * ...r/n *]r/n * _self.initialize = () => {r/n * ...r/n * }r/n * // Warnings: While the following will work as _self is simply a reference to/rln * // this, if anyone overrides myFunction() the overridden will be called first/rln * // as the normal JavaScript method resolution will occur and the defined/r/n * // _self.initialize() function is actually gets removed from the instance and/rln * // a proxy prototype version is created to reference the created method.lr/n * _self.initialize();/rln * };/rln * }r/n * }r/n *]r/n * ?/rln * @typeparam DPType This is the generic type of the class, used to keep intellisense valid/rln * @typeparam DPCls The type that contains the prototype of the current class/rln * @pram theClass This is the current class instance which contains the prototype for the current l* this! ('farrent) reference when the class hean extended this prototype when the class hean extended this prototype of the class hean extended this prototype of the class hean extended this prototype for the current l* the current$ current class/r/n * @param target The current l"this!" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r/n * @param delegateFunc The callback function (closure) that will create the dynamic function\r/n */r/nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed the Class argument looks correct (this is a common copy/paste error) Ir/In var classProto = the Class[Prototype]; Ir/In if [1] checkPrototype(classProto, target)) {l'in_throwTypeError(''[0" + _getObjName(theClass) + \"] is not in class heirarchy of [" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already Ir\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/in delegateFunc(target, baseFuncs);/r/in // Populate the Prototype for any overidden instance functions/r/n _populatePrototype(classProto, className, target, instFuncs);/r/in//r/n//# sourceMappingURL=DynamicProto.js.map"],"names": [],"mappings": ";;;;;;;;;;;;YAEA;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,aAAa,CAAC;YACHC;YACA;YACA;YACA;YACA,IAAI,SAAS,GAAG,WA AW,CAAC;YAC5B;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,UAAU,CAAC;YAC7B;YACA;YACA;YACA;YACA,IAAI,BAAgB,GAAG,eAAe,CAA C;YACvC;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,aAAa,CAAC;YAChC;YACA;YACA;YACA;YACA,IAAI,YAAY,GAAG,WAAW,CAAC;YAC/B;YA ĊŔ;YAĊŔ;YAĊŔ;YAĊŔ,IAAI,kBAAkB,GAAG,UAAU,ĊAÁĊ;YAĆpĊ;YAĆA;YAĆA;YAĆA;YAĆA,IAAI,YAAY,GAAG,WAAW,ĊÁAĊ;YAĆB;YAĆA;YAĆA; 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All rights reserved.lr\n// Licensed under the MIT License.lr\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function':\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n *@ignore\r\n */r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */lr\nvar DynProxyTag = '_isDynProxy';\r\n/* * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */Ir\nvar DynClassNamePrefix = '_dynCls\$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str_Proto = \"_proto_\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n *@ignore\r\n */r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];lr\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */lr\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the namelrIn * @ignorelrIn */IrInfunction _hasOwnProperty(obj, prop) {IrIn return object Object[Prototype].hasOwnProperty.call(obj, prop);IrIn}\rIn/**IrIn * Checks if the passed of value is a function.IrIn * @param {any} value - Value to be checked.IrIn * @return {boolean} True if the value is a boolean, false otherwise.IrIn * @ignoreIrIn */IrInfunction _isFunction(value) {IrIn return typeof value === strFunction;IrIn]\rIn/**IrIn * Helper used to check whether the target is an Object prototype or Array prototypeIrIn * @ignoreIrIn */IrInfunction is Object[Destedue] target[str_Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamicirin * callback and prototype generation.irin @param target The target object, may be a prototpe or class object/r/n * @param funcName The function name/r/n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */Ir\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !≕ Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));lr\n}\r\n/*\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */Ir\nfunction _getInstanceFuncs(thisTarget) {Ir\n // Get the base proto\r\n var instFuncs = $\bar{0}$;\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (linstFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\rln // Create an instance callback for pasing the base function to the caller\rln instFuncs[name] = thisTarget[name];\rln }\rln }\rln eturn instFuncs;\rln /\rln #\rln a Returns whether the value is included in the array\rln * @param values The array of values\rln * @param value The value\rln */\rln function _hasVisited(values, value) {\rln for (var lp = values.length - 1; lp >= 0; lp--) {\rln if (values[lp] === value) {\rln return true;\rln }\rln p\rln return false;\rln }\rln * enabling calling super.xxx() functions without contains callback functions for all \"base/super\" functions, this is used to \"save\"\rln * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments); IrIn }; IrIn } IrIn // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced) Irin var baseFuncs = {}; Irin for (var name in instFuncs) {Irin // Create an instance callback for pasing the base function to the calleririn baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);irin }/rin // Get the base prototype functions/rin var baseProto _getObjProto(classProto);IrIn var visited = [];IrIn // Don't include base object functions for Object, Array or Function\r\n while (baseProto && isObjectArrayOrFunctionPrototype(baseProto) & & !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {Irln // Don't include any dynamic prototype instances - as we only want the real functions Irln // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);lr\n }\r\n }\r\n /! We need to find all possible functions that might be overloaded by walking the entire prototype chain/r/n // This avoids the caller from needing to check whether it's direct base class implements the function or not/r/n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classe individual in the function of notitin if by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes. Irln visited.push(baseProto);Irln baseProto = _getObjProto(baseProto);Irln Birln return baseFuncs;Irln]\rln/**\rln * Add the required dynamic prototype methods to the the class prototype!rln * @param proto The class prototype!rln * @param className The instance classname!rln * @param target The target instance!rln * @param baseInstFuncs The base instance functions!rln *@ignore!rln */\rlnfunction _populatePrototype(proto, className, target, baseInstFuncs) {Irln function _createDynamicPrototype(proto, funcName) {Irln var dynProtoProxy = function () {Irln var _this = this;Irln // We need to check whether the class name is defined directly on this prototype otherwise!rln // it will walk the proto chain and return any parent proto the class name is defined directly on this prototype otherwise!rln // it will walk the proto chain and return any parent proto the protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and return any parent protochain and protochain and return any parent protochain and return any parent protochain and protochain and protochain and protochain and protochain and protochain and protochain and protochain and protochain and protochain and protochain and protochain and p parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})

[proto[DynClassName]] || {}}[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n wr protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // I is so lookup the base prototype\r\n protoFunc = _getOb]Proto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n }\r\n 't Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype funcTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncSable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncS = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncS[name]] {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n istFuncS[name] = target[name];\r\n motofunc ists and it's not a dynamic one'n if (_hasOwnProperty(proto, name) || (proto[name] && try in // Add a dynamic protofunc as it's not a dynamic protofunc exists and it's not a dynamic one'n if (_hasOwnProtoProto, name) || (proto[name] && try in // *\r\n * Checks whether the passed prototype object appears to be correct

_createDynamicPrototype(proto, name);\r\n'}\r\n'}\r\n'}\r\n'}\r\n'}\r\n'*\r\n'*\r\n'*\r\n'* Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto &&

! isObjectArrayOrFunctionPrototype(thisProto)) {Ir/n if (thisProto === classProto) {Ir/n return true;Ir/n }Ir/n thisProto = _getObjProto(thisProto);Ir/n }Ir/n return false;Ir/n}Ir/n/**Ir/n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */r\nfunction _getObjName(target, unknownValue) {\r\n if _hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/*+\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance. Ir/n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place oflyin * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from "@microsoft/dynamicproto-jsl";l/in * class ExampleClass extends BaseClass {l/in * constructor() {l/in * dynamicProto(ExampleClass, this, (_self, base) => {lr/n * // This will define a function that will be converted to a prototype function\r/in * _self.newFunc = () => {\r/n * // Access any Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and/rin * // a proxy prototype version is created to reference the created method.r/rin *_self.initialize(); lr/in * }); lr/in * ``\r/in * @typeparam DPType This is the generic type of the class, used to keep intellisense valid/r/in * @typeparam DPCIs The type that contains the prototype of the current class/r/in * @param theClass This is the current class instance which contains the prototype will not be the current limit. The type the class is the class has been extended this.prototype will not be the the class the denergy of the current limit. 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */Ir\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {Irln _throwTypeError(\"[theClass is an invalid class definition.\");Irln }Irln // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];Irln if (!_checkPrototype(classProto, target)) {Irln _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + getObjName(target) + \"]\");\r\n }ir\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain) Ir n className = classProto[DynClassName]; Ir n } Ir n else {Ir n // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadylrin // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"\$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n /| Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support/r/n delegateFunc(target, baseFuncs);/r/n // Populate the Prototype for any overidden instance C,EAIFIBR,GAhF1BO,IAAcE,EAAkCF,IAAY,CAC/D,GAAIA,IAAcF,EACd,OAAO,EAEXE,EAAYC,EAAaD,GAE7B,OAAO,GA0EFG,CAAgBL,IACjBD,E AAgB,IAAMO,EAAYZ,GAAY,mCAAqCY,EAAYX,GAAU,KAE7G,IAAIY,EAAY,KACZV,EAAgBG,EAAYQ,GAE5BD,EAAYP,EAAWQ,IAMvBD,EAAYE,EA AqBH,EAAYZ,EAAU,KAAO,IAAMgB,EACpEA,IACAV,EAAWQ,GAAgBD,GAG/B,IAAII,EArOR,SAA2BV,GAEvB,IAAIU,EAAY,GAEhB,IAAK,IAAIC,K AAQX,GAERU,EAAUC,IAASC,EAAoBZ,EAAYW,GAAM,KAE1DD,EAAUC,GAAQX,EAAWW,IAGrC,OAAOD,EA0NSG,CAAkBnB,GAKICC,EAAaD,E A1MjB,SAAuBK,EAAYC,EAAYU,GAC3C,SAASI,EAAepB,EAAQqB,GAC5B,OAAO,WACH,OAAOA,EAAQC,MAAMtB,EAAQuB,YAIrC,IAAIC,EAAY, GAChB,IAAK,IAAIP,KAAQD,EAEbQ,EAAUP,GAAQG,EAAed,EAAYU,EAAUC,IAM3D,IAHA,IAAIQ,EAAYjB,EAAaH,GACzBqB,EAAU,GAEPD,IAAch B,EAAkCgB,KAAeE,EAAYD,EAASD,IAAY,CAEnG,IAAK,IAAIR,KAAQQ,GAKRD,EAAUP,IAASC,EAA0BO,EAAWR,GAAOW,KAE1DJ,EAAUP,GAAQ G,EAAed,EAAYmB,EAAUR,KAM/DS,EAAQG,KAAKJ,GACbA,EAAYjB,EAAaiB,GAE7B,OAAOD,EAqKSM,CAAczB,EAAYL,EAAQgB,IA3JtD,SAA4 Be,EAAOnB,EAAWZ,EAAQgC,GACID,SAASC,EAAwBF,EAAOG,GACpC,IAAIC,EAAgB,WAIhB,GAHYC,MAGCIC,EAAgB6B,EAAOIB,GAAe,CAC/ C, IAAlwB, IAJID, KAIeE, IAAqB, IAAIP, EAAMIB, KAAkB, IAAlqB, GAC5E, GAAIG, EAEA, ÕAAOA, EAASf, MAPZc, KAOyBb, WAGjCnB, EAAgB, YAAc8B, EAAW, KAAOK, GAEpD, IAAIC, EAAYT, EAAMG, GAStB, OAPIM, IAAcL, IAEdK, EAAYhC, EAAauB, GAAOG, IAE/BO, EAAYD, IACbpC, EAAgB, IAAM8B, E AAW, CAAOBK, GAEBOC, EAAUIB, MAIBLC, KAQBKBb, YAKIC, OADAY, EAACO, GAAe, EACIBP, EAEX, IAAKQ, EAAOBZ, GAAQ, CACIC, IAAIa, EAAgBSC , EAAOsC, GAAoBtC, EAAOSC, IAAqB, GACVETB, EAAY4B, EAAchC, GAAcgC, EAAchC, IAAc, GACXE, IAAK, IAAIK, KAAQjB, EAETKB, EAAOBIB, EAAQI B,GAAM,IAAUjB,EAAOiB,KAAUe,EAAcf,KAE3ED,EAAUC,GAAQjB,EAAOiB,UACIBjB,EAAOiB,KAETf,EAAgB6B,EAAOd,IAAUc,EAAMd,KAAUc, EAAMd,GAAMyB,MAC9DX,EAAMd,GAAQgB,EAAwBF,EAAOd,MASH7D4B,CAAmBxC,EAAYO,EAAWZ,EAAQgB,KAxWtD,IAAI8B,EAAc,cAKd3C, EAAY,YAKZoC,EAAc,WAKdD,EAAmB,gBĂKnBI,EAAc,cAKd7B,EAAe,YAKfC,EAAqB,WAKrBiC,EAAe,YAKfC,EAAa,YAKbpB,EAAqBqB,OAAuB,e AK5ClC,EAAgB,EAKpB,SAASb,EAAgBgD,EAAKC,GAC1B,OAAOD,GAAOD,OAAO9C,GAAWiD,eAAeC,KAAKH,EAAKC,GAQ7D,SAASV,EAAYa, GACjB,cAAcĂ,IAAUf,EAM5B,SAASI,ĔAĂ0B3C,GAC/B,OAAOA,IAAWA,IAAWID,OAAO9C,IAAcH,IAAWuD,MAAMpD,IAMvE,SÀASM,EAAkCT,GAC vC,OAAO2C,EAA0B3C,IAAWA,IAAWwD,SAASrD,GAMpE,SAASK,EAAaR,GACIB,GAAIA,EAAQ,CAER,GAAI4B,EACA,OAAOA,EAAmB5B,GAG9 B,IAAIyD,EAAWzD,EAAOgD,IAAehD,EAAOG,IAACH,EAAO8C,GACJE,GAAIW,EACA,OAAOA,EAGf,OAAO,KAUX,SAASvC,EAAoBIB,EAAQkC,EA AUwB,GAC3C,OAAQxB,IAAaY,GAAeL,EAAYzC,EAAOkC,MAAewB,GAAWxD,EAAgBF,EAAQkC,IAO7G,SAAS9B,EAAgBuD,GACrB,MAAM,IAAIC, UAAU,iBAAmBD,GA0B3C,SAAShC,EAAYkC,EAAQP,GACzB,IAAK,IAAIQ,EAAKD,EAAOE,OAAS,EAAS,GAAND,EAASA,IACtC,GAAID,EAAOC,K AAQR,EACf,OAAO,EAGf,OAAO,EA2HX,SAAS3C,EAAYX,EAAQgE,GACzB,OAAI9D,EAAgBF,EAAQG,GAEjBH,EAAOiB,MAAQ+C,GAAgBjB,IAEh C/C,GAAU,IAAI8C,IAAiB,IAAI7B,MAAQ+C,GAAgBjB"}

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Copyright © Copyright (c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)In * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version 3.3.1\n */\n","'use strict';\n\nexport { objectOrFunction };\nexport { isFunction };\nexport { isMaybeThenable };\n\nfunction objectOrFunction(x) = 'object' && x !== null;\n}\n\nfunction isFunction(x) {\n return typeof x {\n return typeof x = = 'function' || typeof x = function';\nj\n\nfunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar _isArray = undefined;\nif (!Array.isArray) {In _isArray = function (x) {In return Object.prototype.toString.call(x) === '[object Array]';In };In };In }else {In _isArray = Array.isArray;In}In/nvar isArray = _isArray;Inexport { isArray };","'use strict';In/nexport { setScheduler };Inexport { setAsap };Invar len = 0;Invar vertxNext = undefined; Invar customSchedulerFn = undefined; In/Invar asap = function asap(callback, arg) {In queue[len] = callback; In queue[len + 1] = arg;\n len += 2;\n if (len === 2) {n // If len is 2, that means that we need to schedule an async flush \n // If additional callbacks are queued before the queue is flushed, they\n // will be processed by this flush that we are scheduling.In if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }\n};\n\nexport { asap };\n\nfunction setScheduler(scheduleFn) {\n customSchedulerFn = scheduleFn;h]hhfnfunction setAsap(asapFn) {ln asap = asapFn;h]hhrvar browserWindow = typeof window !== 'undefined' ? window : undefined;hrvar browserGlobal = browserWindow || {};hrvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;hrvar isNode = typeof self === 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process]';hn/// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';hn/// node\nfunction 'undefined' && typeof process !== useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details/n return function () {\n return process.nextTick(flush);\n };\n}\n\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n };\n}\n\nfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush); In var node = document.createTextNode("); In observer.observe(node, { characterData: true }); In n return function () {In node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {In var channel = new MessageChannel(); In channel.port1.onmessage = flush; In return function () {In return channel.port2.postMessage(0); In }; In In Infunction useSetTimeout() {In // Store setTimeout reference so es6-promise will be unaffected byIn // other code modifying setTimeout (like

sinon.useFakeTimers())\n var globalSetTimeout = setTimeout;\n return function () {\n return globalSetTimeout(flush, 1);\n };\n}\n\nvar queue = new Array(1000);\nfunction flush() {\n for (var i = 0; i < len; i += 2) {\n var callback = queue[i];\n var arg = queue[i + 1];\n\n callback(arg);\n\n = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}\n\nfunction attemptVertx() {\n try {\n var r = require;\n var vertx = queue[i] r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\var scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {\n scheduleFlush = attemptVertx();\n} else {\n scheduleFlush = useSetTimeout();\n}","'use strict';\n\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';\n\nimport { asap } from './asap';\nfunction then(onFulfillment, onRejection) {\n var _arguments = arguments;\n\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function 0. 0 desethere in extended with the sector of the ball of the ball of the ball of the sector of the s () {\n return invokeCallback(_state, child, callback, parent._result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection);\n }\n\n return child;\n}","use strict';\n\nexport default resolve;\nimport { noop, resolve as _resolve } from '../-internal';\n\n/**\n "Promise.resolve' returns a promise that will become resolved with the\n passed 'value'. It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n resolve(1);\n });\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.resolve(1);\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/\nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor = Constructor) {in return object;in }inin var promise = new Constructor(noop);in _resolve(promise, object);in return promise;in}","use strict';In\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\nfunction noop() {\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new sem-umment() {in return new TypeError("You cannot resolve a promise with itself(");in}Ininfunction cannotReturnOwn() {in return new TypeError('A promises callback cannot return that same promise.');in}Ininfunction getThen(promise) {in try {in return promise.then;in } catch (error) {in GET_THEN_ERROR.error = error;in return GET_THEN_ERROR;in }]in]ininfunction tryThen(then, value, fulfillmentHandler, rejectionHandler);in } catch (e) {in return error = tryThen(called, fulfillmentHandler, rejectionHandler);in } catch (e) {in return error = tryThen(then, thenable, thenable, thenable, thenable, thenable, thenable, rejectionHandler);in } catch (e) {in return error = tryThen(then, thenable, function (value) {in if (sealed) {in return;in }in sealed = true;in if (thenable !== value) {in resolve(promise, value);in } else {in fulfill(promise, value);in } else {in fulfill(promise, value);in }] in sealed = true;in reject(promise, error);in }], 'Settle: ' + (promise_label || ' unknown promise));inlin if (!sealed) {in return;in }in sealed = true;in reject(promise, error);in }], 'Settle: ' + (promise_label || ' unknown promise));inlin if (thenable._state === FULFILED) {in fulfill(promise, thenable) {in if (thenable, result);in } else if (thenable._state === FULFILED) {in fulfill(promise, thenable) {in return resolve(promise, terror);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in } else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._state === FULFILED) {in rutifull(promise, thenable, result);in }] else if (thenable._stat = REJECTED) {\n reject(promise, thenable._result);\n } else {\n subscribe(thenable, undefined, function (value) {\n return resolve(promise, value);\n }, function (reason) {\n return reject(promise, reason);\n });\n }\n}\n\nfunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve = originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n \n\n\n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {in fulfill(promise, value);\n }\n\nfunction publishRejection(promise) {in f(promise._onerror) {in promise_onerror(promise_result); In }Inih publish(promise); Inihinfunction fulfill(promise, value) {In if (promise_state !== PENDING) {In return; In }Inih promise_result = value; In promise_state = FULFILLED; Inih if (promise_subscribers.length !== 0) {In asap(publish, promise); In }Inihinfunction reject(promise, reason) {In if (promise_state !== PENDING) {In return; In }In promise_state = REJECTED; In promise_result = reason; Inih asap(publishRejection, promise); Inihinfunction subscribe(parent, child, onFulfillment, onRejection) {In var _subscribers = parent_subscribers, In var length = _subscribers.length; Inihin parent_onerror = null; Inih _subscribers[length] = child; In_subscribers[length + III] FULFILED] = onFulfillment;\n_subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent_state) {\n assr/persites; parent);\n }\n}\n\nfunction publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {in callback(detail);\n }\n }\n n promise._subscribers.length = 0;\n}\n/nfunction ErrorObject() {\n this.error = null;\n]\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\nj\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),In value = undefined,In error = undefined,In succeeded = undefined,In failed = undefined;InIn if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {In succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail; in succeeded = true; in }in/n if (promise._state !== PENDING) {in // noopin } else if (hasCallback && succeeded) {in resolve(promise, value); in } else if (failed) {in reject(promise, error); in } else if (settled === FULFILLED) {in fulfill(promise, value); in } else if (settled === REJECTED) {In reject(promise, value); In }In/Infunction initializePromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {In resolve(promise, value); In }, function rejectPromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {In resolve(promise, value); In }, function rejectPromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {In resolve(promise, value); In }, function rejectPromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {In resolve(promise, value); In }), function rejectPromise(promise, resolver) {In try {In resolver(function resolvePromise(promise, resolver) {In resolver(function resolvePromise, resolver) {In resolver(function resolver) {In resolver handleMaybeThenable }; ", "'use strict'; 'Inlimport { isArray, isMaybeThenable } from './utils'; 'Inlimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal'; \n\nimport then from './then'; \nimport Promise from ./promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length = 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill(this.promise, this._result);\n }\n } else {\n reject(this.promise, validationError());\n }\n}\n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n]in];ininEnumerator.prototype._eachEntry = function (entry, i) {in var c = this._instanceConstructor;in var resolve = c.resolve;inin if (resolve init_init_numerator.prototype__eachEntry = function (entry, i) {in var c = this__instanceConstructor;in var resolve = c.resolve;inin if (resolve === originalResolve) {in var _then = getThen(entry);in in (_then === originalThen && entry__state !== PENDING) {in this_settledAt(entry__state, i, entry__result);in } else if (typeof _then !== 'function') {in this._remaining--;in this._result[i] = entry;in } else if (c === Promise) {in var promise = new c(noop);in handleMaybeThenable(promise, entry, _then);in this._willSettleAt(promise, i);in } else {in this__willSettleAt(new c(function (resolve) {in return resolve(entry);in }), i);in }in } else {in this_willSettleAt(resolve(entry), i);in }in;inInEnumerator.prototype__settledAt = function (state, i, value) {in var promise = this.promise;inin if (promise__state === PENDING) {in this__remaining--;inin if (state === REJECTED) {in reject(promise, value);in } else {in this__result[i] = value;in }in }in if (this__remaining === {in fulfill(promise, this__result);in }in;inInEnumerator.prototype__willSettleAt = function (promise, i) {in var enumerator = this;inin subscribe(promise, undefined, function (value) {in return enumerator_settledAt(FULFILLED, i, value);in }, function (resolve) in `in]; ""use strict':inlayervort default all/immort from ' (enumerator':in)[in]*** == 0) enumerator._settledAt(REJECTED, i, reason);\n });\n};","use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n Promise all accepts an array of promises, and returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or/n rejected with the reason of the first passed promise to be rejected. It casts all/n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n)};\n ``\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ``javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise. In Useful for tooling. In @return {Promise} promise that is fulfilled when all `promises` have been fulfilled, or rejected if any of them become rejected.In @staticIn*/Infunction all(entries) {In return new Enumerator(this, entries).promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.In\n Example:\n\n ``javascript\n let promise1 = new Promise(function(resolve, reject){\n

setTimeout(function(){{n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function() {In resolve('promise 2');in }, 100;in };inin Promise.race([promise2]).then(function(result){in // resolve, reject)(in set 1 micod interton) resolved before promise2);in };inin Promise.race([promise2]).then(function(result){in // result === 'promise 2' because it was matters. For example, even if other promises given to the\n `promise.race` is deterministic in that only the state of the first\n settled promise become rejected before the other promises became fulfilled, the returned\n promise will become rejected.inin ``javascript\n let promise1 = new Promise(function(resolve, reject){In setTimeout(function(){In resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){in // Code here never runsin }, function(reason){in // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises

to observe\n Useful for tooling.\n @return {Promise} a promise which settles in the same way as the first passed\n promise to settle.\n*/\nfunction race(entries) {in /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {in return reject(new TypeError('You must pass an array to race.'));in });in } eise {in return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n

Constructor.resolve(entries[i]).then(resolve, reject);\n }\n });\n }\n }","use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n 'javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message WHOOPS'\n }};\n```\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.\n*/\nfunction reject(reason) {\n /*jshint validthis:true */\n var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError("Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\nn\m**n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n ----/n/n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.In Terminology\n -'thenable' is an object or function that defines a 'then' method.In - 'value' is any legal JavaScript value (including undefined, a thenable, or a promise).In - 'exception' is a value that is thrown using the throw statement.In - 'reason' is a value that indicates why a promise was rejected.In - 'settled' the final resting state of a promise, fulfilled or rejected.In A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n -----\n\n ` ```is\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n });\n\n promise = new Promise(function(resolve, reject) {in // on successin resolve(value); ini // on rainterin reject(reason); in /); inin promise.then(function(value) {in // on fulfillmentln }, function(reason) {in // on rejection(n }); in ```In\n Advanced Usage: In ---------In\n Promises shine when abstracting away asynchronous interactions such as\n XMLHttpRequest's.ln\n ```js\n function getJSON(url) {in return new Promise(function(resolve, reject){in let xhr = new XMLHttpRequest(); inln xhr.open('GET', url); in xhr.oneadystatechange = handler; in xhr.responseType = 'json'; in xhr.setRequestHeader('Accept', 'application/json'); in xhr.send(); inln function handler() {in if (this.readyState === this.DONE) {\n if (this.status === 200) {in resolve(this.response); in } else {in reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status + ']'); in }in }; in }; in ngetJSON('/posts.json').then(function(json) {in // on fulfillmentln }, function(reason) {in // on rejection\n }; in ```In\n Unlike callbacks, promises are great composable primitives.ln!n ```jsin Promise.all([\n getJSON('/posts'), ngetJSON('/comments')\n]).then(function(values){In values[0] // => postsJSONIn values[1] // => commentsJSON\n return values; in }); in ```In\n@class Promiseln @enarge function_resolver block in for colora in @constructorIntion.terturn values; in }); the colora in @constructorIntion.terturn values; in }); the colora in @constructorIntion.terturn values; in }); the colora in @constructorIntion.terturn values; in }); the colora in @constructorIntion.terturn values; in }); the status in the colora in @constructorIntion.terturn values; in }); the status in the colora in @constructorIntion.terturn values; in }); the status in the status @param {function} resolver\n Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextld();\n this._result = this._state = undefined; In this._subscribers = []; In/n if (noop !== resolver) {In typeof resolver !== 'function' && needsResolver(); In this instanceof Promise? initializePromise(this, resolver) : needsNew(); In }In}InPromise.all = all; InPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise_setScheduler = setScheduler;\nPromise_setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n \n ` ``js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n \n Chaining\n ------\n \n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception. In \n ```js\n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in thein fulfillment or rejection handler. The downstream promise will then be pendingly until the returned promise is settled. This is called *assimilation*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n \n If the assimilated promise rejects, then the downstream promise will also reject. In In 🐃 jsln findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // If I's omething went wrong\n };\n ```\n \n @method then\n @param {Function} onFulfilled\n @param {Function} onRejected\n Useful for tooling.\n @return {Promise}\n */\n then: then,\n\n /**\n `catch` is simply sugar for `then(undefined, onRejection)` which makes it the same\n as the catch block of a try/catch statement.\n \n ```js\n function findAuthor(){{n throw new Error('couldn't find that author');\n }\n \n // synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n \n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling. In @return {Promise}In */n 'catch': function _catch(onRejection) {In return this.then(null, onRejection);In }In;","/*global self*/n'use strict'; \n\nexport default polyfill; \nimport Promise from './promise'; \nfunction polyfill() {\n var local = undefined; \n\n if (typeof global != 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n \n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch (e) {\n // silently ignored\n }\nh if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill =

SAAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EACIB,QAAQ,GAAG,UAAU,CAAC,EAAE;IACtB,OAAO,MAAM,CAAC,SAAS,CAAC,Q AAQ,CAAC,IAAI,CAAC,CAAC,CAAC,KAAK,gBAAgB,CAAC;GAC/D,CAAC;CACH,MAAM;EACL,QAAQ,GAAG,KAAK,CAAC,OAAO,CAAC;CAC1B ;;AĂĚD,IAAÌ,OAAO,GAAG,QAAQ,CAAC,AAČvB;;ĂĊxBA,IAAI,GAAĠ,GAAĠ,CAAC,CAAĊ;AACŽ,ĪAAĬ,ŠAAS,ĠAAG,ŠAAS,ĊAAC;ÅAC1B,IAAI,iB AAIB,GAAG,SAAS,CAAC;;AAEIC,IAAI,IAAI,GAAG,SAAS,IAAI,CAAC,QAAQ,EAAE,GAAG,EAAE;EACtC,KAAK,CAAC,GAAG,CAAC,GAAG,QAAQ AE;;;;IAIb,IAAI,iBAAiB,EAAE;MACrB,iBAAiB,CAAC,KAAK,CAAC,CAAC;KAC1B,MAAM;MACL,aAAa,EAAE,CAAC;KACjB;GACF;CACF,CAAC;;A AEF,AAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EAChC,iBAAiB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,G AAG,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAA AJAAI, EAAE, CAAC; AACXC, IAAI, UBAAUB, GAAG, aAAa, CAAC, gBAAgB, IAAI, aAAa, CAAC, SBAASB, CAAC; AAC; G, IAAI, MAAM, GAAG, OAAO, IAAI, KAAK, WAAW, IAAI, OAAO, OAAO, KAAK, WAAW, IAAI, CAAC, EAAE, CAAC, CAAC, QAAQ, CAAC, IAAI, CAAC, OAAO, CAAC, KAAK, KBAAKB, CAAC;;;; A Agji, IAAI, QAAQ, GAAG, OAAO, IBAAiB, KAAK, WAAW, IAAI, OAAO, aAAa, KAAK, WAAW, IAAI, OAAO, cAAC, KAAK, WAAW, CAAC;;; AAGzi, SAAS, WAA W,GAAG;;;EAGIB,OAAO,YAAY;IACJB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;E ACvB,OAAO,YAAY;IACJB,SAAS,CAAC,KAAK,CAAC,CAAC;GACIB,CAAC;CACH;;AAED,SAAS,mBAAmB,GAAG;EAC7B,IAAI,UAAU,GAAG,CAA C,CAAC;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,cAAC,CAAC,EAAE,CAAC,CA ĂĊ;EAĊVĊ,QAAQ,CAĂĊ,OĂAO,CAÁC,IÁAI,EAAÉ,EAAÉ,aAAa,EAAE,IAAI,EAAE,CAAC,CAAĆ;;EAEĥĎ,OAĂO,YAAÝ;IACJB,IAAI,CAAC,IAAI,GAA G,UAAU,GAAG,EAAE,UAAU,GAAG,CAAC,CAAC;GAC3C,CAAC;CACH;;;AAGD,SAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,cAAc,EAA E,CAAC;EACnC,OAAO,CAAC,KAAK,CAAC,SAAS,GAAG,KAAK,CAAC;EAChC,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,KAAK,CAAC,WAAW,CA AC,CAAC,CAAC,CAAC;GACrC,CAAC;CACH;;AAED,SAAS,aAAa,GAAG;;;EAGvB,IAAI,gBAAgB,GAAG,UAAU,CAAC;EACIC,OAAO,YAAY;IACJB, OAAO,gBAAgB,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;GACnC,CAAC;CACH;;AAED,IĂAI,KĂAK,GAAG,IAAI,KAAK,CAAC,IAAI,CAAC,CAAC;A AC5B,ŠAAS,ŘAAK,GAAG;EAC1,KAAK,IAAI,CAAĆ,GAAĠ,CAAC,EAAE,CAAC,ĠAAG,ĠAAĠ,EAAĖ,CAAĆ,IAAI,CAAĆ,EAAĖ;IAC/B,IAAI,QAAQ,G AC,CAAC;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,GAAG,SAAS,CAAC;GAC1B;;EA ED,GAAG,GAAG,CAAC,CAAC,CAAC;;AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CA AC,CAAC,OAAO,CAAC,IACVB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC,IACID,OAAO,aAAa,EAAE,CAAC,GACXB, CAAC,OAAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EAC V.aAAa.GAAG.WAAW.EAAE.CAAC:CAC/B.MAAM.IAAI.UBAAUB.EAAE:EACIC.aAAa.GAAG.mBAAmB.EAAE.CAAC:CACVC.MAAM.IAAI.OAAO.E AAE;EACnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAA G,YAAY,EAAE,CAAC;CAAChC,MAAM;EACL,aAAa,GAAG,aAAa,EAAE,CAAC;;;ACtHIC,SAAS,IAAI,CAAC,aAAa,EAAE,WAAW,EAAE;EACxC,IAAI,U EvC,IAAI,KAAK,CAAC,UAAU,CAAC,KAAK,SAAS,EAAE;IACnC,WAAW,CAAC,KAAK,CAAC,CAAC;GACpB;;EAED,IAAI,MAAM,GAAG,MAAM,CA AC,MAAM,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC IAAI,CAAC,YAAY;QACf,OAAO,CAAC,CAAC,MAAM,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,OAAO,CAAC,CAAC;OAChE,CAAC,CAAC;KA ĊJ,ĊĂAĊ,ĖĂĂĖ,ĊĂĂĊ;ĠĂĊŊ,MAAM;IAĊĹ,ŚĂĂŠ,ĊĂĂĊ,MAAM,ĖĂĂĔ,KĂĂK,ĚĂĂĔ,aĂĂa,ĖĂĂĔ,WAAW,ĊĂĂĊ,ĊĂĂĊ;ĠĂĊĹ);;ĔĂĔĎ,ŎĂĂŎ,KĂĂ ;;;;;;;;;;;AA+BA,SAAS,OAAO,CAAC,MAAM,EAAE;;EAEvB,IAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,MAAM,IA K.CAAC:::ACzBf:::: AI,OAAO,MAAM,KAAK,QAAQ,IAAI,MAAM,CAAC,WAAW,KAAK,WAAW,EAAE;IAC9E,OAAO,MAAM,CAAC;GACf;;EAED,IAAI,OAAO,GAAG,IAAI, WÁAW,CÁAC,IAÁI,CAÁČ,CAĂĆ;EÁCpC,QÁAQ,CÁAC,OÁAO,EÁAE,MÁAM,CÁAC,CÁAC;EÁC1B,OÁAO,CÁAC,;AACĆjB,IAÁI,UAAÚ,GAÁ AEIB,IAAI,OAAO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC,CAAC;;AAEjB,IAAI,cAAc, GAAG,IAAI,WAAW,EAAE,CAAC;;AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAA0C,CAAC,CAAC;CACIE;;AAED,SAAS,eAAe, GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,sDAAsD,CAAC,CAAC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO, CAAC,IAAI,CAAC;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,cAAc,CAAC;GACvB;CACF;;A AED,SAAS,OAAO,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB ,EAAE,gBAAgB,CAAC,CAAC;GACxD,CAAC,OAAO,CAAC,EAAE;IĂCV,ÕAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,qBAAqB,CAAC,OAAO,E AAE,QAAQ,EAAE,IAAI,EAAE;EACtD,IAAI,CAAC,UAAU,OAAO,EAAE;IACtB,IAAI,MAAM,GAAG,KAAK,CAAC;IACnB,IAAI,KAAK,GAAG,OAAO,C AAC, IAAI, EAAE, QAAQ, EAAE, UAAU, KAAK, EAAE; MACnD, IAAI, MAAM, EAAE; QACV, OAAO; OACR; MACD, MAAM, GAAG, IAAI, CAAC; MACd, IAAI, Q AAQ,KAAK,KAAK,EAAE,QACtBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,OACZB,MAAM,QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC CAAC:OACZB:KACF,EAAE,UAAU,MAAM,EAAE:MACnB,IAAI,MAAM,EAAE;OACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC:;MAEdD,OAA M,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC,KAC2B,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,kBAAkB,CAAC,CAAC,CAAC;;IAExD,IA AI,CAAC,MAAM,IAAI,KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAA E,OAAO,CAAC,CAAC;CACb;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC ,ÓΑΑΟ,ĊΑΑϹ,ÓΑΑΟ,ĖΑΑΕ,ΏΑΑQ,ĊΑΑϹ,ÓΑΑΟ,ĊÁΑC,ĊÁΑC;ĠÁCpC,MĂΑΜ,ĬΑΑΙ,QÁAQ,ĊÁAC,MÀAM,ŇAAK,QAAQ,ĖAAE;IÁĊvCÁ,OAAM,ĊÁA Ċ,OAAO,EAAE,QAAQ,CAAĆ,OAĂO,CAAĆ,CAAĆ;GAĆ'nĆ,MAÁM;IAĆĹ,SAAS,ĆAÁČ,QAĂQ,EAAE,SAAŚ,EAAE,ŬAAŬ,KAAK,EAAE;MAĆ9Ć,OAA OC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KAChC,EAAE,UAAU,MAAM,EAAE;MACnB,OAAOD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC CAAC;KAChC,CAAC,CAAC;GACJ;CACF;;AAED,SAAS,mBAAmB,CAAC,OAAO,EAAE,aAAa,EAAEI,MAAI,EAAE;EACzD,IAAI,aAAa,CAAC,WAA W,KAAK,OAAO,CAAC,WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACvI,iBAAiB,CAAC,OAAO, EAAE,aAAa,CAAC,CAAC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,cAAc,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,cAAc,CAAC,KAAK,CAAC,C AAC;KACvC,MAAM,IAAII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,M AAI,CAAC,EAAE;MAC3B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa, CAAC,CAAC;KACjC;GACF;CACF;;AAED,SAASH,QAAO,CAAC;OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,KAAK,KAAK,EAAE;IACrBD,OAA M,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACPC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE;IACIC,mBAAmB,CAAC,OAAO,EAAE,K AAK,EAAE,OAAO,CAAC,KAAK,CAAC,CAAC;GACC,CAAC;GACrD,MAAM;IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GACC,GACC;GACCB; GACINC::EAED,OAAO,CAAC,OAAO,CAAC,CAAC;CACIB::AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE:EAC/B,IAAI,OAAO,CAAC,MAAM KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;;EAED,OAAO,CAAC,OAAO,GAAG,KAAK,CAAC;EACXB,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;;EA E3B,IAAI,OAAO,CAAC,YAAY,CAAC,MAAM,KAAK,CAAC,EAAE;IACIC,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;;AAED,SAAS A,OAAM,CAAC,OAAO,EAAE,MAAM,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAO,CAAC,MAA M,GAAG,QAAQ,CAAC;EAC1B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACjC;;AAED, SÁAS,SÁÀS,CĂAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,EAAE;EAC5D,IAAI,YAAY,ĞAAG,MAAM,CAAC,YAAY,CAAC;EACvC,IAAI,MAA M,GAAG,YAAY,CAAC,MAAM,CAAC;;EAEjC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC 7B,YAAY,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IA AI,MAAM,KAAK,CAAC,IAAI,MAAM,CAAC,MAAM,EAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO, CÁAC,OAAO,EÁAE;EACxB,IAAI,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACvC,IAAI,ÓAAO,GAAG,ÓAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,W AAW,CAAC,MAAM,KAAK,CAAC,EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG, ΟΑΑΟ,CΑΑC,OΑΑΟ,CΑΑC;;EΑΕ7B,KΑΑΚ,ΙΑΑΙ,CΑΑC,GAAG,CΑΑC,EΑΑΕ,CΑΑC,GAAG,WAAW,CÅAC,MAÅM,EAAE,CAAC,IAAI,CAAC,EAAE;IA CARC, CARC, CARC, CARC, CARC, CARC, CARC, CARC, CARC, CARC, CARC, CARC, GARC, WAAW, CARC, MARW, CARC, MARW, CARC, CARC, IAAI, CARC, CERE, EARE, IAA CGC, KAAK, GAAG, WAAW, CAAC, CAAC, CAAC, IACVB, QAAQ, GAAG, WAAW, CAAC, CAAC, GAAG, OAAO, CAAC, CAAC; IAAI, KAAK, AAE; MACT, cAAc, CAAC, OAAO, EAAE, KAAK, EAAE, QAAQ, EAAE, MAAM, CAAC, CAAC, CAAC, GAAG, OAAO, CAAC, CAAC; IAAI, KAAK, ACIB; GACF; ; EAED, OAAO, CAAC, YAAY, CAAC, MAAM, GAAG, CAAC, CAAC; CAAC; CACC; KACID, MAAW, GAAG, EACC, BI, IAAI, CAAC, CAAC, CCAAC; K ACIB; GACF; ; EAED, OAAO, CAAC, YAAY, CAAC, MAAM, GAAG, CAAC, CAAC; CAAC; CAAC; KAAE, MAAW, GAAG; EACC, MAAW, CAAC, CAAC; K ACIB; GACF; ; EAED, OAAO, CAAC, YAAY, CAAC, MAAM, GAAG, CAAC, CAAC; CACC; CACC; K ACIB; GACF; ; EAED, OAAO, CAAC, YAAY, CAAC, MAAM, GAAG, CAAC, CAAC; CACC; CACC; AAEW, GAAG; EACCH, IAAI, CAAC, KAAK, GAAG, I AAI, CAAC; CACNB;; AAED, IAAI, eAAe, GAAG, IAAI, WAAW, EAAE, CAAC;; AAEX, SAAS, QAAQ, CAAC, QAAQ, EAAE, MAAM, EAAE; EACIC, IAAI; IACF, OAAO, QAAQ, CAAC, MAAM, CAAC, CAAC; GACZB, CAAC, OAAO, CAAC, EAAE; IACV, eAAe, CAAC, KAAK, GAAG, CAAC, CAAC; IAC1B, OAAO, eAAe, C AAC;GACxB;CACF;;AAED,SAAS,CAAC,CAAC,OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,EAAE;EAC1D,IAAI,WAAW,GAAG,UAAU,CAAC,Q AAQ,CAAC;MACIC,KAAK,GAAG,SAAS;MACjB,KAAK,GAAG,SAAS;MACjB,SAAS,GAAG,SAAS;MACrB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI ,WAAW,EAAE;IACf,KAAK,GAAG,QAAQ,CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,I ÁAI,CAÁC;MÁCd,KAAK,GAAG,KÁAK,ČAAC,KÁAK,ČAAC;MACpB,KAAK,GAAG,ÍAAI,CAÁC;KACd,MAAM;MACL,SAAS,GAAG,IÁAI,CAÁC;KAĆI B;;IAED,IAAI,OAAO,KAAK,KAAK,EAAE;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IAC L,KAAK,GAAG,MAAM,CAAC;IACf,SAAS,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,W AAW,IAAI,SAAS,EAAE;MACjCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,MAAM,EAAE;MACjBD,OAAM,CAAC,OAAO, EAAE,KAAK,CAAC,CAAC,KACXB,MAAM,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,MAAM ,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/BA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAA Ė,QĂĂQ,EĂĂĖ;EĂČŠĆ,IĂĂI;IAĊF,QAAQ,ĊAAC,SAAS,ċĂĂċ,ĊĂAĊ,KĂAK,EĂAĖ;MĂĊťĊĆ,QAAO,ĊAAĊ,ÔAAO,ĖAAĖ,KAAK,ĊĂAĊ,ĊĂAĊ;KĂĊzB ,EAAE,SAAS,aAAa,CAAC,MAAM,EAAE;MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC,CAAC;GACJ,CAAC,OAAO,CA AC,EAAE;IACVA,OAAM,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GA AG;EAChB,OAAO,EAAE,EAAE,CAAC;CACb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,C AAC;EAC3B,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;EAC3B,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC;EAC5B,OAAO,CAAC,YAAY,GAAG,EAAE ,CAAC;CAC3B,AAED;;AC5PA,SAAS,UAAU,CAAC,WAAW,EAAE,KAAK,EAAE;EACtC,IAAI,CAAC,oBAAoB,GAAG,WAAW,CAAC;EACxC,IAAI,CA AC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IA

AI,CAAC,OAAO,CAAC,CAAC;GAC3B;;EAED,IAAI,OAAO,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,C AAC,MAAM,GAAG,KAAK,CAAC,MAAM,CAAC;IAC3B,IAAI,CAAC,UAAU,GAAG,KAAK,CAAC,MAAM,CAAC;;IAE/B,IAAI,CAAC,OAAO,GAAG,IAAI ,KAAK,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;;IAEtC,IAAI,IAAI,CAAC,MAAM,KAAK,CAAC,EAAE;MACtB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE, IAAI,CAAC,OAAO,CAAC,CAAC;KACrC,MAAM;MACL,IAAI,CAAC,MAAM,GAAG,IAAI,CAAC,MAAM,IAAI,CAAC,CAAC;MAC/B,IAAI,CAAC,UAAU, EAAE,CAAC;MACIB,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;QACzB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC; OACrC;KACF;GACF,MAAM;IACLA,OAAM,CAAC,IAAI,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACzC;CACF;;AAED,SAAS,eAAe,GAAG;E ACZB,OAAO,IAAI,KAAK,CAAC,YCAAYC,CAAC,CAAC;CAC7D,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,YAAY;EAC5C,IAAI,MAAM,G AAG,IAAI,CAAC,MAAM,CAAC;EACZB,IAAI,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC;;EAEZB,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,IAAI,CAAC,M AAM,KAAK,OAAO,IAAI,CAAC,GAAG,MAAM,EAAE,CAAC,EAAE,EAAE;IAC1D,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,CAAC,CAAC,EAAE,CAAC, CAAC,CAAC;GAC/B;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,CAAC,EAAE;EACPD,IAAI,CAAC,GAAG,IA AI,CAAC,oBÁAoB,CAAC;EACIC,IÁAIC,SAAO,GAAG,CAAC,CAAC,OAAO,CAAC;;EAExB,IAAIA,SAAO,KAAKC,OAAe,EAAE;IAC/B,IAAI,KAAK,G AAG,OAAO,CAAC,KAAK,CAAC,CAAC;;IAE3B,IAAI,KAAK,KAAKC,IAAY,IAAI,KAAK,CAAC,MAAM,KAAK,OAAO,EAAE;MACtD,IAAI,CAAC,UAAU, CAAC,KAAK,CAAC,MAAM,EAAE,CAAĆ,EAAE,KAAK,CAAC,OAAÓ,CAAC,CÁAC;KACjD,MAAM,IÁAI,OAAO,KAAK,KAAK,UAAU,EAAE;MACtC,I AAI,CAAC,UAAU,EAAE,CAAC;MACIB,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB,MAAM,IAAI,CAAC,KAAK,OAAO,EAA E;MACxB,IAAI,OAAO,GAAG,IAAI,CAAC,CAAC,IAAI,CAAC,CAAC;MAC1B,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,KAAK,CAAC,CAAC;MAC 3C,IAAI,CAAC,aAAa,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC,KAChC,MAAM;MACL,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC,UAAUF,SAAO,EA AE;QAC1C,OAAOA,SAAO,CAAC,KAAK,CAAC,CAAC;OACvB,CAAC,EAAE,CAAC,CAAC;KACR;GACF,MAAM;IACL,IAAI,CAAC,aAAa,CAA CA,SAAO,CAAC,KAAK,CAAC,EAAE,CAAC,CAAC,CAAC;GACvC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAA E,CAAC,EAAE,KAAK,EAAE;EAC3D,IAAI,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC;;EAE3B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,I AAI,CAAC,UAAU,EAAE,CAAC;;IAEIB,IAAI,KAAK,KAAK,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;M ACL,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB;GACF;;EAED,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;IACzB,OAAO, CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;GAChC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,aAAa,GAAG,UAAU,OAAO,EAAE,CA AC,EAAE;EACzD,IAAI,UAAU,GAAG,IAAI,CAAC;;EAEtB,SAAS,CAAC,OAAO,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;IAC7C,OAAO,UAAU,CAAC, ,CAAC;GACJ,MAAM;IACL,ÓAAO,IAAI,WAAW,CAAC,UAAU,OAAO,EAAE,MAAM,EAAE;MAChD,IAAI,MAAM,GAAG,OAAO,CAAC,MAAM,CAAC;M AC5B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,EAAE,CAAC,EAAE,EAAE;QAC/B,WAAW,CAAC,OAAO,CAAC,OAAO,CAAC,C AAC,ĆAAC,ĆAAĆ,CAAĆ,IAAI,ĆAAC,ÓAAO,ĖAAE,MAAM,ĆAAC,ĆAAC;ÓACVĎ;KACF,ĆAAĆ,ČAAĆ;GACJ;;;AChFH;;;;;;;;;;;;; ::::AAk CA,SAAS,MAAM,CAAC,MAAM,EAAE;;EAEtB,IAAI,WAAW,GAAG,IAAI,CAAC;EACvB,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;EA CpC,OAAO,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;EAC2B,OAAO,OAAO,CAAC;;;AC5BjB,SAAS,aAAa,GAAG;EACvB,MAAM,IAAI,SAAS,CAAC ,oFAAoF,CAAC,CAAC;CAC3G;;AAED,SAAS,QAAQ,GAAG;EACIB,MAAM,IAAI,SAAS,CAAC,uHAAuH,CAAC,CAAC;CAC9I;;;;;;; ;;;;;;;AAyGD,SAAS,OAAO,CAAC,QAAQ,EAAE;EACzB,IAAI,CAAC,UAAU,CAAC,GAAG,MAAM,EA AE,CAAC;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM,GAAG,SAAS,CAAC;EACvC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAEvB,IAAI,IA AI,KAAK,QAAQ,EAAE;IACrB,OAAO,QAAQ,KAAK,UAAU,IAAI,aAAa,EAAE,CAAC;IACID,IAAI,YAAY,OAAO,GAAG,iBAAiB,CAAC,IAAI,EAAE,QAA Q,CAAC,GAAG,QAAQ,EAAE,CAAC;GAC1E;CACF;;AAED,OAAO,CAAC,GAAG,GAAG,GAAG,CAAC;AACIB,OAAO,CAAC,IAAI,GAAG,IAAI,CAAC ;AACpB,OAAO,CAAC,OAAO,GAAGK,OAAO,CAAC;AAC1B,OAAO,CAAC,MAAM,GAAGC,MAAM,CAAC;AACxB,OAAO,CAAC,aAAa,GAAG,YAAY, CAAC;AACrC,OAAO,CAAC,QAAQ,GAAG,OAAO,CAAC;AAC3B,OAAO,CAAC,KAAK,GAAG,IAAI,CAAC;;AAErB,OAAO,CAAC,SAAS,GAAG;EACI B,WAAW,EAAE,OAAO;;;;;;;;; eAAe,GAAG,IAAI,CAAC;OAC3B,IAAI;YACA,eAAe,GAAG,MAAM,CAAC,SAAS,CAAC,OAAO,CAAC,IAAI,CAAC,CAAC,CAAC,OAAO,EAAE,CAAC CAAC;SACjE,CAAC,OAAO,CAAC,EAAE;;SAEX;;QAED,IAAI,eAAe,KAAK,kBAAkB,IAAI,CAAC,CAAC,CAAC,IAAI,EAAE;YACnD,OAAO;SACV;KA CJ;;IAED,KAAK,CAAC,OAAO,GAAG,OAAO,CAAC;;IAC9B5B,QAAQ,EAAE,CAAC;;AAEX,OAAO,CAAC,QAAQ,GAAG,QAAQ,CAAC;AAC5B,OAA O,CAAC,OAAO,GAAG,OAAO,CAAC,AAC1B,;;;;;;","file":"es6-promise.js"}

Copyright © c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)\n * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version 3.3.1\n */\n","use Strict';In\nexport { objectOrFunction };Inexport { isFunction } isFunction (x) {In return typeof x === 'function' || typeof x === 'bject' && x !== null;In}InInfunction isFunction(x) {In return typeof x === 'function';In}InInfunction isFunction(x) {In return typeof x === 'function';In}InInfunction (x) {In return typeof x === 'function';In}InInfunction';In}InInfunction';In]InInfunction';In]InInfunction';In]InInfunction';In]InInfunction';In]InInfunction';In]InInfunction';In]InInfunction';In]InI isArray };","luse strict; inlnexport { setScheduler }; inexport { setAsap }; invar len = 0; invar vertxNext = undefined; invar customSchedulerFn = undefined; in/nx asap = function asap(callback, arg) {in queue[len] = callback; in queue[len + 1] = arg; in len += 2; in if (len === 2) {in // If len is 2, that means that we need to schedule an async flush \n // If additional callbacks are queued before the queue is flushed, they\n // will be processed by this flush that we are scheduling \n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }In};\n\nexport { asap };\n\nfunction setScheduler(scheduleFn) {\n customSchedulerFn = scheduleFn;\n}\n\nfunction setAsap(asapFn) {\n asap = asapFn;\n}\n\nvar browserWindow = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal = browserWindow || {};\nvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self == 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process]';In\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details/n return function () {In return process.nextTick(flush);\n };\n}In\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n }:n}\n\ln\lnfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush);\n var node = document.createTextNode('');\n observer.observe(node, { characterData: true });\n\n return function () {\n var channel = new Signature MessageChannel();\n channel.port1.onmessage = flush;\n return function () {\n return channel.port2.postMessage(0);\n };\n}\n\nfunction useSetTimeout() {In // Store setTimeout reference so es6-promise will be unaffected byIn // other code modifying setTimeout (like sinon.useFakeTimers())In var globalSetTimeout = setTimeout;In return function () {In return globalSetTimeout[flush, 1);In };In]InInvar queue = new Array(1000);Infunction flush() {In for (var i = 0; i < len; i += 2) {In var callback = queue[i];In var arg = queue[i + 1];InIn callback(arg);InIn queue[i] = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}\n\nfunction attemptVertx() {\n try {\n var r = require;\n var vertx : r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\var scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {in scheduleFlush = attemptVertx();\n} else {\n scheduleFlush = useSetTimeout();\n}","'use strict';\n\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';\n\nimport { asap } from './asap';\nfunction then(onFulfillment, onRejection) {\n var _arguments = arguments;\n\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function () {\n return invokeCallback(_state, child, callback, parent._result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, () {In return invokeCallback(_state, child, callback, parent._result); In }); In })(); In } else {In subscribe(parent, child, onFulfillment, onRejection); In }In\n return child; In}", "'use strict'; InInexport default resolve; Inimport { noop, resolve as _resolve } from '../-internal'; In/I**\n `Promise.resolve` returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following: In\n ```javascript\n let promise = new Promise(function(resolve, reject){In resolve(1); In }); In\n promise.then(function(value){In // value === 1In }); In ```In\n Instead of writing the above, your code now simply becomes the following: In\n ```javascript\n let promise = Promise.resolve(1); In\n promise.then(function(value){In // value === 1In }); In ```In\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.In @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/Infunction resolve(object) {In /*jshint validthis:true */In var Constructor = this;In\n if (object && typeof object === 'object' && object.constructor ===

Constructor) {\n return object;\n }\n\n var promise = new Constructor(noop);\n _resolve(promise, object);\n return promise;\n}","'use strict';In\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new selfFulfillment() {In return new TypeError(I"You cannot resolve a promise with itself\");In}InInfunction cannotReturnOwn() {In return new TypeError('A promises callback cannot return that same promise.');In}InInfunction getThen(promise) {In try {In return promise.then;In } catch (error) {In GET_THEN_ERROR.error = error;In return GET_THEN_ERROR;In }In]\nInfunction tryThen(then, value, fulfillmentHandler, rejectionHandler);In } catch (e) {In return exit [In then.call(value, fulfillmentHandler, rejectionHandler);In } catch (e) {In return exit [In then.call(value, fulfillmentHandler, rejectionHandler);In } catch (e) {In return e;In }In]\nInfunction handleForeignThenable(promise, thenable, then) {In asap(function (promise) {In var sealed = false;In var error = tryThen(then, thenable, function (value) {In if (sealed) {In return;In }In sealed = true;In if (thenable !== value) {In resolve(promise, value);In } else {In fulfill(promise, value);In }In sealed = true;In reject(promise, error);In }In , Settle: ' + (promise_label || ' unknown promise')];InIn if (Isealed && error) {In sealed = true;In reject(promise, error);In }In }, promise);In}Infunction handleOwnThenable(promise, thenable) {In if (thenable.==== FULFILLED) {In fulfill(promise, thenable._result);In } else if (thenable._state === FEJECTED) {In reject(promise, thenable, result);In } else if (thenable._state === REJECTED) {In reject(promise, thenable, result);In } else {In subscribe(thenable, undefined, function (value) {In return resolve(promise, value);In }, function (value) {In return resolve(promise, reason);In }];In Almante.text === FULFILLED) {In fulfill(promise, thenable, result);In } else if (thenable._state === REJECTED) {In reject(promise, thenable, result);In } else {In subscribe(thenable, undefined, function (value) {In return resolve(promise, value);In }, function (value) {In return resolve(promise, reason);In }];InAlmAlmAlmente.text === FULFILLED) {In fulfill(promise, maybeThenable, thenable, thenable, thenable, thenable, thenable, thenable) {In re value;)n }, function (reason) {in return reject(promise, reason);in });in }in}in/infunction handleMaybeThenable(promise, maybeThenable, then)
{\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then); \n } else {\n fulfill(promise, maybeThenable); \n }\n }\n }\n \nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {\n fulfill(promise, value);\n }\n\nfunction publishRejection(promise) {\n if (promise._onerror) {\n promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise_result = value;\n promise_state = FULFILLED;\n\n if (promise_subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nunction reject(promise, reason) {\n if (promise_state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = }\n\\n\u00edfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result =
reason;\n\n asap(publishRejection, promise);\n}\nhfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers =
parent_subscribers;\n var length = _subscribers.length;\n\n parent_onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length +
FULFILLED] = onFulfillment;\n _subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish,
parent);\n }\n}\n\nfunction publish(promise) {\n var subscribers = promise__subscribers;\n var settled = promise._state;\n\n if
(subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i <
subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child,
callback, detail);\n } else {\n callback(detail);\n }\n }\n n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error =
null;\n}\n\nfunction tryCatch(callback(detail);\n }\n zatch (e)
{\n TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, settled, promise, callback, detail) {\n raturn invokeCallback).\n value = undefined.\n error =
u00et undefined.\n succeeded = undefined.\n failed =
u00et undefined.\n var try_cATCH_ERROR.error =
(n try_cATCH_ERROR.error = e;\n return TRY_CATCH_ERROR.error = e;\n return tRY_CATCH_ERROR.error =
(n try_cATCH_ERROR.error = e;\n return TRY_CATCH_ERROR.error =
(n try_cATCH_ERROR.error = e;\n return tRY_CATCH_ERROR.error =
(n try_cATCH_ERROR.error = e;\n return tRY_CATCH_ERROR.error =
(n try_cATCH_ERROR.error = e;\n return try_cATCH_ERROR;\n hascallback.)
] {\n var
] n subscribers.length =
(n try_cATCH_ERROR.error = e;\n return try_cATCH_ERROR;\n hascallback.)
] {\n var
] n subscribers.length =
(n try_cATCH_ERROR.error =
(n try_cATCH_ERROR.error =
(n try_cATCH_ERROR.error =
(n try_cATC hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannorReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise__state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {In reject(promise, value);\n }\n}\n/nfunction initializePromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = reject(promise, e); in /in/in/in/ar id = 0; infunction nextidu (in return id++; in/infunction makePromise(promise); (in promise(promise) id++; in promise, state = undefined; in promise_result = undefined; in promise._subscribers = []; in/innexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable }; "," "use strict'; in/inimport { isArray, isMaybeThenable } from './utils'; in/inimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './inimport then from './then'; inimport Promise from './promise'; inimport originalResolve from './promise/resolve'; inimport originalThen from './then'; inimport { makePromise, PROMISE_ID } from './internal'; in/inimport default Enumerator; infunction Enumerator(Constructor, input) { in this_instanceConstructor = Constructor; in the internal' is (in this wear incomposite) is (in the internal') in the internal' is (in the internal') in the internal') in the internal' is (in the internal') in the internal') in the internal' is (internal') in the internal') in the internal is (internal') in the internal') in the internal' internal') in the internal is (internal') in the internal is (internal') in the internal') internal') internal': intern this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this_input = input; in this.length = input.length; in this_remaining = input.length; inin this_result = new Array(this.length); inin if (this.length === 0) {in fulfill(this.promise, this_result); n } else {in this.length = this.length || 0; in this_enumerate(); in if (this.remaining === 0) {in fulfill(this.promise, this_remaining == 0) {in fulfill(this.promise, this_remaini fulfill((this.promise, this._result);\n }\n }\n } else {\n reject(this.promise, validationError());\n }\n }\n\nnfunction validationError() {\n return new Error('Array Methods must be provided an Array);\n};InInEnumerator.prototype_enumerate = function () {In var length = this.length;\n var __input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n},\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve == originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c = Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n ---- Promise in var promise – new c(hoop), in nationewaybernehable(promise, entry, __inen), in sected (promise, i), in } erse (in this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }\n } else {\n this._remaining--;\n\n if (state === PENDING) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n j\n in f (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n ;\n \n else {\n this._result[i] = value;\n }\n in f (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n ;\n \n else {\n true numerator.prototype._settledAt = this: normise = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator.settledAt(FULFILLED, i, value);\n }\n function (reason) {\n return enumerator.settledAt(FULFILLED, i, value);\n }, function (reason) {\n return enumerator;\n\n/**\n `Promise.all' accepts an array of promises, and returns a new promise which\n is fulfilled with an array of fulfillment values for the passed premise or be reinsted to the passed iterable to promise accepts and promises accepts and promise to be reinsted at the set all n else news of the passed iterable to promise accepts and promises accepts and promise to be reinsted at the passed iterable to promise accepts and promise accepts and promise to be for the passed iterable to promise accepts and promise accepts and promise to be represented at the accept and promise accepts and promise to be represented at the passed iterable to promise accepts and promise accepts and promise to be promise to be represented at the passed iterable to promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts and promise accepts accepts and promise accepts accepts and promise accepts a promises, orln rejected with the reason of the first passed promise to be rejected. It casts all n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n });\n "\nln If any of the `promises` given to `all` are rejected, the first promiseln that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ``javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){In // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });in ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional error.message === ('2' \n');(n') (nn @method alin @staticin @param {Array} entries array of promises in @param {string} fabel optional string for labeling the promise.In Useful for tooling.In @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.In @staticin*/Infunction all(entries) {n return new Enumerator(this, entries).promise;In}", "I" use strictl";In\nexport default race;Inimport { isArray } from \"../utils\";In\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.In\n Example:In\n ``javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){{n resolve('promise 1');In }, 200);In });In\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function() {\n resolve('promise 2');In }, 100);In });In\n Promise.race(` is deterministic in that only the state of the first\n settled promise resolved before promise1\n // was resolved.In });In ``\nn `Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises of the to the\n` `promises' array argument are resolved. but the first settled promise has\n matters. For example, even if other promises given to the\n `promises` array argument are resolved, but the first settled promise has\n become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){In setTimeout(function(){In resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){In setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise]).then(function(result){\n // Code here never runs\n }, function(reason){\n // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race[[ajax('foo.json'), timeout(5000]]]n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe\n Useful for tooling.In @return {Promise} a promise which settles in the same way as the first passedIn promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {In return reject(new TypeError('You must pass an array to race.'));In });In } else {In return new

promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message = WHOOPS'In }};In ```InIn @method rejectIn @staticIn @param {Any} reason value that the returned promise will be rejected with.In Useful for tooling.In @return {Promise} a promise rejected with the given `reason`.In*/Infunction reject(reason) {In /*jshint validthis:true */In var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","'use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. Thein primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n · --\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n 'thenable' is an object or function that defines a 'then' method. In - 'value' is any legal JavaScript value (including undefined, a thenable, or a promise). In - 'exception' is a value that is thrown using the throw statement. In - 'reason' is a value that indicates why a promise was rejected./n - `settled` the final resting state of a promise, fulfilled or rejected./n/n A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n -----\n\n ```js\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n });\n\n xhr.responseType = 'json';in xhr.setRequestHeader('Accept', 'application/json');in xhr.send();inin function handler() {in if (this.readyState === this.DONE) {in if (this.status === 200) {in resolve(this.response);in } else {in reject(new Error('getJSON: `' + url + `` failed with status: [' + this.status + ']'));in }in }in }in]in ngetJSON('/posts.json').then(function(json) {in // on rulifillmentin }, function(reason) {in // on rejection/n };in ```Inin Unlike callbacks, promises are great composable primitives.Inin ```jsin Promise.all([in getJSON('/posts'),in getJSON('/comments')in]).then(function(values){in values[0] // => postsJSONin values[1] // => commentsJSONin/n return values;in });in ```Inin @class Promise\n @param {function} resolver\n Useful for tooling.in @constructor\n*/Infunction Promise(resolver) {in this[PROMISE_ID] = nextId();in this._result = this._state = undefined;in this._subscribers = [];inin if (noop !== resolver) {in typeof resolver !== 'function' && this Descherv() in this[PROMISE_ID] = nextId();in needsResolver(); in this instanceof Promise ? initializePromise(this, resolver) : needsNew(); in }in}innPromise.all = all; inPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise_setScheduler = setScheduler;\nPromise_setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n \n ` `js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason whyln });In ```In In ChainingIn ------In In The return value of `then` is itself a promise. This second, 'downstream'In promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception. In \n ` `is\n findUser().then(function (user) {In return user.name;\n }, function (reason) {In return 'default name';\n }).then(function (userName) {In // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n \n findUser().then(function (user) {In // If Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in the fulfillment or rejection handler. The downstream promise will then be pendingly until the returned promise is settled. This is called *assimilation*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n \n If the assimilated promise rejects, then the downstream promise will failure(err);\n // failure\n } else {\n try {\n findBoooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n }\n }\n }\n }\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n }\n }\n }\n foundBooks(books);\n }\n foundBooks(books);\n }\n attribute (reason);\n }\n }\n }\n }\n foundBooks(books);\n }\n foundBooks(books);\n }\n failure(err);\n }\n }\n }\n ``\n \n Promise Example;\n \n ```javascript\n findAuthor().\n then(findBooksByAuthor).\n then(function(books){\n // found books\n }).catch(function(reason){\n function(function(books){\n // found books\n }).catch(function(function(function(books){\n // found books\n })).catch(function(function(function(books){\n // found books\n })).catch(function(fu If in a source of the second s tooling.in @return {Promise}In */n 'catch': function _catch(onRejection) {In return this.then(null, onRejection);In }In;","/*global self*/n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error("polyfill failed because global object is unavailable in this environment");\n }\n }\n \n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch (e) {\n // silently ignored\n }\nh if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = ÄAIB,GAAG,SAAS,CAAC;;AAEIC,IAAI,IAAI,GAAG,SAAS,IAAI,CAAC,QAAQ,EAAE,GAAG,EAAE;EACtC,KAAK,CAAC,GAAG,CAAC,GAAG,QAAQ AE;;;;IAIb,IAAI,IBAAIB,EAAE;MACrB,IBAAIB,CAAC,KAAK,CAAC,CAAC;KAC1B,MAAM;MACL,aAAa,EAAE,CAAC;KACJB;GACF;CAAC;;A AEF,AAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EAChC,iBAAiB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,G AAG,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAA a,IAAI,EAAE,CAAC;AACXC,IAAI,uBAAuB,GAAG,aAAa,CAAC,gBAAgB,IAAI,aAAa,CAAC,sBAAsB,CAAC;AACrG,IAAI,MAAM,GAAG,OAAO,IAAI, KAAK,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAAE,CAAC,CAAC,QAAQ,CAAC,IAAI,CAAC,OAAO,CAAC,KAAK,kBAAkB,CAAC;;;A AGjI,IAAI,QAAQ,GAAG,OAAO,iBAAiB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGzI,SAAS,WAA W,GAAG;;;;EAGrB,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;E AĆVB,OAĂO,YAAÝ;IACjB,SAAŚ,CAĂĆ,KAAĆ,CAAĆ,CAAĆ;GACÌB,CAAĆ;CACH;;AAÉD,SAÁS,mBAÁmB,GÁAG;EÁĆ7B,IAÁI,UAÁU,GAÁG,CAÁ C,CAAC;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,cAAc,CAAC,EAAE,CAAC,CA AC;EACvC,QAAQ,CAAC,OAAO,CAAC,IAAI,EAAE,EAAE,AAAa,EAAE,IAAI,EAAE,CAAC,CAAC;;EAEhD,OAAO,YAAY;IACjB,IAAI,CAAC,IAAI,GAA G,UAAU,GÅÅG,EÅAE,UÅAU,GÅAG,CÅAC,CAAC;GAC3C,CAAC;CACH;;;ÅAGD,ŠAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,cAAc,EAA E,CAAC;EACnC,OAAO,CAAC,KAAK,CAAC,SAAS,GAAG,KAAK,CAAC;ËAChC,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,KAAK,CAAC,WAAW,CA AC,CAAC,CAAC,CAAC,GACrC,CAAC;CACH;;AAED,SAAS,aAAa,GAAG;;;EAGVB,IAAI,gBAAgB,GAAG,UAAU,CAAC;EACIC,OAAO,YAAY;IACJB, OAAO,gBAAgB,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;GACnC,CAAC;CACH;;AAED,IAAI,KAAK,GAAG,IAAI,KAAK,CAAC,IAAI,CAAC,CAAC;A

AC,CAAC;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,GAAG,SAAS,CAAC;GAC1B;;EA ED,GAAG,GAAG,CAAC,CAAC;CACT;;AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CA AC,CAAC,OAAO,CAAC,CAAC;IACvB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC;IACID,OAAO,aAAa,EAAE,CAAC;GACxB, CAAC,OAAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EAC V,aAAa,GAAG,WAAW,EAAE,CAAC;CAC/B,MAAM,IAAI,uBAAuB,EAAE;EA/CIC,aAAa,GAAG,mBAAMB,EAAE,CAA/C;CACVC,MAAM,IAAI,QAQ,E AAE;EACnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAA AC,MAAM,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC IAAI,CAAC,YAAY,QACf,OAAO,CAAC,CAAC,MAAM,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,OAAO,CAAC,CAAC;OAChE,CAAC,CAAC;KA CJ,CAAC,EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAA K.CAAC:::ACzBf:::::: AI,OAAO,MAAM,KAAK,QAAQ,IAAI,MAAM,CAAC,WAAW,KAAK,WAAW,EAAE;IAC9E,OAAO,MAAM,CAAC;GACf;;EAED,IAAI,OAAO,GAAG,IAAI, AEIB,IAAI,OAAO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC,CAAC;;AAEjB,IAAI,cAAc, GAAG,IAAI,WAAW,EAAE,CAAC;;AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAAOC,CAAC,CAAC;AACIE;;AAED,SAAS,eAAe, GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,SDAAsD,CAAC,CAAC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO, CAAC,IAAI,CAAC;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,cAAc,CAAC;GACvB;CACF;;A AED,SAAS,OAAO,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB ,EAAE,gBAAgB,CAAC,CAAC;GACxD,CAAC,OAAO,CAAC,EAAE;IACV,OAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,qBAAqB,CAAC,OAAO,E ,EARE, GBAAGB, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, CHAC, AAE, QAAQ, EAAE, IAAI, EAAE; EACtD, IAAI, CAAC, UAAU, OAAO, EAAE; IACtB, IAAI, MAAM, GAAG, KAAK, CAAC; IACnB, IAAI, KAAK, GAAG, OAAO, C AAC, IAAI, EAAE, QAAQ, EAAE, UAAU, KAAK, EAAE; MACnD, IAAI, MAAM, EAAE; QACV, OAAO; OACR; MACD, MAAM, GAAG, IAAI, CAAC; MACd, IAAI, Q AAQ,KAAK,KAAK,EAAE;QACtBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OACZB,MAAM;QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAČ ,CAAC;OACzB;KACF,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAA M.CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KAC2B,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,kBAAkB,CAAC,CAAC,CAAC;;IAExD,IA AI, CAAC, MAAM, IAAI, KAAK, EAAE; MACpB, MAAM, GAAG, IAAI, CAAC; MACdA, OAAM, CAAC, OAAO, EAAE, KAAK, CAAC, CAAC; KACxB; GACF, EAA E,OAAO,CAAC,CAAC;CACb;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC OAAO,CAAC,OAAO,EAAE,QAAQ,CAAC,OAAO,CAAC,CAAC;CACC,CAAC,MAAM,IAAI,QAAQ,CAAC,MAAM,KAAK,QAAQ,EAAE;IACvCA,OAAM,CAA Ċ,OAAO,EAAE,QAAQ,CAAĊ,OAĂO,CAAĊ,CAAĊ;GAC'nĊ,MAAM;IAĊĹ,SAAS,CAAĊ,QAĂQ,EAAE,SAAŚ,EAAE,ŬAAŬ,KAAK,EAAE;MAC9Ć,OAA OC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KAChC,EAAE,UAAU,MAAM,EAAE;MACnB,OAAOD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC ,CAAC;KAChC,CAAC,CAAC;GACJ;CACF;;AAED,SAAS,mBAAmB,CAAC,OAAO,EAAE,aAAa,EAAEI,MAAI,EAAE;EACzD,IAAI,aAAa,CAAC,WAA Ŵ,ΚΑΑΚ,ΟΑΑΟ,CΑΑϹ,WΑΑŴ,ΙΑΑΙΑ,ΜΑΑΙ,ΚΑΑΚΌ,ΙΑΑΥ,ΙΑΑΙ,aΑΑa,CΑΑϹ,WΑΑŴ,CΑΑϹ,ΟΑΑΟ,ΚΑΑΚΌ,ΟΑΑΘ,ΕΑΑΕ;ΙΑϹVI,iBAAiB,ĊΑΑC,ÓΑΑΟ, EAAE,aAAa,CAAC,CAAC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,cAAc,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,cAAc,CAAC,KAAK,CAAC,C AAC;KACvC,MAAM,IAAII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,M AAI,CAAC,EAAE;MAC3B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,ÓAAO,CAAC,OAAO,EAAE,aAAa, CAAC,CAAC;KACjC;GACF;CACF;;AAED,SAASH,QAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,KAAK,KAAK,EAAE;IACrBD,OAA M,CAÁC,OAÁO,EÁAÉ,eAAé,EAAÉ,CAAC,CAAC,GÀCpC,MAAM,IAAI,gBAAgB,CAAĆ,KAAK,CAAĆ,EAÁE;IACÍC,mBÁAmB,CAAC,OAAO,EAAE,K AAK,EAAE,OAAO,CAAC,KAAK,CAAC,CAAC,CAAC;GACrD,MAAM;IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GACZB;CACF;;AAED,S GACINC;;EAED,OAAO,CAAC,OAAO,CAAC,CAAC;CACIB;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EACIB,IAAI,OAAO,CAAC,MAAM ,KAAK,ŐAAO,ÉAAE;IÁC9B,ÓAAO;ĠACR;;EAED,ÓAAO,ĆAAC,ÓAAO,ĠAAG,KAAK,ĆAAC;ÉACxB,ÓAAÓ,CAAĆ,MAAM,GAÁG,SAÁS,CAÁC;;EA E3B.IAAI,OAAO,CAAC,YAAY,CAAC,MAAM,KAAK,CAAC,EAAE;IAC/C,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;:AAED,SAAS A,OAAM,CAAC,OAAO,EAAE,MAAM,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAO,CAAC,MAA M,GAAG,QAAQ,CAAC;EAC1B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACjC;;AAED, SÁAS,SÁAS,CĂAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,EAAE;EAC5D,IAAI,YAAY,ĞAAG,MAAM,CAAC,YAAY,CAAC;EACvC,IAAI,MAA M,GAAG,YAAY,CAAC,MAAM,CAAC;;EAEjc,MAAM,CAAC;QAAQ,GAAG,IAAI,CAAC;;EAEVB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC 7B,YAAY,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IA AI,MAAM,KAAK,CAAC,IAAI,MAAM,CAAC,MAAM,ÉAAE;IACjC,IAAI,ĆAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO, CAAC,OAAO,EAAE;EACxB,IAAI,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACvC,IAAI,OAAO,GAAG,OAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,W AAW,CAAC,MAAM,KAAK,CAAC,EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG, OAAO,CAAC,OAAO,CAAC;;EAE7B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,WAAW,CAAC,MAAM,EAAE,CAAC,IAAI,CAAC,EAAE;IA C9C,KAAK,GAAG,WAAW,CAAC,CAAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,OAAO,CAAC,CAAC;;IAEpC,IAAI,KAAK,E AAE;MACT,cAAc,CAAC,OAAO,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;K ACIB;GACF;;EAED,OAAO,CAAC,YAAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACC;;AAED,SAAS,WAW,GAAG,EACHA,IMI,CAAC,KAAK,GAAG,I AAI,CAAC;CACnB;;AAED,IAAI,eAAe,GAAG,IAAI,WAAW,EAAE,CAAC;CAAC;CACC;;AAED,SAAS,WAW,GAAG,EACHA,IAAI,CAAC,KAAK,GAAG,I OAAO,QAAQ,CAAC,MAAM,CAAC,CAAC;GACZB,CAAC,OAAO,CAAC,EAAE;IACV,eAAe,CAAC,KAAK,GAAG,CAAC,CAAC;IACIB,OAAO,eAAe,C AAC;GACXB;CACF;;AAED,SAAS,cAAC,CAAC;OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,EAAE;EACID,IAAI,WAAW,GAAG,UAAU,CAAC,Q AAQ,CAAC;MACIC,KAAK,GAAG,SAAS,MACJB,KAAK,GAAG,SAAS;MACJB,SAAS,GAAG,SAAS;MACIB,MAAM,GAAG,SAAS,CAAC;;EAEVB,IAAI ,WAAW,EAAE;IACf,KAAK,GAAG,QAAQ,CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,I AAI,CAAC;MACd,KAAK,GAAG,KAAK,CAAC,KAAK,CAAC;MACpB,KAAK,GAAG,IAAI,CAAC;KACd,MAAM;MACL,SAAS,GAAG,IAAI,CAAC;KACI B;;IAED,IAAI,OAAO,KAAK,KAAK,EAAE;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IAC L,KAAK,GAAG,MAAM,CAAC;IACf,SAAS,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,W AAW,IAAI,SAAS,EAAE;MACjCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,MAAM,EAAE;MACjBD,OAAM,CAAC,OAAO, EAAE,KAAK,CAAC,CAAC;KACXB,MAAM,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,MAAM ,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/BA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAA E,QAAQ,EAAE;EAC5C,IAAI;IACF,QAAQ,CAAC,SAAS,cAAc,CAAC,KAAK,EAAE;MACtCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB 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AAG,OAAO,CAAC,KAAK,CAAC,CAAC;;IAE3B,IAAI,KAAK,KAAKC,IAAY,IAAI,KAAK,CAAC,MAAM,KAAK,OAAO,EAAE;MACtD,IAAI,CAAC,UAAU, CAAC,KAAK,CAAC,MAAM,EAAE,CAAC,EAAE,KAAK,CAAC,OAAO,CAAC,CAAC;KACjD,MAAM,IAAI,OAAO,KAAK,KAAK,UAAU,EAAE;MACtC,I AAI,CAAC,UAAU,EAAE,CAAC;MACIB,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB,MAAM,IAAI,CAAC,KAAK,OAAO,EAA E;MACxB,IAAI,OAAO,GAAG,IAAI,CAAC,CAAC,IAAI,CAAC,CAAC;MAC1B,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,KAAK,CAAC,CAAC;MAC 3C,IAAI,CAAC,aAAa,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;KAChC,MAAM;MACL,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC,UAAUF,SAAO,EA AE;QAC1C,OAAOA,SAAO,CAAC,KAAK,CAAC,CAAC;OACvB,CAAC,EAAE,CAAC,CAAC,CAAC;KACR;GACF,MAAM;IACL,IAAI,CAAC,aAAa,CAA CA, ŜĂĂO, ĆĂĂC, KĂĂK, CĂĂC, EĂĂE, CĂĂC, CĂĂC, CĂĂC, GĂĆVC; CĂCF, CĂĂC;; AĂEF, UĂĂU, CĂAC, SĂĂS, CĂĂC, UĂĂU, GĂAG, UAAU, KAAK, EAA E, CAAC, EAAE, KAAK, EAAE; EAC3D, IAAI, OĂAO, GAAG, IAAI, CAAC, OAAO, CAAC;; EAE3B, IAAI, OAAO, CAAC, MAAM, KAAK, OAAO, EAAE; IAC9B, I

AAI,CAAC,UAAU,EAAE,CAAC;;IAEIB,IAAI,KAAK,KAAK,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;M ACL,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB;GACF;;EAED,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;IACzB,OAAO, CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;GAChC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,aAAa,GAAG,UAAU,OAAO,EAAE,CA AC,EAAE;EACzD,IAAI,UAAU,GAAG,IAAI,CAAC;;EAEtB,SAAS,CAAC,OAAO,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;IAC7C,OAAO,UAAU,CAAC, UAAU,CAAC,SAAS,EAAE,CAAC,EAAE,KAAK,CAAC,CAAC;GACnD,EAAE,UAAU,MAAM,EAAE;IACnB,OAAO,UAAU,CAAC,UAAU,CAAC,QAAQ, O,EAAE;EACpB,OAAO,IAAI,UAAU,CAAC,IAAI,EAAE,OAAO,CAAC,CAAC,OAAO,CAAC;;;AChD/C;;; AAIEA,SAAS,IAAI,CAAC,OAAO,EAAE;;EAErB,IAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,CAAC,OAAO,CAAC,OAAO,CAAC,EAAE;IACrB,OAA ARIEL, SAAS, JAA, CAAC, JAAU, CAAC, LAAE, JAAI, WAAW, GAAG, JAAI, GAAAG, JAAC, JAAC, GAAC, JOAAC, OAAC, OAAC, CAAC, LAAE, JAAI, WAAW, GAAC, JAAI, WAAW, CAAC, ;;;;;;AAyGD,SAAS,OAAO,CAAC,QAAQ,EAAE;EACzB,IAAI,CAAC,UAAU,CAAC,GAAG,MAAM,EA AE,CAAC;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM,GAAG,SAAS,CAAC;EACvC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAEvB,IAAI,IA AI,KAAK,QAAQ,EAAE;IACrB,OAAO,QAAQ,KAAK,UAAU,IAAI,aAAa,EAAE,CAAC;IACID,IAAI,YAAY,OAAO,GAAG,iBAAiB,CAAC,IAAI,EAAE,QAA Q,CAAC,GAAG,QAAQ,EAAE,CAAC;GAC1E;CACF;;AAED,OAAO,CAAC,GAAG,GAAG,GAAG,CAAC;AACIB,OAAO,CAAC,IAAI,GAAG,IAAI,CAAC ;ÄACpB,OAAO,CAAC,OAAO,GAAGK,OAAO,CAAC;AAC1B,OAAO,CAAC,MAAM,GAAGC,MAAM,CAAC;AACxB,OAAO,CAAC,aAAa,GAAG,YAAY, CAAC;AACrC,OAAO,CAAC,QAAQ,GAAG,OAAO,CAAC;AAC3B,OAAO,CAAC,KAAK,GAAG,IAAI,CAAC;;AAErB,OAAO,CAAC,SAAS,GAAG;EACI B,WAAW,EAAE,OAAO;;;;;

Copyright © Copyright (c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)\n * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version (@license Licensed under MIT licensein * See https://raw.githubusercontent.com/steranpenner/esb-promise/master/LiCENSE.in * @version 3.3.1\n */\n", "'use strict';\n\nexport { objectOrFunction };\nexport { isFunction };\nexport { isMaybeThenable };\n\nfunction objectOrFunction(x) {\n return typeof x === 'function' || typeof x === 'object' && x !== null;\n}\nhufunction isFunction(x) {\n return typeof x === 'function';\n}\nhufunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\nhufunction isArray = undefined;\nif (!Array.isArray) {\n_isArray = function (x) {\n return Object.prototype.toString.call(x) === '[object Array]';\n };\n} else {\n_isArray = Array.isArray;\n}\n\nvar isArray = _isArray;\nexport { isArray };\",'''use strict';\n\nexport { setScheduler };\nexport { setAsap };\nvar len = 0;\nvar vertxNext = undefined;\nvar customSchedulerFn = undefined;\n\nvar asap = function asap(callback, arg) {\n gueue[len] = callback;\n gueue[len + 1] = arg;\n len += 2;\n if (len === 2) {\n // If len is 2, that means that we need to schedule an async flush.\n // If additional callbacks are queued before the gueue is flushed, they/n // will be processed by this flush that we are scheduling \n if (customSchedulerEn 2) /n before the queue is flushed, they/n // will be processed by this flush that we are scheduling. In if (customSchedulerFn) {In customSchedulerFn(flush);In } else {In scheduleFlush();In }In }In;Ininexport { asap };Ininfunction setScheduler(scheduleFn) {In customSchedulerFn = scheduleFn;In}In/nfunction setAsap(asapFn) {In asap = asapFn;In}In/nvar browserWindow = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal = browserWindow || {};\nvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self === 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process]';\n\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details\n return function () {\n return process.nextTick(flush);\n };\n}\n\n// vertx\nfunction https://github.com/cujojs/when/issues/410 for details/in return function () {in return process.hext fick(fiush);in };in}/in/i/ vertx/infunction useVertxTimer() {in return function () {in return function () {in return process.hext fick(fiush);in };in}/in/i/ vertx/infunction useVertxTimer() {in return function () {in return function () {in var iterations = 0;in var observer = new BrowserMutationObserver(flush);in var node = document.createTextNode(");in observer.observe(node, { characterData: true });in/in return function () {in node.data = iterations = ++iterations % 2;in };in/in/i/ verb worker/infunction useMessageChannel() {in var channel = new MessageChannel();in channel.port1.onmessage = flush;in return function () {in return channel.port2.postMessage(0);in };in}/in/in/infunction useSetTimeout() {in // Store setTimeout reference so es6-promise will be unaffected by/n // other code modifying setTimeout (like sinon.useFakeTimers())in var globalSetTimeout = setTimeout;in return function () {in return globalSetTimeout(flush, 1);in };in}/in/in/in queue[i] = undefined;in queue[i + 1] = undefined;in }in <= 0;in {in var callback = queue[i];in var arg = queue[i + 1];in/in callback(arg);in/in queue[i] = undefined;in queue[i + 1] = undefined;in j/in/in on tert = 0;in/infunction attemptVertx() {in try {in var vertx = require;in var vertx = re r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\nvar scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush scheduleFlush = undefined, im Decide what async method to use to thiggering processing of quedee calibacks, im (isNode) {in scheduleFlush = useNextTick();in} else if (BrowserMutationObserver) {in scheduleFlush = useMutationObserver();in} else if (isWorker) {in scheduleFlush = useMutationObserver();in} else if (browserWindow === undefined && typeof require === 'function') {in scheduleFlush = attemptVertx();in} else {in scheduleFlush = useSetTimeout();in}", "use strict';in\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';in\nimport { asap } from './asap';infunction then(onFulfillment, onRejection) { in var _arguments = arguments;In\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function makePromise(child);In }Inin var_state = parent._state;Inin II (_state) {In (function () {In var calloack = _arguments[_state - 1];In asaptuncuon () {In return invokeCallback(_state, child, callback, parent._result);In });In })();In } else {In subscribe(parent, child, onFulfillment, onRejection);In }Inin return child;In]", "use strict';Ininexport default resolve;Inimport { noop, resolve as _resolve } from '../-internal';Inin/**In `Promise.resolve` returns a promise that will become resolved with thein passed `value'. It is shorthand for the following:InIn ```javascriptIn let promise = new Promise(function(resolve, reject){In resolve(1);In });Inin promise.then(function(value){In // value === 1In });In ```Inin Instead of writing the above, your code now simply becomes the following:Inin ```javascriptIn let promise = Promise.resolve(1);Inin promise.then(function(value){In // value === 1In });In ```Inin @method resolve!n @static!n @param {Any} value value that the returned promise will be resolved withIn Useful for tooling.In @return {Promise} a promise that will become fulfilled with the givenin `value 'In*/Infunction resolve(object) {In /*jshint validthis:true */In var Constructor = this;Inin if (object && typeof object === 'object' && object.constructor === Constructor) {In return object-In return promise = new Constructor = this;Inin if (object & typeof object === 'object' & object.constructor === Constructor) {in return object;in }inin var promise = new Constructor(noop);in _resolve(promise, object);in return promise;in}","use strict';In\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(26);\n\nexport { PROMISE_ID };\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.');\n}\n\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {In try {In then.call(value, fulfillmentHandler, rejectionHandler);In } catch (e) {In return e,In }In/in/infunction rejectionHandier) {in try {in then.call(value, fulfilimentHandier, rejectionHandier);in } catch (e) {in return e;in }infunduction handleForeignThenable(promise, thenable, then) {in asap(function (promise) {in var sealed = false;in var error = tryThen(then, thenable, function (value) {in if (sealed) {in return;in }in sealed = true;in if (thenable !== value) {in resolve(promise, value);in } else {in fulfill(promise, value);in }in }, function (reason) {in if (sealed) {in return;in }in sealed = true;in/in reject(promise, reason);in }; 'Settle: ' + (promise_label || ' unknown promise'));in/in if (!sealed && error) {in sealed = true;in reject(promise, error);in }in }, promise);in/infunction handleOwnThenable(promise, thenable) {in if (thenable._state === FULFILLED) {in fulfill(promise, thenable._result);in } else if (thenable._state === REJECTED) {in reject(promise, thenable, _result);in } else {in subscribe(thenable, undefined, function (value) {in return resolve(promise, value);in }, function (reason) {in return reject(promise, reason);in });in }in infunction handleMaybeThenable(promise, maybeThenable, then) {in if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === erriginalResolve) {in handleOwnThenable/ownThenable/in } else {in explanable} in } else {in the set in reject(promise) in reject(promise) } ensolve === original Resolve) {In handleOwnThenable(promise, maybeThenable);In } else {In if (then === GET_THEN_ERROR) {In reject(promise, GET_THEN_ERROR.error);In } else if (then === undefined) {In fulfill(promise, maybeThenable);In } else if (isFunction(then)) {In

handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n}\nfunction resolve(promise, = value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value) {\n if (promise == value, getThen(value));\n } else {in fulfill(promise, value);\n }\n\nfunction publishRejection(promise) {in if (promise._onerror) {in promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n_subscribers[length + FULFILED] = onFulfillment;\n_subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish, parent);\n }\n\n\nfunction publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {In child = subscribers[i];In callback = subscribers[i + settled];In\n if (child) {In invokeCallback(settled, child, callback, detail);In } else {In callback(detail);In }In Inn promise._subscribers.length = 0;In]\n/Infunction ErrorObject() {In this.error = standadi, durati, in joint for the standard stand Standard st hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {In value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {In failed = true;\n error = value.error;\n value = detail;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, cannotReturnOwn());\n return;\n }\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, cannotReturnOwn());\n return;\n }\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, cannotReturnOwn());\n return;\n }\n if (promise, cannotReturnOwn());\n return;\n }\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, cannotReturnOwn());\n return;\n }\n if (promise, cannotReturnOwn()); value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled REJECTED) {In reject(promise, value);In }In/In/Infunction initializePromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n }) catch (e) {\n reject(promise, e);\n }\n\n\nxar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;in promise, state = undefined;in promise._result = undefined;in promise._subscribers = [];In}Ininexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","'use strict';Ininimport { isArray, isMaybeThenable } from './utils';Ininimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal';Ininimport then from './then';Inimport Promise from './promise';Inimport originalResolve from './promise/resolve';Inimport originalThen from './then';Inimport { makePromise, PerOMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length == 0) {In fulfill(this.promise, this._result);In } else {In this.length = this.length || 0;In this._enumerate();In if (this._remaining === 0) {In fulfill((this.promise, this._result);\n }\n } else {\n reject(this.promise, validationError());\n }\n \n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n ling:unit of the second s this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c == Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {in return resolve(entry);\n }], i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }In; in\nEnumerator.prototype._settledAt = function (state, i, value) {In var promise = this.promise; In\n if (promise._state === PENDING) {In this_remaining-;\nh if (state == REJECTED) {n reject(promise, value); n } else {n this_result[i] = value; n }n j(n if (this_remaining = {\n fulfill(promise, this._result); n }\n,\nnEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n == 0) subscribe(promise, uns._testing)in any:initizituation prototype_withsettleAt = function (promise, i) {in var enumerator = this;hih subscribe(promise, undefined, function (value) {in return enumerator._settledAt(FULFILLED, i, value);in }, function (reason) {in return enumerator._settledAt(REJECTED, i, reason);in });in};","use strict';inInexport default all;inimport Enumerator from '../enumerator';inIn/**in `Promise.all` accepts an array of promises, and returns a new promise whichin is fulfilled with an array of fulfillment values for the passed promises, orin rejected with the reason of the first passed promise to be rejected. It casts allin elements of the passed iterable to promises as it runs this algorithm.lnln Example:lnln "javascriptln let promise1 = resolve(1);ln let promise2 = resolve(2);ln let promise3 = resolve(3);ln let promises = [promise1, promise2, promise3];lnln Promise.all(promises).then(function(array){ln // The array here would be [1, 2, 3];ln });ln `\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ``javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise all(promises) then(function(array){\n || Code here never runs because there are rejected promises!\n }, function(error) {\n || error.message === \"2\"\n };in ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise.\n Useful for tooling.\n @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected \n @staticIn*/\nfunction all(entries) {\n return new Enumerator(this, entries).promise;\n}","\"use rejected if any of them become rejected.in @staticin*/influction all(entries) {in return new Enumerator(inis, entries).promise;in}; , 'is a strictl'; in integration and of the advecting of the strictl'; integration and integrating and integration and int become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){n setTimeout(function(){\n resolve('promise 1');n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result)[in // Code here never runs\n }, function(reason)[in // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe In Useful for tooling. In @return {Promise} a promise which settles in the same way as the first passed In promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {In return reject(new TypeError('You must pass an array to race.'));In });In } else {In return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n Constructor(runction (resolve, reject) (in val length – entreshength, in for (val 1– o, r < length, ref , the form '...'internal', h\n/**\n `Promise.reject', returns a promise rejected with the passed `reason`.ln it is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected (in }, function(reason){\n // reason.message === 'WHOOPS'n });\n``\n\n Instead of Code here doesn't run because the promise is rejected!ln }, function(reason){In // reason.message === 'WHOPS'In });In ``InIn Instead of writing the above, your code now simply becomes the following:\n\n ``javascript\n let promise = Promise.reject(new Error('WHOOPS'));In\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message WHOOPS'In });In ```InIn @method rejectIn @staticIn @param {Any} reason value that the returned promise will be rejected with.In Useful for tooling.In @return {Promise} a promise rejected with the given 'reason'.In*/Infunction reject(reason) {In /*jshint validthis:true */In var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","use strict';\n\nexport default Promise; \n\nimport { isFunction } from './utils'; \n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal'; \n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n · -\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).In - `exception` is a value that is thrown using the throw statement.In - `reason` is a value that indicates why a promise was `settled` the final resting state of a promise, fulfilled or rejected \n\n A promise can be in one of three states: pending, fulfilled, or reiected.\n rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that

rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n ----\n\n ```is\n let promise = new Promise(function(resolve, reject) {In // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n promises.then(function(value) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Advanced Usage:\n -------\n\n Promises shine when abstracting away asynchronous interactions such as\n `XMLHttpRequest`s.\n\n ```js\n function getJSON(url) {\n return new Promise(function(resolve, reject){\n let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState === this.DONE) {\n if (this.status === 200) {\n resolve(this.response);\n } else {\n reject(new Error('getJSON: '' + url + ') failed with status: [' + this.status + ']');\n }\n }\n }\n }\n }\n }\n N h\n getJSON('/posts.json').then(function(json) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Unlike callbacks, promises are great composable primitives.ln\n ``]s\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n Useful for tooling.ln @constructor\n*/Infunction Promise(resolver) {\n this[PROMISE_ID] = nextld();\n this_result = this_state = undefined;\n this_subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\Promise.all = all;\nPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise.setScheduler = setScheduler;\nPromise.setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n \n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n \n Chaining\n ------\n \n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n \n ```js\n findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If findUser' fulfilled, 'userName' will be the user's name, otherwise it'n // will be 'default name' in }};in 'n findUser().then(function (user) {in // if throw new Error('Found user, but still unhappy');in }, function (reason) {in throw new Error('FindUser' rejected and we're unhappy');in }}.then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser' fulfilled, `reason` will be 'Found user, but still unhappy'.\n // if `findUser' fulfilled, `reason` will be 'Found user, but still unhappy'.\n // if `findUser' fulfilled, `reason` will be 'Found user, but still unhappy'.\n // if `findUser' rejected, reason` will be 'Found user, but still unhappy'.\n // if `findUser' fulfilled, `tenton' fulfilled, rejected, reason will be 'induser rejected and we're unnappy'.in };in 'in in the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.in in ``isin findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');in }).then(function (value) {\n throw new [\n throw new cachedin }).then(function (value) {\n throw new [\n throw new cachedin]).then(function (value) {\n throw new [\n throw new cachedin]).then(function (value) {\n throw new [\n throw new cachedin]).then(function (value) {\n throw new [\n throw new cachedin]).then(function (value) {\n throw new [\n throw new cachedin]).then(function (value) {\n throw new cachedin]).then(function [\nto n hrow new cachedin]).then(function [\nto returning a promise in thein fulfillment or rejection handler. The downstream promise will then be pendinglin until the returned promise is settled. This is called *assimilation*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {In // The user's comments are now available/n }};In ```In In If the assimilated promise rejects, then the downstream promise will also reject.In In ```js\n findUser().then(function (user) {In return findCommentsByAuthor(user);\n }).then(function (comments) {In // If `js\n \n function foundBooks(books) {In \n }\n \n function failure(reason) {\n \n }\n \n findAuthor(function(author, err){\n if (err) {\n failure(err);\n // failure\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n findBooksByAuthor(author, function(books, err) {\n failure(err);\n } else {\n try {\n n n romise {\n try {\n n romise {\n try {\n n romise foundBooks(books);In } catch(reason) {In failure(reason);In }In };In } catch(error) {In failure(err);In }In // successin }In };In];In] catch(function(season);In]);In] in];In] catch(function(reason){In }];In]];In] in [] successin]In];In]In]];In] in [] catch(function(reason){In }];In]];In] in [] catch(function(reason){In }];In]];In] in [] catch(function(reason){In }];In]];In]] synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n \n // async with promises\n findAuthor();catch(function(reason){\n // something went wrong\n });\n ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling.In @return {Promise}In *In (catch': function _catch(onRejection) {In return this.then(null, onRejection);In }In;","/*global self*/In'use strict';In\nexport default polyfill;Inimport Promise from './promise';Infunction polyfill() {In var local = undefined;Ini if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n \n var P = local Promise;\n\n if (P) {\n (v ar promiseToString = null; n try {n promiseToString = Object.prototype.toString.call(P.resolve()); n } catch (e) {n // silently ignored/n }/n/n if (promiseToString === '[object Promise]' && !P.cast) {n return; n }n }/n local.Promise = Promise; n}", "use strict'; n/nimport Promise from (promiseToString = /es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names": CAAC: EACIB, KAAK, CAAC, GAAG, GAAG, CAAC, CAAC, GAAG, GAAG, CAAC, EACIB, GAAG, IAAI, CAAC, CAAC, EACT, IAAI, GAAG, KAAK, CAAC, EA AE;;;;IAIb,IAAI,IBAAIB,EAAE;MACrB,IBAAIB,CAAC,KAAK,CAAC,CAAC;KAC1B,MAAM;MACL,aAAa,EAAE,CAAC;KACjB;GACF;CACF,CAAC;;A AEF,AAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EAChC,iBAAiB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,G AAG,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAA a,IAAI,EAAE,CAAC;AACXC,IAAI,uBAAuB,GAAG,aAAa,CAAC,gBAAgB,IAAI,aAAa,CAAC,sBAAsB,CAAC;AACrG,IAAI,MAAM,GAAG,OAAO,IAAI, KAAK,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAĂE,CAĂC,CAÁC,QAAQ,CAAC,IAAI,CAAC,OAAO,CAAC,KAAK,kBAAkB,CAAC;;;;A AGJI,IÁAI,QAÁQ,GAAG,OAAO,IBAAIB,KAAK,WAAW,IAAI,ÓAAO,aAAa,KAAK,WÀAW,IAAI,ÓÁAO,cAAc,KAAK,WAAW,ĆAAC;;;AAGzI,SAAS,WÁA W,ĠAAG;;;EAGrB,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;E ACvB,OAAO,YAAY;IACjB,SAAS,CAAC,KAAK,CAAC,CAAC;GAClB,CAAC;CACH;;AAED,SAAS,mBAAmB,GAAG;EAC7B,IAAI,UAAU,GAAG,CAA C,CAAC;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,cAAC,CAAC,EAAE,CAAC,CA AC,CAAC;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,GAAG,SAAS,CAAC;GAC1B;;EA ED,GAAG,GAAG,CAAC,CAAC,CAAC;;AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CA AC,CAAC,OAAO,CAAC,IACVB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC,IACID,OAAO,aAAa,EAAE,CAAC;GACXB, CAAC,OAAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EAC V,aAAa,GAAG,WAAW,EAAE,CAAC;CAC/B,MAAM,IAAI,uBAAuB,EAAE;EACIC,aAAa,GAAG,mBAAmB,EAAE,CAAC;CACvC,MAAM,IAAI,QAAQ,E AAE;EACnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAA G,YAAY,EAAE,CAAC;CAChC,MAAM;EACL,aAAa,GAAG,aAAa,EAAE,CAAC;;;ACtHIC,SAAS,IAAI,CAAC,aAAa,EAAE,WAAW,EAAE;EACxC,IAAI,U EVC, IAAI, KAAK, CAAC, UAAU, CAAC, KAAK, SAAS, EAAE; IACnC, WAAW, CAAC, KAAK, CAAC, CAAC; GACpB;; EAED, IAAI, MAAM, GAAG, MAAM, CA AC,MAAM,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC ,IAÁI,CAAĆ,YAAÝ;QACf,ÓAAÓ,CAAC,ĆAAC,MAAM,EAAÉ,KAAЌ,EAAÉ,QAÁQ,EAÁE,MAÁM,CAÁC,OAÁO,CAÁC,CAÁC;OAĆhE,CÁAC,CÁAC;KA CJ,CAAC,EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAA

AEIB,IAAI,OAAO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC,CAAC;;AAEjB,IAAI,cAAc, GAAG,IAAI,WAAW,EAAE,CAAC;;AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAA0C,CAAC,CAAC;CACIE;;AAED,SAAS,eAAe, GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,SDAAsD,CAAC,CAAC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO, CAAC,IAAI,CAAC;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,cAAc,CAAC;GACvB;CACF;;A AED,SAAS,OAAO,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB ,EAAE,gBAAgB,CAAC,CAAC;GACxD,CAAC,OAAO,CAAC,EAAE;IĀCV,ŌAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,qBAAqB,CAAC,OAAO,E AAE,QAAQ,EAAE,IAAI,EAAE;EACtD,IAAI,CAAC,UAAU,OAAO,EAAE;IACtB,IAAI,MAAM,GAAG,KAAK,CAAC;IACnB,IAAI,KAAK,GAAG,OAAO,C AAC,IAAL,EAAE,QAAQ,EAAE,UAAU,KAAK,EAAE;MACND,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;MACd,IAAI,Q AAQ,KAAK,KAAK,EAAE;QACtBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OAC2B,MAAM;QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC ,CAAC;OACzB;KACF,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAA M,CAAC,OAAO,EAAÉ,MAAM,CAAC,CAAC,KAC2B,EAAÉ,UAAU,GAÁG,CAÁČ,OAAO,CAÁC,MAÁM,IAAÍ,KBAAKB,CAÁC,CÁAC,CÁAC;;IAExD,IA AI,CAAC,MAAM,IAAI,KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAA E,OAAO,CAAC,CAAC;CACb;;AAED,SAAS,IBAAIB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC ÓAAO,CAAC,ÓAAO,EAAE,ÓAAQ,CAAC,ÓAAO,CÁAC,CÁAC;GÁCpC,MAAM,ÍAAI,QÁAQ,CAAC,MAAM,KAAK,ÓAAQ,EAAE;IÁCVCÁ,OAAM,CÁA Ć,OAAO,EAAĖ,QAAQ,CAAĆ,OAĂÓ,CAAĆ,CAAĆ;GAĆ'nC,MAÁM;IAĊĹ,SAAS,CAAĆ,QAĂQ,EAAĖ,SAAŚ,EAAĖ,ŬAAŬ,KAAK,EAAE;MAC9Ć,OAA OC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KAChC,EAAE,UAAU,MAAM,EAAE;MACnB,OAAOD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC ,CAAC;KAChC,CAAC,CAAC;GACJ;CACF;;AAED,SAAS,mBAAmB,CAAC,OAAO,EAAE,aAAa,EAAEI,MAAI,EAAE;EACzD,IAAI,aAAa,CAAC,WAA W,KAAK,OAAO,CAAC,WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACvI,iBAAiB,CAAC,OAAO, EAAE,aAAa,CAAC,CAAC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,CAAC,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,cAAC,CAAC,KAAK,CAAC,C AAC;KACvC,MAAM,IAAII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,M AAI,CAAC,EAAE;MAC3B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa, CAAC,CAAC;KACjC;GACF;CACF;;AAED,SAASH,QAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,KAAK,KAAK,EAAE;IACrBD,OAA M,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACpC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE;IACIC,mBAAmB,CAAC,OAAO,EAAE,K AÁK,EAÁE,OAÁO,CAÁC,KAÁK,CÁAC,CÁAC,CÁAC;GAĆrD,MAÁM;IÁČL,OĂAO,CAÁĆ,OAAO,EAÁE,KAÁK,CAÁC,CAAC;GACZB;CACF;;AAED,S AAS,gBAAgB,CAAC,OAAO,EAAE;EACJC,IAAI,OAAO,CAAC,QAAQ,EAAE;IACpB,OAAO,CAAC,QAAQ,CAAC,OAAO,CAAC,OAAO,CAAC,OAAO,CAAC,CAAC, GACnC;;EAED,OAAO,CAAC,OAAO,CAAC,CAAC;CACIB;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM KAAK,ÓAAO,ÉAAE;IAC9B,ÓAAO;ĠACR;;EAED,ÓAAO,ĆAAC,ÓAAO,ĠAAG,KAAK,ĆAAC;ÉACxB,ÓAAÓ,CAAĆ,MAAM,GAAG,SAAS,CAAC;;EA E3B,IAAI,OAAO,CAAC,YAAY,CAAC,MAAM,KAAK,CAAC,EAAE;IACIC,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;;AAED,SAAS A,OAAM,CAAC,OAAO,EAAE,MAAM,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAO,CAAC,MAA M,GAAG,OAAQ,CAAC;EAC1B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC::EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CAC;CAC;CACAC, SAAS, SAAS, CAAC, MAAM, EAAE, KAAK, EAAE, aAAa, EAAE, WAAW, EAAE; EAC5D, IAAI, YAAY, GAAG, MAAM, CAAC, YAAY, CAAC; EACVC, IAAI, MAA M,GAAG,YAAY,CAAC,MAAM,CAAC;;EAEjC,MAAM,CAAC,QAAQ,GAAG,JAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC 7B,YAAY,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IA AI,MAAM,KAAK,CAAC,IAAI,MAAM,CAAC,MAAM,ÉAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO, CÁAC,OÁAO,EÁAE;EACxB,IAAI,WAAW,GAAG,OÁAO,CAAC,YAAY,CAAC;EACVC,IAAI,ÓAAO,GAAG,ÓAAO,CAAC,MAAM,CÁAC;;EAE7B,IAAI,W AAW,CAAC,MAAM,KAAK,CAAC,EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG, OAAO,CAAC,OAAO,CAAC;;EAE7B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,WAAW,CAAC,MAAM,EAAE,CAAC,IAAI,CAAC,EAAE;IA C9C,KAAK,GAAG,WAAW,CAAC,CAAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,OAAO,CAAC,CAAC;;IAEpC,IAAI,KAAK,E AAE;MACT,cAAc,CAAC,OAAO,EAAE,KAAK,EAAE,QAAQ,EAĀE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;K ACIB;GACF;;EAED,OAAO,CAAC,YAAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACjC;;AAED,SAAS,WAAW,GAAG;EACrB,IAAI,CAAC,KAAK,GAAG,I B::IAED.IAAI.OAAO.KAAK.KAAK.EAAE:MACrBA.OAAM.CAAC.OAAO.EAAE.eAAe.EAAE.CAAC.CAAC:MACnC.OAAO.KACR:GACF.MAAM:IAC L,KAAK,GAAG,MAAM,CAAC;IACf,SAAS,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,W AAW,IAAI,SAAS,EAAE;MACjCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,MAAM,EAAE;MACjBD,OAAM,CAAC,OAAO, EAAE,KAAK,CAAC,CAAC;KACXB,MAAM,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,MAAM ,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/BA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAA É,QÁAQ,EAAE;EAČ5C,IĂĂI;IACF,QAAQ,ĆAAC,SAAS,cĂAc,CÁAC,KÁAK,EÁAE;MÁCtCC,QAAO,ĆAAC,ŐAAO,ÉAAE,KAAK,CÁAC,CÁAC;KÁCzB ,EÅAE,ŠAAS,aAAa,CAAC,MAAM,EAAE;MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC,CAAC;GACJ,CAAC,OAAO,CA AC,EAAE;IACVA,OAAM,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GA AG;EAChB,OAAO,EAAE,EAAE,CAAC;CACb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,C AAC;EAC3B,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;EAC3B,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC;EAC5B,OAAO,CAAC,YAAY,GAAG,EAAE ,CAAC;CAC3B,AAED;;AC5PA,SAAS,UAAU,CAAC,WAAW,EAAE,KAAK,EAAE;EACtC,IAAI,CAAC,oBAAoB,GAAG,WAAW,CAAC;EACxC,IAAI,CA AC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IA AI,CAAC,ÓAAO,ĆAAĆ,CAAC;GAC3B;;EÁED,IAÁI,OAÁÓ,CAAĆ,KAÁK,CAÁC,EÁAE;IAĆIB,IAÁI,CAAĆ,MAÁM,GAÁG,KAÁK,CAÁC;IAĆĎB,IAAÍ,C AAC,MAAM,GAAG,KAAK,CAAC,MAAM,CAAC;IAC3B,IAAI,CAAC,UAAU,GAAG,KAAK,CAAC,MAAM,CAAC,MACM,CAAC,IAAI,CAAC,OAAO,GAAG,IAAI ,KAAK,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;IAC3B,IAAI,CAAC,UAAU,GAAG,KAAK,CAAC,MAAM,CAAC,OAAO,CAAC,IAAI,CAAC,OAAO,CAAC, IAAI,CAAC,OAAO,CAAC,CAAC;KACrC,MAAM;MACL,IAAI,CAAC,MAAM,GAAG,IAAI,CAAC,MAAM,IAAI,CAAC,CAAC;MAC/B,IAAI,CAAC,UAAU, EAAE,CAAC:MACIB.IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;OACZB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC; OACrC;KACF;GACF,MAAM;IACLA,OAAM,CAAC,IAAI,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACzC;CACF;;AAED,SAAS,eAAe,GAAG;É AC2B,ÓAAO,IAAI,KÁAK,CAAC,YCÁAYC,CAAC,CAAC;CAC7D,CAAC;;AAÉF,UAÁU,CAÁC,SAÁS,CAÁC,UAAÚ,GAAG,YAAY;EAC5C,IAAI,MAAM,G AAG,IAAI,CAAC,MAAM,CAAC;ÉACZB,IAAI,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC;;EAEzB,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,IAAI,CAAC,M AAM,KAAK,OAAO,IAAI,CAAC,GAAG,MAAM,EAAE,CAAC,EAAE,EAAE;IAC1D,IAAI,CAAC,UAAU,CAAC,MAAM,CAAC,CAAC,CAAC,EAAE,CAAC, CAAC,CAAC;GAC/B;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,CAAC,EAAE;EACpD,IAAI,CAAC,GAAG,IA AI,CAÁC,oBÁAoB,CÁAC;EACIC,IÁAIC,SAAO,GAAG,CAAC,CAAC,ÓAAO,ĆAAC;;EAExB,IAAIA,SAAO,KAAKC,OAÁe,EAAE;IAC/B,IAAI,KAAK,G AAG,OAAO,CAAC,KAAK,CAAC,CAAC;;IAE3B,IAAI,KAAK,KAAKC,IAAY,IAAI,KAAK,CAAC,MAAM,KAAK,OAAO,EAAE;MACtD,IAAI,CAAC,UAAU, CAAC,KAAK,CAAC,MAAM,EAAE,CAAC,EAAE,KAAK,CAAC,OAAO,CAAC,CAAC;KACjD,MAAM,IAAI,OAAO,KAAK,KAAK,UAAU,EAAE;MACtC,I AAI,CAAC,UAAU,EAAE,CAAC;MACIB,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB,MAAM,IAAI,CAAC,KAAK,OAAO,EAA E;MACxB,IAAI,OAAO,GAAG,IAAI,CAAC,CAAC,IAAI,CAAC,CAAC;MAC1B,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,KAAK,CAAC,CAAC;MAC 3C,IAAI,CAAC,aAAa,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;KAChC,MAAM;MACL,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC,UAAUF,SAAO,EA AE;QAC1C,OAAOA,SAAO,CAAC,KAAK,CAAC,CAAC;OACvB,CAAC,EAAE,CAAC,CAAC,CAAC;KACR;GACF,MAAM;IACL,IAAI,CAAC,aAAa,CAA CA,SAAO,CAAC,KAAK,CAAC,EAAE,CAAC,CAAC,CAAC;GACvC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAA E,CAAC,EAAE,KAAK,EAAE;EAC3D,IAAI,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC;;EAE3B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,I AAI,CAAC,UAAU,EAAE,CAAC;;IAEIB,IAAI,KAAK,KAAK,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;M ACL JAAJ, CAAC, OAAO, CAAC, CAAC, CAAC, GAAG, KAAK, CAAC, KACZB; GACF; ; EAED, JAAJ, JAAJ, CAAC, UAAU, KAAK, CAAC, EAAE; JACZB, OAAO, CAAC, OAAO, EAAE, IAAI, CAAC, OAAO, CAAC, CAAC; GAChC; CACC, CAAC;; AAEF, UAAU, CAAC, SAAS, CAAC, aAAa, GAAG, UAAU, OAAO, EAAE, CA AC,EÁAE;EACZD,IÁAI,UAAU,GÁAG,IÁAI,CAÁC;;EAEtB,SAÁS,CAÁC,OAÁO,EAÁE,SAÁS,EAAE,UAÁU,KAÁK,EAÁE;IAC7C,OAÁO,UAÁU,CAÁC, UAAU,CAAC,SAAS,EAAE,CAAC,EAAE,KAAK,CAAC,CAAC;GACnD,EAAE,UAAU,MAAM,EAAE;IACnB,OAAO,UAAU,CAAC,UAAU,CAAC,QAAQ, EAAE, CAAC, EAAE, MAAM, CAAC, CAAC; GACnD, CAAC, CAAC; CACJ;; ACtGD;;;;;; O,EAAE;EACpB,OAAO,IAAI,UAAU,CAAC,IAAI,EAAE,OAAO,CAAC,CAAC,OAAO,CAAC;;;AChD/C;;;;;;; AAIEA,SAAS,IAAI,CAAC,OAAO,EAAE;;EAErB,IAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,CAAC,OAAO,CAAC,OAAO,CAAC,EAAE;IACrB,OAA ,CAAC;GACJ,MAAM;IACL,ÓAAO,IAAI,WAAW,CAAC,UAAU,OAAO,EAAE,MAAM,EAAE;MAChD,IAAI,MAAM,GAAG,OAAO,CAAC,MAAM,CAAC;M CA,SAAS,MAAM,CAAC,MAAM,EAAE;;EAEtB,IAAI,WAAW,GAAG,IAAI,CAAC;EACvB,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;EA CpC,OAAO,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;EACzB,OAAO,OAAO,CAAC;;;AC5BjB,SAAS,aAAa,GAAG;EACvB,MAAM,IAAI,SAAS,CAAC ,oFAAoF,CAAC,CAAC;CAC3G;;AAED,SAAS,QAAQ,GAAG;EACIB,MAAM,IAAI,SAAS,CAAC,uHAAuH,CAAC,CAAC;CAC9I;;;;;;; AE,CAAC;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM,GAAG,SAAS,CAAC;EACVC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM,GAAG,SAAS,CAAC;EACVC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAEvB,IAAI,IA AI,KAAK,QAAQ,EAAE;IACrB,OAAO,QAAQ,KAAK,UAAU,IAAI,aAAa,EAAE,CAAC;IACID,IAAI,YAAY,OAAO,GAAG,iBAAiB,CAAC,IAAI,EAAE,QAA

Copyright © c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)\n * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version 3.3.1\n */\n","use strict';\n\nexport { objectOrFunction };\nexport { isFunction };\nexport { isMaybeThenable };\n\nfunction objectOrFunction(x) {\n return typeof x === 'function' || typeof x === 'object' && x !== null;\n}\nfunction isFunction(x) {\n return typeof x === 'function';\n}\nfunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar _isArray = undefined;\nif (!Array.isArray) {\n _isArray = function (x) {In return Object.prototype.toString.call(x) === '[object & ray]; In }; In } else {In _isArray = Andemae, Im (:Array:IsArray:IsArray = IsArray = Indicion (x) {Im [:SArray = Array:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray = IsArray:IsArray:IsArray = IsArray:IsArray = IsArray:IsArray = IsArray:IsArray IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray:IsArray 2, that means that we need to schedule an async flush \n // If additional callbacks are queued before the queue is flushed, they\n // will be processed by this flush that we are scheduling \n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n]\n];In\nexport { asap };In\nfunction setScheduler(scheduleFn) {\n customSchedulerFn = scheduleFn;\n}In\nfunction setAsap(asapFn) {\n asap asapFn;\n}\n\nvar browserWindow = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal = browserWindow || {};\nvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process];\n\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details/n return function () {In return process.nextTick(flush);\n };\n}In\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n };\n}\n\nfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush); In var node = document.createTextNode("); In observer.observe(node, { characterData: true }}; In In return function () {In node.data = iterations = ++iterations % 2; In }; In] In In // web workerInfunction useMessageChannel() {In var channel = new MessageChannel();\n channel.port1.onmessage = flush;\n return function () {\n return channel.port2.postMessage(0);\n };\n}\n\nfunction useSetTimeout() {\n // Store setTimeout reference so es6-promise will be unaffected by\n // other code modifying setTimeout (like sinon.useFakeTimeot() {II // Store setTimeout reference so escipations with be unanected by II // other code modifying setTimeot() in sinon.useFakeTimeot() in var globalSetTimeout = setTimeout; in return function () {In return globalSetTimeout(flush, 1); in }; in}Inlnvar queue = new Array(1000); infunction flush() {In for (var i = 0; i < len; i += 2) {In var callback = queue[i]; in var arg = queue[i + 1]; in hcallback(arg); in in queue[i] = undefined; in queue[i + 1] = undefined; in }inln len = 0; in information attemptVertx() {In try {In var r = require; in var vertx = r('vertx'); in vertxNext = vertx.runOnLoop || vertx.runOnContext; in return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in }in] in information attemptVertx() {In try {In var r = require; in vertx = return useSetTimeout(); in }in] in information attemptVertx(); in vertxNext = vertx.runOnLoop || vertx.runOnContext; in return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in }in] in information attemptVertx(); in store attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSetTimeout(); in }in] in information attach (e) {In return useSe scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {\n scheduleFlush = attemptVertx();\n} else {In scheduleFlush = useSetTimeout();In}", "use strict;In/nexport default then;Inimport { invokeCallback, subscribe, PULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './internal';In/nimport { asap } from './asap';Infunction then(onFulfillment, onRejection) {In var _arguments = arguments;In\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function () {\n return invokeCallback(_state, child, callback, parent._result);\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection); In }In\n return child; In}", "'use strict'; In\nexport default resolve; Inimport { noop, resolve as _resolve } from '../-internal'; In\n/**\n `Promise.resolve` returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following: In\n ```javascript\n let promise = new Promise(function(resolve, reject){In resolve(1); In }); In\n promise.then(function(value){In // value === 1\n }; In ```In\n Instead of promise resolve returns a promise that will become resolved with their passed value. It is shorthand for the following:init "javascriptin let promise = new Promise(function(resolve, reject){in resolve(1);in });init promise.then(function(value){in // value === 1in });in ```init nested of writing the above, your code now simply becomes the following:init ``javascriptin let promise = Promise.resolve(1);init promise.then(function(value){in // value === 1in });in ```init @@method resolvein @staticin @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor === Constructor) {in return object;in }inin var promise = new Constructor(noop);in _resolve(promise, object);in return promise;in}","use strict';In\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\ninimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.);\n}ln\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n\nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {In if (sealed) {In return;In }In sealed = true;In if (thenable !== value) {In resolve(promise, value);In } else {In fulfill(promise, value);In }, function (reason) {In if (sealed) {In return;In }In sealed = true;In In reject(promise, reason);In }, 'Settle: ' + (promise_label || ' unknown promise'));Inln if (!sealed && error) {In sealed = true;In reject(promise, error);In }In }, promise);Inlinifunfunction handleOwnThenable(promise, thenable) {\n if (thenable._state === FULFILLED) {\n fulfill(promise, thenable._result);\n } else if (thenable._state === REJECTED) {In reject(promise, thenable,_result); In } else {In subscribe(thenable, undefined, function (value) {In return resolve(promise, value); In }, function (reason) {In return reject(promise, reason); In }); In }In]InInfunction handleMaybeThenable(promise, maybeThenable, then) {In if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve = originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n \nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {in fulfill(promise, value);\n }\n\nfunction publishRejection(promise) {in f (promise._onerror) {in promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }In}In\nfunction reject(promise, reason) {In if (promise._state !== PENDING) {In return;In }In promise._state = REJECTED;In promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length + FULFILLED] = onFulfillment;\n_subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent_state) {In asap(publish, parent); ln }ln ln function publish (promise) {\n var subscribers = promise._subscribers; ln var settled = promise._state; \n/n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {\n callback(detail);\n }\n }\n\n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error = null;\n}\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\n}\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {In value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {In failed = true;\n error = value.error;\n value = null;\n } else {In succeeded = true;\n }\n\n if (promise === value) {In reject(promise, cannotReturnOwn());\n return;\n }n } else {In value = detail;\n succeeded = true;\n }\n\n if (promise. state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise,

value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled == REJECTED) {In reject(promise, value); In }In/In/Infunction initializePromise(promise, resolver) {In try {In resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;in promise, cs,in junitation of the state in the sta ./promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this_instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length === 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill((this.promise, this. result);\n }\n } else {\n reject(this.promise, validationError());\n }\n \n\nnfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var __input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n};\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c = Promise) {in var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }In;\n\nEnumerator.prototype__settledAt = function (state, i, value) {In var promise = this.promise;\n\n if (promise__state === PENDING) {In this._remaining--;lnln if (state === REJECTED) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n \n if (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n};\n\nEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n {\n tultl!(promise, this._result);\in }\n}:\n\Enumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator._settledAt(FULFILLED, i, value);\in }, function (reason) {\n return enumerator._settledAt(REJECTED, i, reason);\n });\n};","'use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n 'Promise.all' accepts an array of promises, and returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or\n rejected with the reason of the first passed promise to be rejected. It casts all\n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ``javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise2];\n\n Promises.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n });\n ```\n\n if any of the `promises' niven to `all' are rejected. the first promise here the intervalues of a strument to the activated "In the fary of the 'promises' given to 'all' are rejected, the first promises in that is rejected will be given as an argument to the returned promises's in rejection handler. For example: $\ln n = 1 n = 1 n = 1$ Error(1"2(")); In let promise3 = reject(new Error(("3(")); In let promises = [promise1, promise2, promise3]; InIn Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n };\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise. In Useful for tooling. In @return {Promise} promise that is fulfilled when all `promises` have been in fulfilled, or rejected if any of them become rejected \n @staticin*/\nfunction all(entries) {\n return new Enumerator(this, entries) promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.\n\n Example:\n\n ``javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function() {In resolve('promise 2');in }, 100);in };inin Promise.race([promise2]).then(function(result){in // result === 'promise 2' because it was resolved before promise1in // was resolved.in });in ```Inin `Promise.race` is deterministic in that only the state of the firstin settled promise matters. For example, even if other promises given to thein `promises` array argument are resolved, but the first settled promise hasin become rejected before the other promises became fulfilled, the returnedin promise will become rejected.inin ```javascriptin let promise1 = new Promise(function(resolve, reject){in setTimeout(function(){in resolve('promise 1');in }, 200);in });inin let promise2 = new Promise(function(resolve, reject){in setTimeout(function(){in resolve('promise 1');in }, 200);in });inin let promise race[1] Promise(function(resolve, reject){In setTimeout(function){In reject(new Error('promise 2'));In }, 100);In });In In Promise2 = new promise(]).then(function(result){In // Code here never runsIn }, function(reason){In // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });In ```In\n An example real-world use case is implementing timeouts:In\n ```javascript\n Promise.race([ajax('foo.json'], timeout(5000]])In ```In\n @method race\n @static\n @param {Array} promises array of promises to observe In Useful for tooling. In @return {Promise} a promise which settles in the same way as the first passed in promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {In return reject(new TypeError('You must pass an array to race)); In }); In } else {In return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n Constructor.resolve(entries[i]).then(resolve, reject);\n }\n }\n }\n }\n }\n ',\" use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === promise.then(function(value){in // Code here doesn't run because the promise is rejected:in }, runction(reason){in // reason.message === 'WHOOPS'In });In ```In\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.In*/Infunction reject(reason) {In /*jshint validthis:true */In var Constructor = this;In var promise = new Constructor(noop);In _reject(promise, reason);In return promise;In}", "use strict';InInexport default Promise;InInimport { isFunction } from './utils';InInimport { noop, nextId, PROMISE_ID, initializePromise } from './internal';InInimport { asap, setAsap, setScheduler } from './asap';InInimport all from './promise/all';Inimport race from './promise/race';Inimport Resolve from ./promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n ----\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).In - `exception` is a value that is thrown using the throw statement.In - `reason` is a value that indicates why a promise was rejected.In - `settled` the final resting state of a promise, fulfilled or rejected.InIn A promise can be in one of three states: pending, fulfilled, or rejected.InIn A promises that are fulfilled have a fulfillment value and are in the fulfilled n state. Promises that are rejected have a rejection reason and are in theIn rejected state. A fulfillment value is never a thenable.InIn Promises can also be said to *resolve* a value. If this value is also aln promise, then the original promise's settled state will match the value's n settled state. So a promise that *resolves* a promise that rejects will/n itself reject, and a promise that *resolves* a promise that fulfills will/n itself fulfill.n/n/n Basic Usage: n ----------n/n ```js/n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n) xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState = this.DONE) {In if (this.status === 200) {In resolve(this.response);In } else {In reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status +]']);[n]in]in]in]);[n]);[n]in ngelSON('/posts.json').then(function(json) {in // on fulfillmentin }, function(reason) {in // on rejection(n });];[n ```\n\n Unlike callbacks, promises are great composable primitives.ln\n ```js\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextId();\n this_result = this_state = undefined;\n this_subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\Promise.all = all;\nPromise.race = race;InPromise.resolve = Resolve;InPromise.reject = Reject;InPromise._setScheduler = setScheduler;InPromise._setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method, In which registers callbacks to receive either a promise's eventual value or the In reason why the promise cannot be fulfilled.\n \n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n \n Chaining\n -------\n \n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n \n ```js\n

findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n \n findUser().then(function (user) {\n throw new Error('Found user, but still unhappy');In }, function (reason) {In throw new Error('`findUser` rejected and we're unhappy');In 3).then(function (value) {In // never reached(n }, function (reason) {In // if findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.ln // If findUser` rejected, `reason` will be ``findUser` rejected and we're unhappy'.ln }); In ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.ln \n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error'); In }).then(function (value) {\n // never reached\n }.then(function (function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n });\n ```\n \n Assimilation\n -------\n \n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in thein fulfillment or rejection handler. The downstream promise will then be pendinglin until the returned promise is settled. This is called *assimilation*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {In // The user's comments are now available/in });In ```In In If the assimilated promise rejects, then the downstream promise will also reject.In In ```js\n findUser().then(function (user) {In return findCommentsByAuthor(user);\n }).then(function (comments) {In // If js\n \n function foundBooks(books) {In \n }\n \n function failure(reason) {\n \n }\n \n findAuthor(function(author, err){\n if (err) {\n In "jsin in function foundBooks(books) {in in jin in function failure(reason) {in in jin in function function function function function function function function function function function failure(err); in / failure(err) synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n \n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}\n */\n 'catch': function _catch(onRejection) {\n return this.then(null, onRejection);\n }\n};\,","/sglobal self*/\n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== (e) {In throw new Error('polyfill failed because global object is unavailable in this environment'); (n } hand the envinonment'); (var promiseToString = null;n try {In promiseToString = Object.prototype.toString.call(P.resolve());In } catch (e) {In // silently ignoredIn }In/n if (promiseToString === '[object Promise]' && !P.cast) {In return;In }In }In local.Promise = Promise;In}","use strict';In/nimport Promise from .//es6-promise/promise`;\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names": CAAC;CACvE;;AAED,SAAS,UAAU,CAAC,CAAC,EAAE;EACrB,OAAO,OAAO,CAAC,KAAK,UAAU,CAAC;CAChC;;AAED,AAIA,IAAI,QAAQ,GAAG, SAAS, CAAC; ÁACzB, ÍAAI, CÁAC, KÁAK, CÁAC, OÁAO, EÁAE; EÁCIB, QÁAQ, GÁAG, UÁAU, CÁAC, EÁAE; IACIB, OAÁO, MAÁM, CÁAC, SÀAS, ČAAC, Q AEF,AAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EAChC,iBAAiB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,G AAG,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAA a,IAAI,EAAE,CAAC;AACxC,IAAI,uBAAuB,GAAG,aAAa,CAAC,gBAAgB,IAAI,aAAa,CAAC,sBAAsB,CAAC;AACrG,IAAI,MAAM,GAAG,OAAO,IAAI, KAAK,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAĂE,CAĂC,CAÁC,QAAQ,CAAC,IAAI,CAAC,OAAO,CAAC,KAAK,kBAAkB,CAAC;;;;A AGJI,IÁAI,QAÁQ,GAAG,OAAO,iBAAiB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGzI,SAAS,WAA W,GAAG;;;EAG(B,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;E ACvB,OAAO,YAAY;IACjB,SAAS,CAAC,KAAK,CAAC,CAAC;GACIB,CAAC;CACH;;AAED,SAAS,mBAAmB,GAAG;EAC7B,IAAI,UAAU,GAAG,CAA C,CAAC;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,cAAc,CAAC,EAAE,CAAC,CA Α**Ϲ;ΕΑϹνϹ,**QAAQ,CAAC,OAAO,CAAC,IAAI,EAAE,EAAE,aAAa,EAAE,IAAI,EAAE,CAAC,CAAC;;EAEhD,OAĀO,YAAY;IACjB,IAAI,CAAC,IAAI,GAA G,UAAU,GÅÅG,EÅAE,UÁAU,GÅAG,CÅAC,CAAC;GAC3C,CAAC;CACH;;;ÅAGD,ŠAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,cAAc,EAA E,CAAC;EACnC,OAAO,CAAC,KAAK,CAAC,SAAS,GAAG,KAAK,CAAC;EAChC,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,KAAK,CAAC,WAAW,CA AC,CAAC,OAAO,CAAC,CAAC,IACVB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC,IACID,OAAO,aAAa,EAAE,CAAC;GACXB, CAAC,OAAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EAC V,aAAa,GAAG,WAAW,EAAE,CAAC;CAC/B,MAAM,IAAI,uBAAuB,EAAE;EACIC,aAAa,GAAG,mBAAmB,EAAE,CAAC;CACvC,MAAM,IAAI,QAAQ,E AAE;EACnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAA G,YÁAY,EAAÉ,CAAC;CAChC,MAAM;EACL,aAAa,GAAG,aAAa,EAAÉ,CAAC;;;ACtHIC,SAAS,IAAI,CAAC,aAAa,EAAE,WAAW,EAAE;EACxC,IAAI,U EvC,İAAI,KÁAK,CÁAC,UÁAU,CAÁC,KÁAK,SÁAS,EAAE;IÁCnC,ŴAAW,ĆAAĆ,KAAK,CAAĆ,CAÁĆ;GÁĆpB;;EAED,IÁAI,MÁAM,ĠAAG,MAAM,ĆA AC,MAAM,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC ,IAAI,CAAC,YAAY;QACf,OAAO,CAAC,CAAC,MAAM,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,OAAO,CAAC,CAAC;OAChE,CAAC,CAAC;KA CJ,CAAC,EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAA CAAC,IAAI,CAAC;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,cAAc,CAAC;GACvB;CACF;;A AED,SAAS,OAAO,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB ,EAAE,gBAAgB,CAAC,CAAC;GACxD,CAAC,OAAO,CAAC,EAAE;IACV,ÕAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,qBAAqB,CAAC,OAAO,E ÁAE,QĂAQ,EĂÁE,IAAÍ,EAAE;EACtD,ÍAAI,CÁAC,UÁAU,OÁAO,EÁAE;IÁCtB,IÁAI,MAÁM,GÁAG,KÁAK,CÁAC;IACnB,IAAI,KAAK,GAAG,OAAO,C AAC, IAAI, EAAE, QAAQ, EAAE, UAAU, KAAK, EAAE; MACnD, IAAI, MAAM, EAAE; QACV, QAAQ; OACR; MACD, MAAM, GAAG, IAAI, CAAC; MACd, IAAI, QAAC, IAAI, AAAC, IAAI, AAAC, IAAA, IAAC, IAAA, IAAA, IAAC, IAAA AAQ,KAAK,KAAK,EAAE;QACIBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,OACZB,MAAM;QACL,OAAO,CAAC,OAAÓ,EAAE,KAAK,CAAČ ,CAAC;OACzB;KACF,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAA M,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,EAAE,UAAU,GAAG,CAAČ,OAAO,CAAC,MAAM,IAAI,kBAAkB,CAAC,CAAC,CAAC;;IAExD,IA AI,CAAC,MAAM,IAAI,KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAA E,OAAO,CAAC,CAAC;CACb;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC ,ÓAAO,ĆAAC,ÓAAO,ÉAAE,ÓAAQ,ĆAAC,ÓAAO,CÁAC,ĆÁAC;ĠÁCpC,ŃĂAM,ÍAAI,QÁAQ,ĊÁAC,ŃÀAM,ЌAAK,ÓAAQ,ÉAAE;IÁCvCÁ,OAAM,CÁA C,OAAO,EAAE,QAAQ,CAAC,OAAO,CAAC,CAAC;GACnC,MAAM;IACL,SAAS,CAAC,QAAQ,EAAE,SAAS,EAAE,ÙAAÙ,KAAK,EAAE;MAC9C,OAA OC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KAChC,EAAE,UAAU,MAAM,EAAE;MACnB,OAAOD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC , CAĂĊ;KAChC,CAAC;CAAC;GACJ;CACF;;AAED,SAAS,mBAAmB,CAAC,OAAO,EAAE,aAAa,EAAEI,MAAI,EAAE;EAC2D,IAAI,aAAa,CAAC,WAA W,KAAK,OAAO,CAAC,WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACVI,iBAAiB,CAAC,OAAO, EAAE,aAAa,CAAC,CAAC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,cAAc,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE;cAAc,CAAC,KAAK,CAAC,C

AAC;KACvC,MAAM,IAAII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,M AAI,CAAC,EAAE;MAC3B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa, CAÁC,CAÁC;KAĆjC;GAĆF;CAĆF;;AAED,SAASH,QAAO,CAÁC,OAAÓ,EAAE,KAAK,EAAE;EAC/B,IAAI,ÓAAO,KAAK,KAAK,EAAE;IACrBD,ÓAA M,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACpC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE;IACIC,mBAAmB,CAAC,OAAO,EAAE,K AAK,EAAE,OAAO,CAAC,KAAK,CAAC,CAAC,CAAC;GACrD,MAAM;IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GAC2B;CACF;;AAED,S GACnC;;EAED,OAAO,CAAC,OAAO,CAAC,CAAC;CACIB;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM ,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;;EAED,OAAO,CAAC,OAAO,GAAG,KAAK,CAAC;EACxB,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;;EA E3B,IAAI,OAAO,CAAC,YAAY,CAAC,MAAM,KAAK,CAAC,EAAE;IACrC,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;;AAED,SAAS A,OAAM,CAAC,OAAO,EAAE,MAAM,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAO,CAAC,MAA M,GAAG,QAAQ,CAAC;EAC1B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAE2B,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACC;C;AAED, SAAS, SAAS, CAAC, MAAM, EAAE, KAAK, EAAE, aAAa, EAAE, WAAW, EAAE; EAC5D, IAAI, YAAY, GAAG, MAAM, CAAC, YAAY, CAAC; EACvC, IAAI, MAA M,GAAG,YAAY,CAAC,MAAM,CAAC;;EAEjC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC 7B,YAAY,CAAC,MAAM,GAAG,SAAS,CAAC,GAAG,aAAa,CAAC,EACJD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IA AI,MAAM,KAAK,CAAC,IAAI,MAAM,CAAC,MAAM,ÉAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO, CAAC,OAAO,EAAE;EACxB,IAAI,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACvC,IAAI,OAAO,GAAG,OAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,W AAW,CAAC,MAAM,KAAK,CAAC,EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG, OAAO,CAAC,OAAO,CAAC;;EAE7B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,WAAW,CAAC,MAAM,EAAE,CAAC,IAAI,CAAC,EAAE;IA C9C,KAAK,GAAG,WAAW,CAAC,CAAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,OAAO,CAAC,CAAC;;IAEpC,IAAI,KAAK,E AAE;MACT,cAAc,CAAC,OAAO,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;K ACIB;GACF;;EAED,OAAO,CAAC,YAAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACjC;;AAED,SAAS,WAAW,GAAG;EACrB,IAAI,CAAC,KAAK,GAAG,I AAI, ĆAAC; ĆÁCnB;;AAED, ÍAAI, eÁAe, GÁAG, IÁAI, WAÁW, EÁÁE, CAÁC;;AÁExC, ŚÁÁS, QAÁQ, CÁAC, QAÁQ, EÁÁE, MAÁM, EÁAE; EÁCIC, IÁAI; IAĆF, OAAO, QAAQ, CAAC, MAAM, CAAC, CAAC; GACZB, CAAC, OAAO, CAAC, EAAE; IACV, eAAe, CAAC, KAAK, GAAG, CAAC, CAAC; IAC1B, OAAO, eAAe, C AAC;GACxB;CACF;;AAED,SAAS;CAAC;CAAC,OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,EAAE;EAC1D,IAAI,WAAW,GAAG,UAAU,CAAC,Q AAQ,CAAC;MACIC,KAAK,GAAG,SAAS;MACJB,KAAK,GAAG,SAAS;MACJB,SAAS,GAAG,SAAS;MACrB,MAAM,GAAG,SAAS,CAAC;;EAEVB,IAAI ,WAAW,EAAE;IACf,KAAK,GAAG,QAAQ,CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,I AAI,CAAC;MACd,KAAK,GAAG,KAAK,CAAC,KAAK,CAAC;MACpB,KAAK,GAAG,IAAI,CAAC;KACd,MAAM;MACL,SAAS,GAAG,IAAI,CAAC;KACI B;;IAED,IAAI,OAAO,KAAK,KAAK,EAAE;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IAC L,KAAK,GAAG,MAAM,CAAC;IACf,SAAS,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,W AAW,IAAI,SAAS,EAAE;MACjCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,MAAM,EAAE;MACjBD,OAAM,CAAC,OAAO, EAAE,KAAK,CAAC,CAAC,KACXB,MAAM,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,MAAM IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/BA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAA E,QAAQ,EAAE;EAC5C,IAAI;IACF,QAAQ,CAAC,SAAS,cAAc,CAAC,KAAK,EAAE;MACtCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,CAAC,KACzB ,EAAE,SAAS,aAAa,CAAC,MAAM,EAAE;MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC,CAAC;GACJ,CAAC,OAAO,CA AC,EAAE;IACVA,OAAM,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GA AG;EAChB,OAAÓ,EAAÉ,EAAÉ,CAAĆ;CACĆ;;AAEĎ,SAAŚ,WAAŴ,CAAĆ,OAAÓ,EAAE;EAĆ5B,OAÁÓ,CAÁĆ,UAÁU,CAÁĆ,GAÁG,EAÁE,EAÁE,C AAC;EAC3B,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;EAC3B,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC;EAC5B,OAAO,CAAC,YAAY,GAAG,EAAE CAAC;CAC3B,AAED;;AC5PA,SAAS,UAAU,CAAC,WAAW,EAAE,KAAK,EAAE;EACtC,IAAI,CAAC,oBAAoB,GAAG,WAAW,CAAC;EACxC,IAAI,CA AC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IA AI,CAAC,OAAO,CAAC,CAAC;GAC3B;;EAED,IAAI,OAAO,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,C AAC,MAAM,GAAG,KAAK,CAAC,MAAM,CAAC;IAC3B,IAAI,CAAC,UAAU,GAAG,KAAK,CAAC,MAAM,CAAC;;IAE/B,IAAI,CAAC,OAAO,GAAG,IAAI ,KAAK,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;;IAEtC,IAAI,IAAI,CAAC,MAAM,KAAK,CAAC,EAAE;MACrB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE, IAAI,CAAC,OAAO,CAAC,CAAC;KACrC,MAAM;MACL,IAAI,CAAC,MAAM,GAAG,IAAI,CAAC,MAAM,IAAI,CAAC,CAAC,CAAC,MAC/B,IAAI,CAAC,UAAU, EAAE,CAAC;MACIB,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;QAC2B,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC; 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