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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)

npm+@angular/common

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#### @angular/compiler (17.1.2)

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#### @angular/core (17.1.2)

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#### npm+@angular/compiler

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#### @angular/forms (17.1.2)

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#### @angular/google-maps (17.1.2)

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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/service-worker (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)

#### npm+@braintree/sanitize-url

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#### @ctrl/tinycolor (3.6.1)

npm+@ctrl/tinycolor

npm+@datorama/akita

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#### @datorama/akita (8.0.0)

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@fortawesome/fontawesome-common-types (0.2.36)

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@fortawesome/fontawesome-svg-core (1.2.34)

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@fortawesome/free-brands-svg-icons (5.15.2)

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npm+@jridgewell/sourcemap-codec

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@microsoft/applicationinsights-common (2.5.5)

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@microsoft/applicationinsights-core-js (2.5.5)

npm+@microsoft/applicationinsights-core-js

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@microsoft/applicationinsights-dependencies-js (2.5.5)

npm+@microsoft/applicationinsights-dependencies-js

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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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npm+@microsoft/applicationinsights-shims

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@microsoft/dynamicproto-js (0.5.3)

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#### @microsoft/signalr (8.0.0)

npm+@microsoft/signalr

npm+@microsoft/dynamicproto-js

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@ngx-loading-bar/core (6.0.2)

#### npm+@ngx-loading-bar/core

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#### @types/d3-scale (4.0.8)

npm+@types/d3-scale

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#### @types/d3-scale-chromatic (3.0.3)

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#### @types/d3-time (3.0.3)

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#### @types/debug (4.1.12)

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npm+@types/debug

npm+@types/d3-time

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#### @types/mdast (3.0.15)

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@types/ms (0.7.34)

npm+@types/ms

npm+@types/mdast

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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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ag-grid-enterprise (30.0.0)

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#### <u>ajv (8.12.0)</u>

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- Package Download URL: <u>https://registry.npmjs.org/ajv/-/ajv-8.12.0.tgz</u>

#### ajv-formats (2.1.1)

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- Authors: <u>e.poberezkin@me.com</u>, jasoniangreen@gmail.com, carlo@machina.bio Package Download URL: <u>https://registry.npmjs.org/ajv-formats/-/ajv-formats-2.1.1.tgz</u>

#### angular-animations (0.11.0)

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- Authors: 3.3fullpower@gmail.com
- Package Download URL: <u>https://registry.npmjs.org/angular-animations/-/angular-animations-0.11.0.tgz</u>

#### angular-oauth2-oidc (17.0.0)

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

angular-oauth2-oidc-jwks (17.0.0)

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- Authors: <u>sindresorhus@gmail.com</u>, <u>npm@josh.junon.me</u>
- Package Download URL: <u>https://registry.npmjs.org/ansi-regex/-/ansi-regex-5.0.1.tgz</u>

#### ansi-styles (4.3.0)

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- Authors: sindresorhus@gmail.com, josh@junon.me
- Package Download URL: <u>https://registry.npmjs.org/ansi-styles/-/ansi-styles-4.3.0.tgz</u>

anymatch (3.1.3)

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#### base64-js (1.5.1)

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- Authors: tjameson.little@gmail.com, feross@feross.org Package Download URL: https://registry.npmjs.org/base64-js/-/base64-js-1.5.1.tgz

#### binary-extensions (2.2.0)

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Package Info

- Authors: paul@paulmillr.com, sindresorhus@gmail.com Package Download URL: https://registry.npmjs.org/binary-extensions/-/binary-extensions-2.2.0.tgz

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npm+binary-extensions

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

#### braces (3.0.2)

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- Package Download URL: <u>https://registry.npmjs.org/braces/-/braces-3.0.2.tgz</u>

#### buffer (5.7.1)

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- Package Download URL: <u>https://registry.npmjs.org/buffer/-/buffer-5.7.1.tgz</u>

#### call-bind (1.0.7)

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

#### chalk (4.1.2)

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

#### character-entities (2.0.2)

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#### Package Info

- Authors: <u>tituswormer@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/character-entities/-/character-entities-2.0.2.tgz</u>

#### 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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#### clipboard (2.0.11)

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# color-convert (2.0.1)

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- Authors: i.am.qix@gmail.com
- Package Download URL: https://registry.npmjs.org/color-convert/-/color-convert-2.0.1.tgz

# color-name (1.1.4)

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commander (7.2.0)

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# commander (8.3.0)

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# Package Info

- Authors: rkoutnik@gmail.com, tj@vision-media.ca, npm\_j@ruru.gen.nz, abe@enzou.tokyo 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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- Authors: cytoscapenpm@gmail.com, maxkfranz@gmail.com, dylanfong.ut@gmail.com, mikekucera@gmail.com, chrtannus@gmail.com Package Download URL: https://registry.npmjs.org/cytoscape/-/cytoscape-3.28.1.tgz

cytoscape-cose-bilkent (4.1.0)

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- mj3cheun@uwaterloo.ca, ugurdogrusoz@yahoo.com Package Download URL: https://registry.npmjs.org/cytoscape-cose-bilkent/-/cytoscape-cose-bilkent-4.1.0.tgz

# <u>d3 (7.8.5)</u>

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- Authors: <u>mike@ocks.org</u>, fil@rezo.net
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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-color (3.1.0)

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# d3-contour (4.0.2)

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# d3-delaunay (6.0.4)

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# d3-dispatch (3.0.1)

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# d3-drag (3.0.0)

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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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# d3-format (3.1.0)

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# d3-geo (3.1.0)

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# d3-interpolate (3.0.1)

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# d3-path (1.0.9)

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d3-quadtree (3.0.1)

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### Package Info

- Authors: <u>mike@ocks.org</u>, <u>fil@rezo.net</u>
   Package Download URL: <u>https://registry.npmjs.org/d3-random/-/d3-random-3.0.1.tgz</u>

### d3-sankey (0.12.3)

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- 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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npm+d3-scale

npm+d3-scale-chromatic

- Authors: mike@ocks.org, fil@rezo.net
- 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 Info

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# d3-time-format (4.1.0)

d3-time (3.1.0)

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d3-timer (3.0.1)

npm+d3-time

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- Authors: <u>mike@ocks.org</u>, <u>fil@rezo.net</u>
   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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   Package Download URL: <u>https://registry.npmjs.org/d3-transition/-/d3-transition-3.0.1.tgz</u>

# d3-zoom (3.0.0)

npm+d3-zoom

npm+d3-transition

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- Authors: <u>thibaut.lassalle@gmail.com</u>
- 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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- Authors: <u>koss@nocorp.me</u>
- Package Download URL: <u>https://registry.npmjs.org/date-fns/-/date-fns-2.28.0.tgz</u>

# dayjs (1.11.10)

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npm+date-fns

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Package Info

- Authors: <u>kunhello@outlook.com</u>
- Package Download URL: <u>https://registry.npmjs.org/dayjs/-/dayjs-1.11.10.tgz</u>

# debug (4.3.4)

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- Authors: <u>npm@josh.junon.me</u>, <u>rhyneandrew@gmail.com</u>, <u>nathan@tootallnate.net</u>, <u>tj@vision-media.ca</u>
- Package Download URL: <u>https://registry.npmjs.org/debug/-/debug-4.3.4.tgz</u>

# decimal.js (10.4.3)

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# Package Info

- Authors: <u>M8ch88l@gmail.com</u>
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decode-named-character-reference (1.0.2)

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- Authors: tituswormer@gmail.com
- Package Download URL: <u>https://registry.npmjs.org/decode-named-character-reference/-/decode-named-character-reference-1.0.2.tgz</u>

# deep-equal (1.1.2)

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Package Info

- Authors: ljharb@gmail.com
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npm+defaults

npm+deep-equal

npm+decode-named-character-reference

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

# define-data-property (1.1.4)

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

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# npm+define-data-property

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# delaunator (5.0.1)

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### delegate (3.2.0)

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- Authors: <u>zno.rocha@gmail.com</u>
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# dequal (2.0.3)

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- Authors: <u>luke@lukeed.com</u>
- Package Download URL: <u>https://registry.npmjs.org/dequal/-/dequal-2.0.3.tgz</u>

# diff (5.2.0)

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npm+diff

### npm+dequal

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npm+dompurify

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# elkjs (0.9.2)

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## encoding (0.1.13)

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entities (4.5.0)

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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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## extend (3.0.2)

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## fast-deep-equal (3.1.3)

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## fetch-cookie (2.2.0)

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function-bind (1.1.2)

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functions-have-names (1.2.3)

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### fuse.js (3.4.6)

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Package Info

- Authors: ljharb@gmail.com
- Package Download URL: <u>https://registry.npmjs.org/get-intrinsic/-/get-intrinsic-1.2.4.tgz</u>

## glob-parent (5.1.2)

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

## glob2 (0.4.1)

Package Info

Authors: michael@elsdoerfer.com Package Download URL:

 $\underline{https://files.pythonhosted.org/packages/9c/38/e0fb3ff759614ceea6d2c28265a253062842e37a116ad644fbeae669d42f/glob2-0.4.1.tar.gz and the second seco$ 

good-listener (1.2.2)

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pip+glob2

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## Package Info

- Authors: <u>zno.rocha@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/good-listener/-/good-listener-1.2.2.tgz</u>

## gopd (1.0.1)

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## Package Info

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## has-flag (4.0.0)

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## Package Info

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

### has-property-descriptors (1.0.2)

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#### has-proto (1.0.3)

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Package Info

- Authors: <u>ljharb@gmail.com</u>
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npm+has-property-descriptors

npm+nas-proto

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## has-tostringtag (1.0.2)

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hasown (2.0.1)

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## heap (0.2.7)

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## http-post-message (0.2.3)

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npm+heap

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## iconv-lite (0.6.3)

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## ieee754 (1.2.1)

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## inherits (2.0.4)

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#### internmap (1.0.1)

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## Package Info

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## internmap (2.0.3)

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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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## Package Info

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

## is-extglob (2.1.1)

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npm+is-date-object

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## Package Info

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#### is-glob (4.0.3)

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- Package Download URL: <u>https://registry.npmjs.org/is-glob/-/is-glob-4.0.3.tgz</u>

### is-interactive (1.0.0)

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#### Package Info

- Authors: <u>sindresorhus@gmail.com</u>
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## is-regex (1.1.4)

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#### Package Info

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

is-unicode-supported (0.1.0)

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### json-schema-traverse (1.0.0)

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- Package Download URL: <u>https://registry.npmjs.org/json-schema-traverse/-/json-schema-traverse-1.0.0.tgz</u>

## jsonc-parser (3.2.0)

npm+jsonc-parser

npm+ison-schema-traverse

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#### jsrsasign (10.9.0)

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## <u>katex (0.16.9)</u>

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## npm+katex

npm+jsrsasign

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## khroma (2.1.0)

npm+khroma

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## <u>kleur (4.1.5)</u>

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- Package Download URL: <u>https://registry.npmjs.org/kleur/-/kleur-4.1.5.tgz</u>

## layout-base (1.0.2)

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## lodash (4.17.21)

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#### log-symbols (4.1.0)

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#### magic-string (0.30.5)

ipm+magic-string

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## material-colors (1.2.6)

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## mdast-util-to-string (3.2.0)

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## micromark (3.2.0)

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micromark-factory-title (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-normalize-identifier (1.1.0)

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# micromark-util-sanitize-uri (1.2.0)

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Package Download URL: <u>https://registry.npmjs.org/micromark-util-subtokenize/-/micromark-util-subtokenize-1.1.0.tgz</u>

## micromark-util-symbol (1.1.0)

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Package Info

- Authors: <u>tituswormer@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/micromark-util-symbol/-/micromark-util-symbol-1.1.0.tgz</u>

npm+micromark-util-symbol

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- Authors: <u>tituswormer@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/micromark-util-types/-/micromark-util-types-1.1.0.tgz</u>

# mimic-fn (2.1.0)

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- Authors: <u>sindresorhus@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/mimic-fn/-/mimic-fn-2.1.0.tgz</u>

# <u>mri (1.2.0)</u>

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- Package Download URL: <u>https://registry.npmjs.org/mri/-/mri-1.2.0.tgz</u>

# <u>ms (2.1.2)</u>

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# ng-zorro-antd (17.2.0)

npm+ng-zorro-antd

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- Package Download URL: <u>https://registry.npmjs.org/ng-zorro-antd/-/ng-zorro-antd-17.2.0.tgz</u>

# ngx-color (9.0.0)

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- Authors: <u>scttcper@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/ngx-color/-/ngx-color-9.0.0.tgz</u>

# ngx-currency (17.0.0)

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npm+ngx-currency

#### npm+ngx-colo

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- Authors: rainnyxzy@gmail.com
- Package Download URL: <u>https://registry.npmjs.org/ngx-echarts/-/ngx-echarts-17.1.0.tgz</u>

## ngx-markdown (17.1.1)

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- Authors: jfcere@sherweb.com Package Download URL: https://registry.npmjs.org/ngx-markdown/-/ngx-markdown-17.1.1.tgz

# ngx-papaparse (4.0.4)

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- Authors: ahn@haffdata.com
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# ngx-quill (24.0.4)

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- Authors: <a href="mailto:bengtler@gmail.com">bengtler@gmail.com</a> Package Download URL: <a href="https://registry.npmjs.org/ngx-quill/-/ngx-quill-24.0.4.tgz">https://registry.npmjs.org/ngx-quill/-/ngx-quill-24.0.4.tgz</a>

# node-fetch (2.7.0)

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- Package Download URL: <u>https://registry.npmjs.org/node-fetch/-/node-fetch-2.7.0.tgz</u>

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

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- Authors: <u>stephen.trevor.wong@outlook.com</u>
- Package Download URL: <u>https://registry.npmjs.org/non-layered-tidy-tree-layout/-/non-layered-tidy-tree-layout-2.0.2.tgz</u>

normalize-path (3.0.0)

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Package Info

- Authors: brian.woodward@gmail.com, github@sellside.com, blaine.bublitz@gmail.com
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# normalizr (3.6.0)

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Package Info

- Authors: <u>dan.abramov@gmail.com</u>, <u>paul@spaceyak.com</u> Package Download URL: <u>https://registry.npmjs.org/normalizr/-/normalizr-3.6.0.tgz</u>

# object-is (1.1.5)

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- Authors: <u>ljharb@gmail.com</u>
- Package Download URL: <u>https://registry.npmjs.org/object-is/-/object-is-1.1.5.tgz</u>

## object-keys (1.1.1)

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# onetime (5.1.2)

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## ora (5.4.1)

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## ordereddict (1.1)

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# papaparse (5.4.1)

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- Package Download URL: <u>https://registry.npmjs.org/papaparse/-/papaparse-5.4.1.tgz</u>

# parchment (1.1.4)

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- Package Download URL: <u>https://registry.npmjs.org/parchment/-/parchment-1.1.4.tgz</u>

# parse5 (7.1.2)

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npm+parse5

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picomatch (2.3.1)

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#### picomatch (3.0.1)

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npm+powerbi-client

#### npm+picomatch

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- Authors: nugetpowerbi@microsoft.com
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## powerbi-models (1.14.0)

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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)

npm+psl

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- Package Download URL: <u>https://registry.npmjs.org/psl/-/psl-1.9.0.tgz</u>

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   Package Download URL: <u>https://registry.npmjs.org/punycode/-/punycode-2.3.1.tgz</u>

### querystringify (2.2.0)

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## quill (1.3.7)

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#### npm+quill

npm+querystringify

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Package Info

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- Package Download URL: https://registry.npmjs.org/quill/-/quill-1.3.7.tgz

## quill-delta (3.6.3)

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- Package Download URL: <u>https://registry.npmjs.org/readable-stream/-/readable-stream-3.6.2.tgz</u>

# readdirp (3.6.0)

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regexp.prototype.flags (1.5.2)

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# require-from-string (2.0.2)

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- Authors: floatdrop@gmail.com
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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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# <u>rw (1.3.3)</u>

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npm+route-recognizer

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# <u>rxjs (7.8.1)</u>

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# sade (1.8.1)

npm+sade

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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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# signal-exit (3.0.7)

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## source-map (0.7.4)

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# strip-ansi (6.0.1)

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## stylis (4.3.1)

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- 4.3.1.taz

## 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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#### tough-cookie (4.1.3)

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

# tr46 (0.0.3)

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# ts-dedent (2.2.0)

npm+ts-dedent

npm+tslib

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# tslib (2.4.1)

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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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npm+unist-util-stringify-position

## npm+universalify

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## url-parse (1.5.10)

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- Authors: <u>nathan@tootallnate.net</u>
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#### uuid (9.0.1)

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## <u>uvu (0.5.6)</u>

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npm+uuid

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npm+wcwidth

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#### wcwidth (1.0.1)

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

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webidl-conversions (3.0.1)

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# window-post-message-proxy (0.2.6)

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# <u>ws (7.5.9)</u>

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npm+window-post-message-proxy

npm+ws

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## zone.js (0.14.3)

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#### zrender (5.5.0)

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[1]: http://eligrey.com

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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 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 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 \* 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\"];\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);\r\n}\r\n/\r\n/\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 the value is a boolean, false otherwise.ir/in \* @ignoreir/in \*/ir/infunction \_is=unction(value) {uniferent typeor value === struction(value) {uniferent typeor value) {uniferent typeor value === struction(value) {uniferent typeor value) {uniferent typeor value === struction(value) {uniferent 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) {IrIn if (target) {IrIn // This method doesn't existing in older browsers (e.g. IE8)IrIn if (\_objGetPrototypeOf) {IrIn return objGetPrototypeOf(target); h/h }/rhn // target[Constructor] May break if the constructor has been changed or removed\r/n var newProto = target[str\_Proto] || target[Prototype] || target[Constructor]; lrin if (newProto) {lrin return newProto; lrin }lrin }lrin return null; lrin}!rin/\*\* lrin \* 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 || \_hasOwnPropert)(target, funcName)));\r\n}\r\n\r\n'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 (@ignorel/in \*/Irinfunction \_getInstanceFuncs(this larget) {irin // Get the base protorin var instructors = {}; irin // Save any existing instance functions/irin for (var name in thisTarget) {irin // Don't include any dynamic prototype instances - as we only want the real functions/irin if (linstFuncs[name] && \_isDynamicCandidate(thisTarget, name, false)) {irin // Create an instance callback for pasing the base function to the caller/in instFuncs[name] = thisTarget[name]; irin }irin instFuncs; irin/irin\*t/irin \* Returns whether the value is included in the arraylrin \* @param values The array of values/irin \* @param value The value/irin \*/irinfunction \_hasVisited(values, value) {Irin for (var Ip = values.length - 1; Ip >= 0; Ip--) {Irin if (values[Ip] === value) {Irin return true; irin }irin \* enabling calling super.xxx() functions without contains callback functions for all l'base/super)" functions, this is used to 'save'' irin \* 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 () {\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 }IrIn /I Get the base prototype functionsIrIn var baseProto = getObjProto(classProto);lrln var visited = [];lrln // 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)) {Ir\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/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 otherwiseIr\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];\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 }\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) Ir/n dynProtoProxy[DynProxyTag] = 1; Ir/n return dynProtoProxy; Ir/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 \*lrln \*checks 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 heirarchy/r/n \* @ignore/r/n \*//r/nfunction \_checkPrototype(classProto, thisTarget) {\r\n var thisProto = \_getObjProto(thisTarget);\r\n while (thisProto && 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.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 // 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\*\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.lrin \*- Vill populate the class prototype for all overridden functions to support class extension that call the prototype instance.lrin \* Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc islrin \* 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 oflrin \* 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).lr/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) {\r\n \* ...\r\n \* }\r\n \* }\r\n \* // This will define a function that will be converted to a prototype functionlr/in \*\_self.myFunction = () => {i/i \* // Access any \"this\" instance property\r/in \* if (\_self.someProperty) {i/i \* // Call the base version of the function that we are overriding\r/in \* base.myFunction();ir/in \* }r/in \* ...\r/in \* }r/in \* \_self.initialize = () => {Ir/in \* ...\r/in \* }r/in \* // 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./rin \*\_gelf.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 current class/r/n \* @param theclass The current the class has been extended this.prototype will not be the the current the value of the current the set of the current the definition (class from 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)) {Irln \_throwTypeError("theClass is an invalid class definition.!";Irln }Irln /Irln /Irln /Irln \_throwTypeError("theClass is an invalid class definition.!";Irln }Irln /Irln /I

(!\_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;lr\n _dynamicNames++;lr\n classProto[DynClassName] = className;lr\n ]tr\n // Get the current instance functionslr\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);lr\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, taget, instFuncs);\r\n}\r\n/\# sourceMappingURL=DynamicProto.js.map"],"names" ;;IAEA;IACÁ;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA,IAAI,SAAS,GAAG,WAAW,CAAC []."mappings' CA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IACAC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAI ,kBAAkB,GAAĠ,UAÁU,CAÁC;IACÁ;IACÁ;IACÁ;IACÁ;IACÁ;IACÁ,IAAI,ÝAAY,GAAG,WAÁW,CÁAC;IACÁB;IACÁ;IACÁ;IACÁ;IACÁ,IAAI,ÚAAU,GAAĠ,W AAW,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;SAAS,eAAe,CAAC,GAAG,EAAE,IAAI,EAAE;IACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS, C,KAAK,EAAE;IAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;IACxC,CAAC;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,ČAAC,ĆAAC,CAAC;IACnF ,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,ICAAIC,CAAC,MAAM,EAAE;IACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QAA AC,OAAO,EAAE;IACIC,IAAI,MAAM,IAAI,SAAS,CAAC,gBAAgB,GAAG,OAAO,CAAC,CAAC;IACpD,CAAC;IACD;IACA;IACA;IACA;IACA;IACA A,SAAS,IBAAIB,CAAC,UAAU,EAAE;IACVC;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACVB;IACA,IAAI,KAAK,IAAI,IAAI,IAAI,UAAU,EAAE;IACJC ;IÁCA,QÁAQ,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBÁAmB,CAAC,UAAU,EAAE,IAAI,EÁAE,KÁAK,CAAC,EAAE;IAC9E;IACA,YÁAY,SÁAS,C ÁAC,IÁAI,CĂAC,GAAG,ÚAAU,ĆAAC,IÁAI,ĆAAC,ĆAAĆ;IAC/C,SAÁS;IAĆT,KAÁK;IACĹ,IAAI,OAAÓ,SAAS,CAAĆ;IACrB,CAAĆ;IACD;IACÁ;I ACA;IACÁ;IACÁ;SAAS,WAAW,CAAC,MAÁM,EAÁE,KAÁK,EAÁE;IACpC,IAAI,KAÁK,IAÁI,EAAE,GAÁG,MÁAM,CÁAC,MÁAM,GÁAG,ĆAAC,ÉAAE,E AAE,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;IACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;IACIC,YAAY,OAAO,IAAI,CAAC;IAC xB,SAAS;IACT,KAAK;IACL,IAAI,OAAO,KAAK,CAAC;IAČjB,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,aAAa,CAAC,UAAU,EAAE,UA AU,EAAE,SAAS,EAAE;IAC1D,IAAI,SAAS,cAAc,CAAC,MAAM,EAAE,OAAO,EAAE;IAC7C,QAAQ,OAAO,YAAY;IAC3B,YAAY,OAAO,OAAO,CAAC,K AAK,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC;IACpD,SAAS,CAAC;IACV,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACvB,IAAI,KAA K,IAÁI,IAAI,IAAI,IAAI,SÁAS,EÁAE;IAChC;IÁCA,QÁAQ,SÁAS,CÁAC,IAÁI,CAÁC,GAÁG,CÁAC,CÁAC,ÚAAÚ,EAAÉ,SAAŚ,CAAĆ,IAAI,ĆAAC,ĆAAĆ,CAA C;IACtE,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAĠ,YAAY,CAAC,UAAU,CAAC,CAAC;IAC7C,IAAI,IAAI,OAAO,GAAG,EAAE,CAAC;IACrB;IACA,IAAI, OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,ÉAAE;IAC3G;IACA,QAAQ,KAAK,IAAI,I B,CAAC,KAAK,EAAE,SAAS,EAAE,MAAM,EAAE,aAAa,EAAE;IACrE,IAAI,SAAS,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;IACtD,QAAQ,IAAI,aA Aa,GAAG,YAAY,IACXĆ,YAAY,IAAI,KAAK,GAAG,IAAI,CAAC;IAC7B;IACA,IACA,YAAY,IAAI,KAAK,IAAI,eAAe,CAAC,KAAK,EAAE,YAAY,CAAC,EAA E;IAC/D,gBAAgB,IAAI,QAAQ,GAAG,CAAC,CAAC,KAAK,CAAC,gBAAgB,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE,E AÁE,QAÃQ,CAĂĆ,CAÁČ;IAČťG,gBÁAgB,IÁAI,QAÁQ,EAÁE;IAĆ9B;IAČÁ,oBAAoB,OAAO,QAAQ,ĆAAC,KAAK,ĆAAC,KAAK,ÉAAE,ŚAAŚ,CAAĆ,C AAC;IAC5D,iBAAiB;IACjB;IACA,gBAAgB,eAAe,CAAC,WAAW,GAAG,QAAQ,GAAG,IAAI,GAAG,WAAW,CAAC,CAAC;IAC7E,aAAa;IACb,YAAY,IAAI ,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;IAC5C;IAC5C;IACA,YAAY,IAAI,SAAS,KAAK,aAAa,EAAE;IAC7C;IACA,gBAAgB,SAAS,GAAG,YAAY,CAA Ċ,KAAK,CAAC,CAAC,QAAQ,CAAC,CAAC;IAC1D,aAAa;IACb,YAAY,IAAI,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE;IACzC,gBAAgB,eAAe,CAAC,G 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AC,KAAK,EAAE,IAAI,CAAC,CAAC;IACvE,IBAAiB;IACjB,aAAa;IACb,SAAS;IACT,KAAK;IACL,CAAC;IACD;IACA;IACA;IACA;IACA;IACA AS,eAAe,CAAC,UAAU,EAAE,UAAU,EAAE;IACjD,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;IACT7C,IAAI,OAAO,SAAS,IAAI,CAAC,iC AAIC,CAAC,SAAS,CAAC,EAAE;IACVE,QAAQ,IAAI,SAAS,KAAK,UAAU,EAAE;IACtC,YAAY,OAAO,IAAI,CAAC;IACxB,SAAS;IACT,QAAQ,SAAS,GA AG, YAAY, CAAC, SAAS, CAAC, CAAC, IAC5C, KAAK, IACL, IAAI, OAAO, KAAK, CAAC, IACB, CAAC, IACD, IACA, AAS,WAAW,CAAC,MAAM,EAAE,YAAY,EAAE;IAC3C,IAAI,IAAI,eAAe,CAAC,MAAM,EAAE,SAAS,CAAC,EAAE;IAC5C;IACA,OAAO,OAAO,MAAM,C AAC, IAAI, IAAI, YAAY, IAAI, YAAY, CAAC; IAC3D, KAAK; IACL, IAAI, OAAO, CAAC, CAAC, CAAC, MAAM, IAAI, EAAE, EAAE, WAAW, CAAC, KAAK, EAAE, E AI,IAAI,CAAC,eAAe,CAAC,QAAQ,EAAE,SAAS,CAAC,EAAE;IAC/C,QAAQ,eAAe,CAAC,0CAA0C,CAAC,IACpE,KAAK;IACL;IACA,IAAI,IAAI, UÁAU,GAAG,QAAQ,CAAC,ŠAAŠ,CAAC,CAAC;IACZĆ,IAAI,IAAI,CAÀC,eĂAe,CÁAC,UÁAU,EAAÉ,MAAM,CAAC,EAAÉ;IAC9Ć,QAÁQ,eAAe,CAAC, GAAG,GAAG,ŴAAŴ,CAAC,QAAQ,CAAC,GAAG,KCAAkC,GAAG,WAAW,CAAC,MAAM,CAAC,GAAG,GAAG,CAAC,CAAC;IACtH,KAÁK;IACL,IAAI, IAAI,SAAS,GAAG,IAAI,CAAC;IACzB,IAAI,IAAI,eAAe,CAAC,UAAU,EAAE,YAAY,CAAC,EAAE;IACnD;IACA,QAAQ,SAAS,GAAG,UAAU,CAAC,YAAY ,CAAC,CAAC;IAC7C,KAAK;IACL,SAAS;IACT;IACA;IACA;IACA,QAAQ,SAAS,GAAG,kBAAkB,GAAG,WAAŴ,CAAC,QAAQ,EAAE,GAAG,CAAC,GA AG,GAAG,GAAG,aAAa,CAAC;IAC1F,QAAQ,aAAa,EAAE,CAAC;IACXB,QAAQ,UAAU,CAAC,YAAY,CAAC,GAAG,SAAS,CAAC;IAC7C,KAAK;IACL;I ACA,IAAI,IAAI,SAAS,GAAG,IBAAIB,CAAC,MAAM,CAAC,CAAC;IAC9C;IACA,IAAI,IAAI,SAAS,GAAG,aAAa,CAAC,UAAU,EAAE,MAAM,EAAE,SAA 

Copyright © Microsoft Corporation. All rights reserved.lr\n// Licensed under the MIT License.\r\n/\*\*\r\n \* Constant string defined to support minimizationlr\n \* @ignorelr\n \*\r\nvar Constructor = 'constructor';\r\n/\*\*\r\n \* Constant string defined to support minimizationlr\n \* @ignorelr\n \*\r\nvar Prototype = 'prototype';\r\n/\*\*\r\n \* Constant string defined to support minimizationlr\n \* @ignorelr\n \*\r\nvar strFunction = ''\_dynInstFuncs';\r\n/\*\*\r\n \* Name used to tag the dynamic prototype function\r\n \* @ignorelr\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 \* @ignorelr\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 \* @ignorelr\n \*\r\nvar DynProxyTag = '\_dynClass';\r\n/\*\*\r\n \* Prefix added to the classname to avoid any name clashes with other instance level properties\r\n \* @ignorelr\n \*\r\nvar TynNar DynClassName = '\_dynClass';\r\n/\*\*\r\n \* Pretix added to check if we are running on a modern browser (i.e. not IE8)\r\n \* @ignorelr\n \*\r\nvar \_\_objGetPrototypeOf = Object[\"getPrototypeOff"];\r\n/\*\*\r\n \* Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n \* @ignorelr\n \*\r\nvar \_dynamicNames = 0;\r\n/\*\*\r\n \* Helper to check if the object contains a property of the name\r\n \* @ignorelr\n \*\r\nvar \_dynamicNames = 0;\r\n/\*\*\r\n \* Helper to check if the object contains a property of the name\r\n \* @ignorelr\n \*\r\n\n\*\*\r\n \* Checks if the passed of value is a function.\r\n \* @ignorelr\n \*\r\nvar turk @ignorelr\n \*\r\n\n\*\*\r\n \* Terloo\\_\;\r\n/\*\*\r\n \* @ignorelr\n \*\r\n\n\*\*\r\n \* Terloo\\_\;\r\n/\*\*\r\n \* Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n \* @ignorelr\n \*\r\nvar \_dynamicNames = 0;\r\n/\*\*\r\n \* Helper to check if the object contains a property of the name\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 \*/Ir\nfunction isObjectArrayOrFunctionPrototype(target) {Irln return \_isObjectOrArrayPrototype(target) || target === Function[Prototype];Irln}Irln/\*\*Irln \* 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) {\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 = \_object robust poor into the second determined of the second determined between the second determined determined between the second determined between the second determined between the second determined between the second determined determined determined between the second determined determined determined determined dete 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 \* 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 arraylr\n \* @param values The array of values\r\n \* @param value The value\r\n \*/Ir\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;\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 \*/\r\nfunction getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function \_instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);i/in };i/in }/irin // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced))r/n var baseFuncs = {};i/r/n for (var name in instFuncs) {Ir/n // Create an instance callback for pasing the base function to the caller/in baseFuncs[name] = \_instFuncProxy(thisTare finistFuncs[name]);Irin ]/rin // Get the base prototype functionsIrin 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)) {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\rin // 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 checkir\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 }Ir\n }Ir\n /I We need to find all possible functions that might be overloaded by walking the entire prototype chain\rln // 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 = \_getObjProto(baseProto);ir(n }ir(n return baseFuncs;ir(n)ir(n)\*\*Ir(n \* Add the required dynamic prototype methods to the the class prototypeIr(n \* @param proto The class prototypeIr(n \* @param className The instance classnameIr(n \* @param target The target instanceIr(n \* @param baseInstFuncs The base instance functionsIr(n \* @ignoreIr(n \*/Ir(nfunction \_populatePrototype(proto, className, target, baseInstFuncs) {Ir(n function \_createDynamicPrototype(proto, funcName) {Ir(n var dynProtoProxy = function () {Ir(n var \_this = this;Ir(n // We need to check whether the class name is defined directly on this prototype otherwiseIr(n // it will walk the proto chain and return any parent proto classname.Ir(n if (\_this && \_hasOwnProperty(proto, DynClassName)) {Ir(n var instFunc = ((\_this[DynInstFuncTable] || {}) [proto[DynClassName]] || {})[funcName];Ir(n if (instFunc) {Ir(n // Used the instance function propertyIr(n return instFunc.apply(\_this, arguments);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 is not protoFunc = proto[funcName];Ir(n // It is so lookun the base prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoFuncy) {\r\n |t is so lookup the base prototypelr\n protoFunc = \_getObjProto[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);IrIn };IrIn };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) Ir/n dynProtoProxy[DynProxyTag] = 1; \r/n return dynProtoProxy; \r/n } /r/n if (!\_isObjectOrArrayPrototype(proto)) {tr\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};tr\n var instFuncTable = target[DynInstFuncTable] || {};tr\n var instFuncTable instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {Ir\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];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 onelr\n if (!\_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {Ir\n proto[name] = \_createDynamicPrototype(proto, name);Ir\n }Ir\n }Ir\n }Ir\n }Ir\n }Ir\n }Ir\n ?Ir\n by walking the prototype heirarchy of the instancelr\n \* @param classProto The class prototype instancelr\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);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.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 targetlrln \* @param unknownValuelrln \* @ignorelrln \*/Ir\nfunction \_getObjName(target, unknownValue) {Irln if (\_hasOwnProperty(target, Prototype)) {lrln // Look like a prototype\rln return target.name || unknownValue || UnknownValue;\rln }\rln 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.lr\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 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 \_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) {\r\n \* ...\r\n \* }\r\n \* ]\r\n \* // This will define a function = () => {\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 \* ...\r\n \* }\r\n \* ]\r\n \* // This will define a function that we are overriding\r\n \* base.myFunction();\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 overriden will be converted to resolution will occur and the defined intialize() function() the overriden will be converted to a self initialize() function() the overriden will be converted to a prototype function(); the solution will occur and the defined into inta \* .... self initialize() function() the overriden will be converted to a prototype function(); the solution will occur and the defined into inta \* .... 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 \* }lrln \* }lrln \* ```lrln \* @typeparam DPType This is the generic type of the class, used to keep intellisense validlrln \* @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 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 \_getObjName(target) + \"]\");\"In }\rln var className = null;\rln if (\_hasOwnProperty(classProto, DynClassName)) {\rln // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\rln className = classProto[DynClassName];\rln }\rln else {\rln // As not all browser support name on the prototype creating a unique dynamic one if we have not already\rln // 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.\rln 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 will provide some intellisense support\'n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\'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","de legateFunc", classProto", "thisTarget","thisProto","\_checkPrototype","className","instFuncs","\_getInstAnceFuncs","\_instFuncProxy","theFu nc","apply","arguments","baseFuncs","baseProto","visited","push","\_getBaseFuncs","proto","baseInstFuncs","\_erateDynamicPrototype"," dynProtoProxy","this","instFunc","protoFunc","instFuncTable","\_populatePrototype"],"mappings":";;;;+BAMA,IAAIA,EAAc,cAKdC,EAAY,YAK ZC,EAAc,WAKdC,EAAmB,gBAKnBC,EAAc,cAKdC,EAAe,YAUfC,EAAe,YAKfC,EAAa,YAKbC,EAAqBC,OAAuB,eAK5CC,EAAgB,EAKPB,SAASC,E AAgBC,EAAKC,GAC1B,OAAOD,GAAOH,OAAOR,GAAWa,eAAeC,KAAKH,EAAKC,GAQ7D,SAASG,EAAYC,GACJB,CAACA,IAAUF,EAMBS,AASG,E B EAA0BC, 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C,GAÁO9B,IAÉ/BV,ÉAAY8C,IÁCbÍC,EAĂgB,IAAMF,EAAW,CAAgBxB,GÀE9C4D,EAAUb,MÁrBLW,KÁqBkBV,YAKIC,ÓADAS,EAAcvD,GAAe,EACtB uD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAAcmB,EAAcn B,IAAc,GACxE,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,EAAQkB,GAAM,IAAUIB,EAAOkB,KAAUoB,EAAcpB,KAE3EQ,EAAUR,GAAQIB,EAAOkB,U ACIBIB,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.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 \* @ignoreIr\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 \* @ignorelrln \*/lrlnvar DynClassNamePrefix = '\_dynCls\$';'irln/\*\*lrln \* Value used as the name of a class wnen it cannot be determinedirin \* @ignorelrln \*/lrlnvar UnknownValue = '\_unknown\_';'irln/\*\*lrln \* Constant string defined to support minimization\rln \* @ignorelrln \*/lrlnvar str\_Proto = \"\_proto\_\_\"; irln/\*\*lrln \* Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\rln \* @ignorelrln \*/lrlnvar \_\_objGetPrototypeOf = Object[\"getPrototypeOf"]; irln/\*\*lrln \* Internal Global used to generate a unique dynamic class name, every new class will increase this value\rln \* @ignore\rln \*/lrlnvar \_dynamicNames = 0; \rln/\*\*\rln \* Helper to check if the object contains a property of the name\rln \* @ignore\rln \*/lrlnfunction \_hasOwnProperty(obj, prop) {\rln return obj && Object[Prototype].hasOwnProperty.call(obj, prop); \rln]\rln/\*\*\rln \* Checks if the passed of value is a function.lrln \* @param {any} value - Value to be checked.\rln \* @return {boolean} True if the value is a boolean, false otherwise.\rln \* @ignore\rln \*/lrlnfunction \_isFunction(value) {\rln return terrun \*/minfunction \* Helper used to check whether the target is an Object prototype or Array prototypeIrln \* @ignore\rln \*/lrlnfunction isObjectOrArrayPrototyne(farget) {\rln return target && {farget === Object[Prototype] I target === Array[Prototype]].\rln]\rln/\*\*\rln \* Helper \_isObjectOrArrayPrototype(target) {Ir\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 \*/Ir\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) {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 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 exceptionlr\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/in 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/\*\*\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/\*\*\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 instancelr/n \*@ignorelr/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 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\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 returnirin // the Object prototype methods while bypassing the checkirin 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]);Irln }Irln ]Irln /I We need to find all possible functions that might be overloaded by walking the entire prototype chain/rln // This avoids the caller from needing to check whether it's direct base class implements the function or not/rln // 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);\r\n }\r\n return baseFuncs;\r\n}\r\n/\*\*\r\n \* Add the required dynamic prototype methods to the the class prototypelr\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.Ir\n if (\_this && \_hasOwnProperty(proto, DynClassName)) {Ir\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 }\r\n // Avoid stack overflow from recursive calling the same functionIr\n \_throwTypeError(\"Missing [I" + funcName + \"] \" +
strFunction);Ir\n }\r\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 // I ti s so lookup the base prototypeIr\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 jt fun z protoFunc a proxy to support replacing dynamic proxy elements (primary use case is for unit testingIr\n // fun
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!\n if (\_isDynamicCandidate(target, name, false) && target[name]!== baseInstFuncs[name] =
arget[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] && !proto[name][DynProxyTag])) {Ir\n proto[name] =

\_createDynamicPrototype(proto, name);\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 }\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.lrln \* @param targetlrln \* @param unknownValuelrln \* @ignorelrln \*/Irlnfunction \_getObjName(target, unknownValue) {lrln if (\_hasOwnProperty(target, Prototype)) {lrln // Look like a prototypelrln return target.name || unknownValue || UnknownValue;lrln }lrln return (((target || {})[Constructor]) || {}).mame || unknownValue || UnknownValue;|/in}k/in/\*\*/in/\* Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-lr/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 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) => {\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/rh \* if (\_self.someProperty) {r/h \* ...lr/h \* }r/h \* /r/h \* /r/h s will define a function that will be converted to a prototype function in "\_self.newFunction = () = 2 {r/h \* // Access any light \* instance property/rh \* if (\_self.someProperty) {r/h \* // Call the base version of the function that we are overriding/rh \* base.myFunction();r/h \* }r/h \* ...lr/h \* }r/h \* \_...lr/h \* }r/h \* ...lr/h \* ...lr/h \* ...lr/h \* ...lr/h \* }r/h \* ...lr/h \* 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 \"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 theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!\_checkPrototype(classProto, target)) {Ir\n \_throwTypeError(\"[\" + \_getObjName(theClass) + \"] is not in class heirarchy of [\" + \_getObjName(target) + \"]\");\r\n }ir\n yar 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 \"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 win provide some intellisense supportion delegate-unc(target, base-uncs);trin // Populate the Prototype for any overldden instance functions\r\n\_populatePrototype(classProto, className, target, instFuncs);tr\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names": [],"mappings":";;;;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AACHC;AACA;AACA;AACA;AACA,IAAI,SAAS,GAAG,WA AW,CAAC;AACB;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,UAAU,CAAC;AACA;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CA AC;AACvC;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CA B;AACA;AACA;AACA;AACA,IAAI,KBAAKB,GAAG,UAAU,CAAC;AACpC;AACA;AACA;AACA,IAAI,YAAY,GAAG,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;AACtB;AACA;AACA;AACA;AACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI, EAAE;AACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,CAAC,CAAC,CAAC,IAAI,CÁAC,GÁAG,EÁAE,IAAI,CAAC,CAAC;AACnE,CÁAC; AACD;AACA;AACA;AACA;AACA;AACA;AACA,SAAS,WAAW,CAAC,KAAK,EAAE;AAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;AACxC, CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,yBAAyB,CAAC,MAAM,EAAE;AAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,SAA S,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,CAAC,AACNF,CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,ICAAIC,CAAC,MAAM ,EAAE;AACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QAAQ,CAAC,SAAS,CAAC,CAAC;AAC/E,CAAC;AACD;AACA;AACA; AACA;AACA,SAAS,YAAY,CAAC,MAAM,EAAE;AAC9B,IAAI,IAAI,MAAM,EAAE;AAChB;AACA,QAAQ,IAAI,kBAAkB,EAAE;AAChC,YAAY,OAAO,kB AAKB,ĆAAC,MAAM,CAAĆ,CAAĆ,AAC9Ċ,SAAŚ,AACT,AAĆA,QAAQ,IAAI,QAÁQ,GAAĠ,MAAM,CAAČ,UAAU,CAAĊ,IAAI,MAAM,CAAĊ,SAAS,CA C, UAAU, EAAE; AACVC; AĂCA, IĂAI, IAAI, SAAS, GAAG, EAAE, CAAC; AACVB; AACA, IAAI, KAAK, IAAI, IAAI, IAAI, UAAU, EAAE; AACIC; AACA, QAAQ, IA AI, CAAC, SAAS, CAAC, IAAI, CAAC, IAAI, MBAAMB, CAAC, UAAU, EAAE, IAAI, EAAE, KAAK, CAAC, EAAE, AAC9E; AACA, YAAY, SAAS, CAAC, IÀAI, ČAA C,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;AAC/C,SAAS;AACT,KAAK;AACL,IAAI,OAAO,SAAS,CAAC;AACrB,CAAC;AACD;AACA;AACA;AACA;AA ACA;AACA,SAAS,WAAW,CAAC,MAAM,ÉAAE,KAAK,ÉAAE;AACpC,ÍAAI,KAAK,ÍAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,EAAE,EAA E,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;AACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;AACIC,YAAY,OAAO,IAAI,CAAC;AAC xB,SAÁS;AACT,KAÁK;AACL,IAÁI,OAAÓ,KAAK,ČAAČ;AAĆjB,CAÁC;AAĆD;AAĆA;AAĆA;AAĆA;AAĆA;AAĆA;AAĆA,SAÁS,aAÁa,CÁAC,UÁAU,E AAE,UAAU,EAAE,SAAS,EAAE;AAC1D,IAAI,SAAS,cAAc,CAAC,MAAM,EAAE,OAAO,EAAE;AAC7C,QAAQ,OAAO,YAAY;AAC3B,YAAY,OAAO,OAA O,CÁAC,KÁAK,CÁAC,MÁAM,EAAE,SÁAS,CAAC,CAAC;AACpD,SAAS,CAAC;AACV,KAAK;AACL;ÀÀCA,ÌÀAI,IAAI,SAÁS,GAAG,EAAE,CAAC;AA CvB,IAAI,KAAK,IAAI,IAAI,IAAI,SAAS,EAAE;AAChC;AACA,QAAQ,SAAS,CAAC,IAAI,CAAC,GAAG,cAAC,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,C AAC,CAAC,CAAC;AACtE,KAAK;AACL;AACA,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;AAC7C,IAAI,IAAI,OAAO,GAAG,EAAE,CA AC;AACrB;AACA,IAAI,OAAO,SAAS,IAAI,CAAC,iCAAiC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE;AAC3G; AACA,QAAQ,KAAK,IAAI,IAAI,IAAI,SAAS,EAAE;AACpC;AACA;AACA;AACA;AACA,YAAY,IAAI,CAAC,SAAS,ĆAAC,IAAI,CAAC,IAAI,mBAAmB,CA 

E,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE,EAAE,QAAQ,CAAC,CAAC;AACtG,gBAAgB,IAAI,QAAQ,EAAE;AAC9B;AACA,oBAAoB,OAA O,QAAQ,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;AAC5D,iBAAiB;AACjB;AACA,gBAAgB,eAAe,CAAC,WAAW,GAAG,QAAQ,GAAG,I AAĨ,GAĂG,WAÁW,CAÁC,CAÁC;AAĆ7E,aAAa;AÁĆb,YAÁY,IAAĬ,SAAS,ĠAAG,KAAK,ĆAÁC,QĂĂQ,ĊĂÁĆ,CAÁĆ;AAĆ5Ć;AÁĆA,YAÁÝ,IAAĨ,SAAS,K AAK,aAAa,EAAE;AAC7C;AACA,gBAAgB,SAAS,GAAG,YAAY,CAAC,KAAK,CAAC,CAAC,QAAQ,ČAAC,CAAC1D,aAAa;AACb,YAAY,IAAI,CA AC,WAAW,CAAC,SAAS,CAAC,EAAE;AACzC,gBAAgB,eAAe,CAAC,GAAG,GAAG,QAAQ,GAAG,aAAa,GAAG,WAAW,CAAC,CAAC;AAC9E,aAAa; AACb,YAAY,OAAO,SAAS,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;AAC1D,SAAS,CAAC;AACV;AACA;AACA,QAAQ,aAAa,CAAC,WA ANCEN, IAACI, OLACI, OLACI, OLACI, CLACI, CLACI, CLARI, LALLI, ANG, CHACI, ALCI, ALCI, JALG, ALCI, ALC G;AACA,gBAAgB,SAAS,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,IAAI,CAAC,CAAC;AAC/C,gBAAgB,OAAO,MAAM,CAAC,IAAI,CAAC,CAAC,AAC pĆ;AACĂ,gBAĂgB,IAAI,CAAC,eAAé,CAAĆ,KAAK,EAAE,IAAI,CAAC,KAAK,KAAK,CAAC,IĂAI,CĂAĆ,IAAI,ĆAAC,KAAK,ĆAAĆ,IAAI,ĆAAC,CAAC, WAAW,CAAC,CAAC,EAAE;AACjG,oBAAoB,KAAK,CAAC,IAAI,CAAC,GAAG,uBAAuB,CAAC,KAAK,EAAE,IAAI,CAAC,CAAC;AACvE,iBAAiB;AAC AĆJD,IAÁI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;AAC7Ć,IAAI,ÓAAO,SAAS,IÁAI,CAÁC,ICÁAIC,ĆAAC,ŚAAS,ĆAAC,ĖAAE;ÁACvE,Q AAQ,IAAI,SAAS,KAAK,UAAU,EAAE;AACtC,YAAY,OAAO,IAAI,CAAC;AACxB,SAAS;AACT,QAAQ,SAAS,GAAG,YAAY,CAAC,SAAS,CAAC,CAAC;A AAE,YAAY,EAAE;AAC3C,IAAI,IAAI,eAAe,CAAC,MAAM,EAAE,SAAS,CAAC,EAAE;AAC5C;AACA,QAAQ,OAAO,MAAM,CAAC,IAAI,IAAI,YAAY,IAAI ,YAAY,CAAC;AAC3D,KAAK;AACL,İAAI,OAAO,CAAC,CAAC,CAAC,MAAM,İAAI,EAAE,EAAE,WAAW,CAAC,KAAK,EAAE,EAAE,IAAI,IAAI,YAAY,IA YAAY,EAAE;AACrE;AACA,IAAI,IAAI,CAAC,eAAe,CAAC,QAAQ,EAAE,SAAS,CAAC,EAAE;AAC/C,QAAQ,eAAe,CAAC,0CAA0C,CAAC,CAAC;AAC pE,KÁAK;AÁCL;AÁCA,IAÁI,IAÁI,UAÁU,GÁAG,QÁAQ,CÁAC,ŠÁAS,CÁAC,CAAC;AÁCZC,ÍAAI,IAÁĬ,CAĂĆ,eAAé,CAAĆ,UAAU,ÉAAE,MAAM,ĆAAĆ ,EAAE;AAC9C,QAAQ,eAAe,CAAC,GAAG,GAAG,WAÁW,CAAC,QAAQ,CAAC,GAAG,KCAAKC,GAAG,WAAW,CAAC,MAAM,CAAC,GAAG,GAAG,C AAC,CAAC;AACtH,KAAK;AACL,IAAI,IAAI,SAAS,GAAG,IAAI,CAAC;AACZB,IAAI,IAAI,eAAe,CAAC,UAAU,EAAE,YAAY,CAAC,EAAE;AACnD;AAC A,QAAQ,SAAS,GAAG,UAAU,CAAC,YAAY,CAAC,CAAC;AAC7C,KAAK;AACL,SAAS;AACT;AACA;AACA;AACA,QAAQ,SAAS,GAAG,KBAAKB,GA AG,WAAW,CAAC,QAAQ,EAAE,GAAG,CAAC,GAAG,GAAG,GAAG,AAAa,CAAC;AAC1F,QAAQ,aAAa,EAAE,CAAC;AACxB,QAAQ,UAAU,CAAC,YA AY,CAAC,GAAG,SAAS,CAAC;AAC7C,KAAK;AACL;AACA,IAAI,IAAI,SAAS,GAAG,IBAAIB,CAAC,MAAM,CAAC,CAAC;AAC9C;AACA,IAAI,IAAI,SA AS,GAAG,aAAa,CAAC,UAAU,EAAE,MAAM,ÉAAE,SAAS,CAAC,CAAC;AACE;AACA;AACA,IAAI,YAAY,CAAC,MAAM,ÉAAE,SAAS,CAAC,CAAC;A ACpC;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 initial and initian and initial and initial and initial and initial and initial and initial and initial and initial and initial and initial and initial and initial and initial and initial and initiana and initial and initial and initial and initial and '\_dynInstFuncs';|r\n/\*\*\r\n \* Name used to tag the dynamic prototype function\r\n \* @ignore\r\n \*\lr\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', Ir/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\"];\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) {Ir\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Irln]\r\n/\*\*\r\n \* Checks if the passed of value is a function.lr\n \* @param {any} value - Value to be checked.lr\n \* @return {boolean} True if the value is a boolean, false otherwise.lr/n \* @ignorelr/n \*/lr/nfunction \_isFunction(value) {Ir/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 \*/lr/nfunction \_isObjectOrArrayPrototype(target) {Ir/n return target && (target === Object[Prototype] || target === Array[Prototype]);Ir/n}\r/n/\*\*\r/n \* Helper \_getObjPrototypeOf(target);IrIn }IrIn // target[Constructor] May break if the constructor has been changed or removedIrIn var newProto = target[str\_Proto] || target[Prototype] || target[Constructor];IrIn if (newProto) {IrIn return newProto;IrIn }IrIn }IrIn // thr return null;IrIn]/IrIn /\*IrIn \* 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 objectIrIn \* @param funcName The function nameIrIn \* @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}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 \* @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)) {\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 arraylrln \* @param values The array of valueslrln \* @param value The value\rln \*/rlnfunction \_hasVisited(values, value) {\rln for (var lp = values.length - 1; lp >= 0; lp--) {\rln if (values[lp] === value) {\rln return true; \rln }\rln }\rln }\rln }\rln }\rln true; \rln }\rln return false; \rln for (var lp = value) {\rln if (values[lp] === value) {\rln return true; \rln }\rln }\rln return false; \rln for (var lp = value) {\rln if (values[lp] === value) {\rln return true; \rln }\rln }\rln return false; \rln for (var lp = value) {\rln if (values[lp] === value) {\rln return true; \rln }\rln }\rln return false; \rln for (var lp = value) {\rln if (values[lp] === value) {\rln return true; \rln h} rln }\rln return false; \rln for (var lp = value) {\rln return true; \rln h} rln + return false; \rln return false; \rln h rln h rln return false; \rln rln h 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) {Irln function \_instFuncProxy(target, theFunc) {Irln return function () {Irln return theFunc.apply(target, arguments);Irln };Irln ]/ 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 }IrIn /I Get the base prototype functionsIrIn 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) {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)) {Irln // Create an instance callback for pasing the base function to the callerIrIn 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.lrln visited.push(baseProto);lrln baseProto) = \_getObjProto(baseProto);lrln }lrln return baseFuncs;lrln}lrln/\*\*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\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 otherwiselrin // 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); 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 }\r\n if (!\_isFunction(protoFunc)) {\r\n \_throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n ireturn protoFunc.apply(\_this, arguments);\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 one!r\n if (\_hsoPunProverty(proto name)] (# protofname] & horeofname][DvnProvyTam]) for the protofname] =

one\r\n if (!\_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {Ir\n proto[name] = \_createDynamicPrototype(proto, name);Ir\n }Ir\n }Ir\n }Ir\n }Ir\n }Ir\n }Ir\n \*Ir\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 heirarchyIr\n \*@ignore\r\n \*/Ir\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) {Ir\n if (\_hasOwnProperty(target, Prototype)) {lr\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\*\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. Ir\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 isIrIn \* 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 \* ### UsageIr\n \* ``typescriptIn' i mport dynamicProto from In a construction of the international decision of the internat  $\begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1$ 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)) {lr\n\_throwTypeError(\"theClass is an invalid class definition.\");lr\n }lr\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];lr\n if (!\_checkPrototype(classProto, target)) {lr\n\_throwTypeError(\"[\" + \_getObjName(theClass) + \"] is not in class heirarchy of [\" + \_getObjName(target) + \"]\");lr\n }lr\n var className = null;lr\n if (\_hasOwnProperty(classProto, DynClassName)) {lr\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\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 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","Ip","length","\_getObjName","unknownValue","ame","theClass","de legateFunc","classProto","thisTarget","thisProto","\_checkPrototype","className","instFuncs","\_getInstanceFuncs","\_instFuncProxy","theFu nc","apply","arguments","baseFuncs","baseProto","visited","push","\_getBaseFuncs","proto","baseInstFuncs","\_createDynamicPrototype"," dynProtoProxy","this","instFunc","protoFunc","instFuncTable","\_populatePrototype","mappings":";;;;aAMA,IAAIA,EAAc,cAKdC,EAAA,YAKZ C,EAAC,WAKdC,EAAMB,gBAKNBC,EAAc,CAKdC,EAAe,YAUfC,EAAe,YAKfC,EAAAgAC,CAA4BC,OAAUB,eAABSCE,EAAKSCC,EAASTB,SAASTB AgBC.EAAKC.GAC1B.OAAOD.GAAOH.OAAOR.GAAWa.eAAeC.KAAKH.EAAKC.GAO7D.SAASG.EAAYC.GACjB.cAAcA.IAAUf.EAM5B.SAASgB. EĂA0BC,GAC/B,OAAOA,IAAWA,IAAWV,OAAOR,IAAckB,IAAWC,MAAMnB,IAMvE,SĂASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAWG,SA ASrB,GAMpE,SAASsB,EAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,OAAOA,EAAmBW,GAG9B,IAAIK,EAAWL,EAAOZ,IAAeY,EAAOIB,IAAck B,EAÁOnB,GÁCJE,GAÁIwB,EÁCA,OAAOA,EÁGf,OĂAO,KÁUX,SAASC,EÁAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IÁAa1B,GAAegB,EAAYG,EAA OO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,iBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf,GACzB,I AAK,IAAIgB,EAAKD,EAAOE,OAAS,EAAS,GAAND,EAASA,IACtC,GAAID,EAAOC,KAAQhB,EACf,OAAO,EAGf,OAAO,EA2HX,SAASkB,EAAYhB,E AAQiB,GĂCzB,OAAIzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhČa,GAAU,IAAInB,IAAiB,IAAIqC,MAAQD,GAAgB9B,iBAqD 1D,SAAsBgC,EAAUnB,EAAQoB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB,4CAGpB,IAAIY,EAAaF,EAASrC,IAjF9B,SAAyBuC,EAAYC,GAEj C,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,GAE5BuC ,EAAYJ,EAAWnC,IAMvBuC,EA9TIB,WA8TgBT,EAAYG,EAAU,KAAO,IAAM5B,EACpEA,IACA8B,EAAWnC,GAAgBuC,GAĜ/B,IAAIC,EArOR,SAA2B J,GAEvB,IAAII,EAAY,GAEhB,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAAoBgB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IAGrC,OAAO Q,EA0NSC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBqB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH,OAAOA,EA AQC,MAAM9B,EAAQ+B,YAIrC,IAAIC,EAAY,GAChB,IAAK,IAAId,KAAQQ,EAEbM,EAAUd,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA,IAAIe,EAAY 7B,EAAaiB,GACzBa,EAAU,GAEPD,IAAc/B,EAAkC+B,KAAerB,EAAYsB,EAASD,IAAY,CAEnG,IAAK,IAAIf,KAAQe,GAKRD,EAAUd,IAASZ,EAAoB2 B,EAAWf,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUf,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAAa6B,GAE7B,OAAOD,EAq KSI,CAAcf,EAAYIB,EAAQ0B,IA3JtD,SAA4BW,EAAOZ,EAAW2B,EAAOSC,GACID,SAASC,EAAWBF,EAAO9B,GACpC,IAAIIC,EAAqB,WAIhB,GAHY C,MAGCjD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAlezD,IAAqB,IAAIqD,EAAMnD,KAAkB,IAAIqB,GAC5E,GAAImC,EAEA,OAAOA,EAA SZ,MAPŻW,KAOyBV,WAGjCtB,EAAgB,YAAcF,EAAW,KAAOxB,GAEpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPIoC,IAAcH,IAEdG,EAAYvC,EAAaiC, GAAO9B,IAE/BV,EAAY8C,IACbIC,EAAgB,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,GAAe,EACtBu D,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAAcmB,EAAcnB ,IAAC,GACXE,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,EAAQKB,GAAM,IAAUIB,EAAOKB,KAAUoB,EAACpB,KAE3EQ,EAAUR,GAAQIB,EAAOKB,UA CIBIB,EAAOkB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAAwBF,EAAOnB,M AsH7D2B,CAAmBxB,EAAYI,EAAWzB,EAAQ0B"}

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 StrFunction = \*/\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';Ir\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 \* @ignorelrln \*/Irlnvar UnknownValue = '\_unknown\_';Irln/\*\*\rln \* Constant string defined to support minimization\rln \* @ignorelrln \*/Irlnvar str\_Proto = \"\_\_proto\_\_\";Irln/\*\*\rln \* Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\rln \* @ignorelrln \*/Irlnvar \_objGetPrototypeOf = Object[\"getPrototypeOf\"];\rln/\*\*\rln \* Internal Global used to generate a unique dynamic class name, every new class will increase this value\rln \* @ignorelrln \*/Irlnvar \_dynamicNames = 0;\rln/\*\*\rln \* Helper to check if the object contains a property of the mmelrin \*@ignorelrin \*/irinoral.com namelrin \*@ignorelrin \*/irinorelrin \_isObjectOrArrayPrototype(target) {lr\n return target && (target === Object[Prototype] || target === Array[Prototype]);lr\n}\r\n/\*\*\r\n \* Helper used to check whether the target is an Object prototype, Array prototype or Function prototypel/in \* @ignorelr/n \*//infunction \_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) {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 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 exceptionIrIn \* @param message the messageIrIn \* @ignoreIrIn \*/IrInfunction \_throwTypeError(message) {IrIn 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 (linstFuncs[name] && \_isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instances - as we only want the real functions\r\n if 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 \*/Ir\nfunction \_hasVisited(values, value) {Ir\n for (var Ip = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\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 \*/r\nfunction \_getBaseFuncs(classProto, thisTarget, instFuncs) {\r/in function \_instFuncProxy(target, theFunc) {\r/in return function () {\r/in 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);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)) {\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. Irln visited.push(baseProto); Irln 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 prototypelr\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];\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); Ir/In }Ir/In var protoFunc = proto[funcName]; Ir/In // Check that the prototype function is not a self reference -- try to avoid stack overflow! Ir/In if (protoFunc === dynProtoProxy) {Ir/In // It is so lookup the base prototype Ir/In protoFunc = \_getObjProto(proto)[funcName]; Ir/In }\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 /r\n 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 yethin for (var name in target) {// 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); \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/in \* @param classProto The class prototype instance/i/n \* @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) {Ir\n var thisProto = \_getObjProto(thisTarget);Ir\n while (thisProto &&

[\_\_getObjProto(thisProto);lrln }lrln return false;lrln]/trln/\*\*lrln \* Gets the current prototype name using the ES6 name if available otherwise falling 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 targetlrln \* @param unknownValue!rln \* @ignore!rln \*/lrlnfunction \_getObjName(target, unknownValue) {lrln if (\_hasOwnProperty(target, Prototype)) {lrln // Look like a prototype!rln return target.name || unknownValue || UnknownValue;lrln }lrln return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;lrln]/rln/\*\*lrln \* Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-lrln \* - Saves references to all defined base class functions.lrln \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all !"super!" functions.lrln \* - Calls the class prototype for all overridden functions to support class extension that call the prototype instance.lrln \* Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc islrln \* passed both the target !"this!" and an object that can be used to call any base (super) functions, using this based object in place oflrln \* 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) {\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 \* // Access any \"this\" int \* \stark in \* (self.someProperty) {\r\n \* // Access any \"

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 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 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": ;;;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WAĂW,GAAG,aAÁa,CÁAC;AAChC;AACA;AACA;AACA;AACA,IAAI,SAAS,ĞAAG,WAA []."mappings" Ŵ,CAAĊ;AĂC5B;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,ÙAAU,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CA AĊ;AACvĊ;AACA;AACA;AACA;AACA,AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AAChC;AACA;AACA;AACA;AACA,AAAA,YAAY,ĞAAG,WAAW,CAAC;AAC/ B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,UAAU,CAAC;AACpC;AACA;AACA;AACA,IAAI,YAAY,GAAG,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,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;AACnE,CAAC; AACD;AACA;AACA;AACA;AACA;AACA;AACA,SAAS,WAAW,CAAC,KAAK,EAAE;AAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;AACX, CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,yBAAyB,CAAC,MAAM,EAAE;AAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,SAA S,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,CAAC;AACNF,CAAC;AACD;AACA;AACA;AACA;AACA,SAAS,iCAAC,IAAI,AAIC,CAAC,MAAM, ,EAAE;AACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QAAQ,CAAC,SAAS,CAAC,CAAC;AACA;AACA,SAAS,CAAC,AACA, AACA;AACA,SAAS,YAAY,CAAC,MAAM,EAAE;AAC9B,IAAI,IAAI,MAAM,EAAE;AAChB;AACA,QAAQ,IAAI,kBAAkB,EAAE;AAChC,YAAY,OAAO,kB AAkB,CAAC,MAAM,CAAC,CAAC;AAC9C,SAAS;AACT;AACA,QAAQ,IAAI,QAAQ,GAAG,MAAM,CAAC,UAAU,CAAC,IAAI,MAAM,CAAC,SAAS,CA AC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;AACIF,QAAQ,IAAI,QAAQ,EAAE;AACIB,YAAY,OAAO,QAAQ,CAAC;AAC5B,SAAS;AACT,KAAK;AACL IAÁI, OAAO, IAAI, CAAĆ; AAChB, CAAĆ; AACD; AACA; AAČA; AAČA; AAĆA; AAĆA; AAĆA; AAĆA, SAAS, mBAAmB, ĆAAĆ, MAAM, EAAE, QAAÓ, EAAE, OAAO, EAAE, AACxD, IAAI, QAAQ, QAAQ, KAAK, WAAW, IAAI, WAAW, CAAC, MAAM, CAAC, QAAQ, CAAC, CAAC, KAAK, OAAO, IAAI, eAAe, CAA C,MAÁM,EAÁE,QAÁQ,CAAC,CAÁC,EAÁE;AÁCzH,CÁAC;AÁCD;ÁACA;ÁACA;AÁCA;AÁCA;AÁCA,ŠÁAS,eÁAe,CÁAC,OÁAO,EÁAE;ÁACIC,IAAI, MAAM,IAAI,SAAS,CAAC,gBAAgB,GAAG,ÓAAO,CAAC,CAAC;AACpD,ĆAAC;AACD;AACA;AACA;AACA;AACA;AACA;AACA,SAAS,iBAAiB,CAA C,UAAU,EAAE;AACvC;AACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;AACvB;AACA,IAAI,KAAK,IAAI,IAAI,IAAI,UAAU,EAAE;AACjC;AACA,QAAQ,IA Aİ,CAAC,SAAS,CAAC,İAAI,CAAC,İAAI,mBAAmB,CAAC,UAAU,EAAE,İAAI,EAAE,KAAK,CAAC,EAAE;AAC9E;AACA,YAAY,SAAS,CAAC,İAAI,CAA C,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;AAC/C,SAAS;AACT,KAAK;AACL,IAAI,OAAO,SAAS,CAAC;AACrB,CAAC;AACD;AACA;AACA;AACA;A ACA;AACA,SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;AACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,EAAE,EAA E,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;AACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;AACIC,YAAY,OAAO,IAAI,CAAC;AAC AAE,UAAU,EAAE,SAAS,EAAE;AACID,IAAI,SAAS,CAAC,CAAC,MAAM,EAAE,OAAO,EAAE;AAC7,QAAQ,OAAO,YAAC3,AAA,CAAA,CAAC,OAAO,OAA O,CAAC,KAAK,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC,CAAC,AAC,DSAAS,CAAC;AACV,KAAK;AACL;AACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC CVB,IAAI,KAAK,IAAI,IAAI,IAAI,IAAI,SAAS,EAAE;AAChC;AACA,QAAQ,SAAS,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,C AAC,CAAC,CAAC;AACte,KAAK;AACL;AACA,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,GAAG,CAAC,AAU,IAAI,IAAI,OAAO,GAAG,EAAE,CA AC;AACrB;AACA,IAAI,OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE,CA AC;AACrB;AACA,IAAI,OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE;AAC3G; 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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 = \*/tr\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/\*\*\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 \* @ignore\r\n \*/lr\nvar DynClassNamePrefix = '\_dynCls\$';\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/lr\nvar UnknownValue = '\_unknown\_';\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* 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 \*/\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) {Ir\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Irln}\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.lr/n \* @ignorelr/n \*/lr/nfunction \_isFunction(value) {lr/n return typeof value === strFunction;\r/n}lr/n/\*\*/r/n \* Helper used to check whether the target is an Object prototype or Array prototype\r/n \* @ignore\r/n \*/lr/nfunction \_isObjectOrArrayPrototype(target) {lr/n return target && (target === Object[Prototype] || target === Array[Prototype]);lr/n}\r/n/\*\*/r/n \* Helper \_isobjectArrayOrFunctionPrototype(target) {\nn return target \alpha (target === Object(Prototype) || target === Array[Prototype]);\nn \\r\n/\*\*\r\n \* Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n \* @ignorelr\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) {\r\n if (target) {\r\n if target [\r\n if (target) || target === Guilder (\r\n if (target) || target === Function[Prototype]; \r\n \* \r\nfunction \_getObjProto(target) {\r\n if (target) {\r\n if n if the sector target is a constraint of the sector target is a constraint of the sector target is a constraint of target is a constraint of the sector target is a constraint of target is a co \_\_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)));\r\n}\r\n\r\n'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}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 \*/\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)) {\r\n // 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 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 = 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 \* 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 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 }IrIn /I Get the base prototype functionsIrIn var baseProto = getObjProto(classProto);lrln var visited = [];lrln // 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\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]);\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. Irln visited.push(baseProto); Irln baseProto waiking the entire chain it simplifies the usage and issues from upgrading any of the base classes. In visited push(baseProto); Irin baseProto = \_getObjProto(baseProto); Irin }Irin return baseFuncs; Irin}Irin/\*\*Irin \* Add the required dynamic prototype methods to the the class prototypeIrin \* @param proto The class prototype/Irin \* @param className The instance classnameIrin \* @param target The target instanceIrin \* @param baseInstFuncs The base instance functionsIrin \* @ignoreIrin \*/Irinfunction \_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];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 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 }lr\n if (!\_isFunction(protoFunc)) {lr\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];trin delete target[name];trin // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\rin if (!\_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\rin proto[name] = \_createDynamicPrototype(proto, name);\rin }\rin }\rin }\rin }\rin }\rin ?\rin instance that will be checked whther the passed prototype instance is in the heirarchylrIn \* @ignoreIrIn \*/IrInfunction \_checkPrototype(classProto, thisTarget) {I/In var thisProto = \_getObjProto(thisTarget);I/In while (thisProto && \_isObjectArrayOrFunctionPrototype(thisProto)) {lr/n if (thisProto === classProto) {lr/n return true;lr/n }lr/n 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. \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\*\r\n \* Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-IrIn \* - Saves references to all defined base class functionsIrIn \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.IrIn \* - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.IrIn \* Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc isIrIn \* passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place ofIrIn \* 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 imminication outcome and also ensures the context it into "context is maintained as ypescript creates incorrect references using super.XXXX() for dynamically defined functions i.e. FunctionsIrIn \* defined in the constructor or some other function (rather than declared as complete typescript functions).IrIn \* ### UsageIrIn \*```typescriptIrIn \* import dynamicProto from "@microsoft/dynamicproto-jsl";IrIn \* class ExampleClass extends BaseClass {IrIn \* constructor() {IrIn \* dynamicProto(ExampleClass, this, (\_self, base) => {IrIn \* // This will define a function that will be converted to a prototype functionIrIn \* \_self.newFunc = () => {IrIn \* // Access any (""this" instance property/r/n \* if (\_self.someProperty) {r/n \* .../r/n \* }r/n \* }r/n \* /r/n \* /r his 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 overriding/r/n \* base.myFunction();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/rin \* // a proxy prototype version is created to reference the created method.r/rin \*\_self.initialize(); lr/in \* }; lr/in \* ```lr/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 librated to reference, when the class has been extended this.prototype will not be the the current librated to 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 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 lassName = classProto[DynClassName]; Ir ln }Ir les { /r/n // As not all browser support name on the prototype creating a unique dynamic one if we have not already in // 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 }| 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 overriden)IrIn var baseFuncs = \_getBaseFuncs(classProto, target, instFuncs);IrIn // 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);Ir\n // Populate the Prototype for any overidden instance functions\r\n \_populatePrototype(classProto, className, target, instFuncs);Ir\n // Populate the Prototype for any overidden instance functions\r\n \_populatePrototype(classProto, className, target, instFuncs);Ir\n)\r\n//# sourceMappingURL=DynamicProto, \_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", "jp", "length", "\_getObjName", "unknownValue", "name", "theClass", "de legateFunc", "classProto", "thisTarget", "thisProto", "\_checkPrototype", "className", "instFunces", "\_getInstanceFuncs", "\_instFuncProxy", "theFu nc", "apply", "arguments", "baseFuncs", "baseFuncs", "porto", "potoFuncs", "\_instFunc?", "createDynamicProtype", "theSume", "instFuncs", "potoType", "instFuncs", "potoType", "instFuncs", "potoType", "instFuncs", "potoType", "instFuncs", "createDynamicProtype", "theSume", "instFuncs", "potoType", "instFuncs", "createDynamicProtype", "potoType", "instFuncs", "potoType", "instFuncs", "createDynamicProtype", "instFuncs", "potoType", dynProtoProxy","this","instFunc","protoFunc","instFuncTable","\_populatePrototype"],"mappings":";;;;AAMA,IAAIA,EAAC,CAKdC,EAAY,YAKZ C,EAAc,WAKdC,EAAmB,gBAKnBC,EAAc,CAKdC,EAAe,YAUfC,EAAe,YAKfC,EAAa,YAKbC,EAAqBC,OAAuB,eAK5CC,EAAgB,EAKpB,SAASC,EA 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A3JtD,SAA4BW,EAAOZ,EAAWzB,EAAQsC,GAČID,SAASC,EAAwBF,EAAO9B,GACpC,IAAIiC,EAAgB,WAIhB,GAHYC,MAGCjD,EAAgB6C,EAAOn D,GAAe,CAC/C,IAAIwD,IAJID,KAIezD,QAAyBqD,EAAMnD,SAAsBqB,GAC5E,GAAImC,EAEA,OAAOA,EAASZ,MAPZW,KAOyBV,WAGjCtB,EAAgB ,YAAcF,EAAW,KAAOxB,GAEpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPloC,IAAcH,IAEdG,EAAYvC,EAAaiC,GAAO9B,IAE/BV,EAAY8C,IACbIC,EAAg B,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,GAAe,EACtBuD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACn C,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,OACID0C,EAAYkB,EAAcnB,GAAcmB,EAAcnB,OAC1D,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,E AAQKB,GAAM,IAAUIB,EAAOKB,KAAUOB,EAACPB,KAE3EQ,EAAUR,GAAQIB,EAAOKB,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 = 'function';\r\n/\*\*\r\n \* Used to define the name of the instance function lookup table\r\n \* @ignoreIr\n \*/Ir\nvar DynInstFuncTable = \_dynInstFuncs';\r\n/\*\*\r\n \* Name used to tag the dynamic prototype function\r\n \* @ignoreĪr\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'; lr\n/\*\*\r\n \* Prefix added to the classname to avoid any name clashes with other instance level properties\r\n \* @ignorelr\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 \*/\r\nvar UnknownValue = '\_unknown\_'; \r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignorelr\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 \* @ignorelr\n \*/\r\nvar 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;\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) {lr\n return target && (target === Object[Prototype] || target === Array[Prototype]);lr\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 \*/Ir\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) {\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 objectIrIn \* @param funcName The function nameIrIn \* @param skipOwn Skips the check for own propertyIrIn \* @ignoreIrIn \*/IrInfunction \_isDynamicCandidate(target, funcName, skipOwn) {IrIn return (funcName !== Constructor && \_isFunction(target[funcName]) && (skipOwn || \_hasOwnProperty(target, funcName)));IrIn}IrIn/\*\*IrIn \* Helper to throw a TypeError (xceptionIrIn \* @param message the messageIrIn \* @ignoreIrIn \*/IrInfunction \_throwTypeError(\"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 lr in return any inherited functions ln \* @param this Target The object to get the instance functions from rn \* @ignore lr in \*/Infunction \_getInstanceFuncs(this Target) {lr/n // Get the base proto lr in var instFuncs =  $\{$ ; lr/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;  $|p \rangle = 0$ ; |p--) {i/n if (values[|p| === value) {i/n return true;|r|n }i/n }i/n return false;|r|n}i/n/\*\*/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);\r\n }\r\n }\r\n /\ Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // 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 = Caller/Inf base protopper functions in variable of the protopper functions in variable of the pase protopper functions in variable of the pase protopper functions in variable of the pase protopper functions in variable of the pase protopper functions in variable of the pase protopper function in variable of the pase protop (laseProto) (laseProto) (laseProto) & (la doesn't provide the full of an one of a system of the system of the system of the system of the full of the full of the system o instFuncProxy(thisTarget, baseProto[name]);Ir\n }Ir\n }Ir\n /I 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);Ir\n }Ir\n return baseFuncs;\r\n}Ir\n/\*\*\r\n \* Add the required dynamic prototype methods to the the class prototypelr/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);IrIn }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!IrIn f(protoFunc === dynProtoProxy) {IrIn // It is so lookup the base prototype!rIn protoFunc = \_getObjProto(proto)[funcName];IrIn }IrIn if (!\_isFunction(protoFunc)) {IrIn \_throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);IrIn }IrIn return protoFunc.apply(\_this, arguments);IrIn },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)) {\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];\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 onelrIn 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/\*\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 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);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 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) {lr/n if (\_hasOwnProperty(target, Prototype)) {lr/n // Look like a prototype/r/n return target.name || unknownValue || UnknownValue;lr/n }lr/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. Ir\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 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 minimication outcome and also ensures the correct ("this/"thin \* context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions/In \* defined in the constructor or some other function (rather than declared as complete typescript functions).Ir/In \* ### UsageIr/In \* ``typescriptIr/In \* import dynamicProto from 'I"@microsoft/dynamicproto-jsl";Ir/In \* class ExampleClass extends BaseClass {Ir/In \* constructor() {Ir/In \* dynamicProto[ExampleClass, this, (\_self, base) => {Ir/In \* // This will define a function that will be converted to a prototype functionIr/In \* \_self.newFunc = () => {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* ...Ir/In \* }Ir/In \* ]Ir/In \* // This will define a function = () => {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Access any 'I"this!" instance property!r/In \* if (\_self.someProperty) {Ir/In \* // Call the base version of the function that we are overriding!r/In \* base.myFunction();Ir/In \* }!r/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ...Ir/In \* ]Ir/In \* ....Ir/In \* ]Ir/In \* ....Ir/In \* ]I 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 3\r\n \* 3\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 \*/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) 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 }lr\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//# sourceMappingURL=DynamicProto.js.map"],"names" ;;;;;;;;IAEA;IAĆA;IACA;IACA,IAAA,IWAAW,GAAG,aAAa,CAAĆ;IAChC;IACA;IAĆA;IAĆA;IAĆA,IAAI,SAAŠ,GAAĠ,WAAW,CAA [],"mappings" Ğ,IAC5B;IACA;IACA;IACA,IACA,IAAI,WAAW,GAAĠ,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;IACvC;IACA;I ACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA,IACA,IA AI,kBAAkB,GAAG,UAAU,CAAC;IACpC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAI,UAAÚ,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,SAA S,CAAC,CAAC,CAAC,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;IACnE,CAAC;IACD;IACA;IACA;IACA;IACA;IACA,IACA,SAAS,WAAW,CA AC,KAAK,EAAE;IAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;IACxC,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,yBAAyB,CAAC,MAAM, EAAE;IAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,CAAC;IAC nF,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,iCAAiC,CAAC,MAAM,EAAE;IACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,Q AAQ,CAAC,SAAS,CAAC,CAAC;IAC/E,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE;IACh AAS, MBAAMB, CAAC, MAAM, EAAE, QAAQ, EAAE, OAAO, EAAE; IACXD, IAAI, QAAQ, QAAQ, KAAK, WAAW, IAAI, WAAW, CAAC, MAAM, CAAC, QAAQ, C AAC, CAAC, KAAK, OAAO, IAAI, eAAe, CAAC, MAAM, EAAE, QAAQ, CAAC, CAAC, EAAE; IACzH, CAAC; IACD; IACA; IACA; IACA; IACA, IACA, SAAS, eAA e,CAAC,OAAO,EAAE;IACIC,IAAI,MAAM,IAAI,SAAS,CAAC,gBAAgB,GAAG,OAAO,CAAC,CAAC;IACpD,CAAC;IACD;IACA;IACA;IACA;IACA ;IACA,SAAS,IBAAIB,CAAC,UAAU,EAAE;IACvC;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACvB;IACA,IAAI,KAAK,IAAI,IAAI,IAAI,UAAU,EAAE;I ÁCJC;ÍACA,QAAQ,IAAI,CAÁC,SAÁS,CAÁC,IAAÍ,CAAĆ,IAAÍ,mBAAmB,CAAĆ,UAAÚ,EAAE,IAAI,EÁAE,KAAK,CAAĆ,EAAE;IAĆ9E;ÍAĆA,YAAY,SA AS,CAAC,IAAI,CAAC,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;IACIC,SAAS;IACT,KAAK;IACL,IAAI,OAAO,SAAS,CAAC;IACrB,CAAC;IACD;IACA;IA CA;IACA;IACA;IACA,SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;IACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,ÉA AE,EAAE,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;IACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;IACIC,YAAY,OAAO,IAAI,CAAC ;IACxB,SAAS;IACT,KAAK;IACL,IAAI,OAAO,KAAK,CAAC;IACJB,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,aAAa,CAAC,UAAU,EAAE, UAAU,EAAE,SAAS,EAAE;IAC1D,IAAI,SAAS,cAAc,CAAC,MAAM,EAAE,OAAO,EAAE;IAC7C,QAAQ,OAAO,YAAY;IAC3B,YAAY,OAAO,OAAO,CAA Ċ,KAÁK,CAÁC,MAÁM,EAÁE,SAÁS,CÁAC,CÁAC;IÁCpD,ŚAAS,CAAC;IÁCV,KÁAK;IÁCL;IACĂ,IAAÌ,IAAI,SÁAS,GAAG,EAAE,ĆAAC;IÁCVB,IÁAI,K AAK,IAAI,IAAI,IAAI,SAAS,EAAE;IAChC;IACA,QAAQ,SAAS,CAAC,IAAI,CAAC,GAAG,cAAc,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,CAAC,CAAC,C AAC;IACtE,KAAK;IACL;IACA,IAAI,IAAI,SAAS,GAAĞ,YAAY,CAAC,UAAU,CAAC,CAAC;IAC7C,IAAI,IAAI,OAAO,GAAG,EAAE,CAAC;IACrB;IACA,I AAI,OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE;IAC3G;IACA,QAAQ,KAAK,I AAI,IAAI,IAAI,SAAS,EAAE;IACpC;IACA;IACA;IACA;IACA,YAAY,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,SAAS,EAAE,IAAI,EA 

AAkB,CAAC,KAAK,EAAE,SAAS,EAAE,MAAM,EAAE,aAAa,EAAE;IACrE,IAAI,SAAS,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;IACtD,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,E AAE;IAC/D,gBAAgB,IAAI,QAAQ,GAAG,CAAC,CAAC,KAAK,CAAC,gBAAgB,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE ,EAAE,QAAQ,CAAC,CAAC;IACtG,gBAAgB,IAAI,QAAQ,EAAE;IAC9B;IACA,oBAAoB,OAAO,QAAQ,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC , CAAC; İAC5D, IBAAIB; IACJB; IACA, gBAAgB, eAAe, CAAC, WAAW, GAAG, QAAQ, GAAG, IAAI, GĂAG, WAAW, CAAC, CAAC; IAC7E, aAAa; IACb, YAAY, IA AI, SAAS, GAAG, KAAK, CAAC, QAAQ, CAAC, CAAC; IAC5C; IACA, YAAY, IAAI, SAAS, KAAK, aAAa, EAAE; IAC7C; IACA, gBAAgB, SAAS, GAAG, YAAY, CA AĊ,KAAK,CAAĊ,CAAĊ,QAAQ,CAAĊ,CAAĊ;IAC1D,aAAa;IACb,YAAY,IAAI,CAAC,WAAW,CAAC,SAAS,CAAĊ,EAAĔ;IACzĆ,gBAAgB,eAAe,CAAĊ, GAAG,GAAG,QAAC,CAAC,QAAQ,GAAQ,GAAC,IAAC,IAAC,IAAAA,IAAA,CAAAC,WAAW,CAAC,SAAS,CAAC,EAAC,IAAC,CAAC,SAAS,CAAC,EAAG, GAAG,GAAG,QAAQ,GAAG,aAAa,GAAG,WAAW,CAAC,CAAC;IAC9E,aAAa;IACb,YAAY,OAAO,SAAS,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAA C,CAAC;IACrD,SAAS,CAAC;IACV;IACA;IACA,QAAQ,aAAa,CAAC,WAAW,CAAC,GAAG,CAAC,CAAC,CAAC,AAC,QAAQ,OAAO,aAAa,CAAC;IAC7B,K AAK;IACL,IAAI,IAAI,CAAC,yBAAyB,CAAC,KAAK,CAAC,EAAE;IAC3C,QAAQ,IAAI,aAAa,GAAG,MAAM,CAAC,gBAAgB,CAAC,GAAG,MAAM,CAA C,gBAAgB,CAAC,IAAI,EAAE,CAAC;IACtF,QAAQ,IAAI,SAAS,GAAG,aAAa,CAAC,SAAS,CAAC,IAAI,aAAa,CAAC,SAAS,CAAC,IAAI,EAAE,CAAC,C AAC;IACpF,QAAQ,KAAK,IAAI,IAAI,IAAI,IAAI,MAAM,EAAE;IACjC;IACA,YAAY,IAAI,mBAAmB,CAAC,MAAM,EAAE,IAAI,EAAE,KAAK,CAAC,IAAI,MAAM ,CAÁC,IÁAI,ČAAČ,KAAK,aAAa,CAÁC,IÁAI,CAÁC,EAÁE;IÁĆIG;IAĆA,gBÁAgB,SAAS,CÁAC,IAAI,CAAC,GAÁG,MÁAM,CAAC,IÁAI,CAÁC,CAAC;I AC/C,gBAAgB,OAAO,MAAM,CAAC,IAAI,CAAC,CAAC;IACpC;IACA,gBAAgB,IAAI,CAAC,eAAe,CAAC,KAAK,EAAE,IAAI,CAAC,KAAK,KAAK,CAA Ċ,ĬĂĂĬ,ĊĂĂČ,ĬĂĂĬ,ĊĂĂĊ,KĂĂK,ĊĂĂĊ,IĂĂĬ,ĊĂĂĊ,ĊĂĂĊ,ŴĂĂW,ĊĂĂĊ,ĊĂĂĊ,ĔĂĂĖ;IĂĊĴĠ,oBĂĂoB,ŔĂĂK,ĊĂĂĊ,ĬĂĂĬ,ĊĂĂĊ,ĠĂĂĠ,uBĂĂuB,Ċ AAC,KAAK,EAAE,IAAI,CAAC,CAAC;IACvE,iBAAiB;IACjB,aAAa;IACb,SAAS;IACT,KAAK;IACL,CAAC;IACD;IACA;IACA;IACA;IACA;IACA AAS,eAAe,CAAC,UAAU,EAAE,UAAU,EAAE;IACjD,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC;IAC7C,IAAI,OAAO,SAAS,IAAI,CAAC,i CAAIC,CAAC,SAAS,CAAC,EAAE;IACVE,QAAQ,IAAI,SAAS,KAAK,UAAU,EAAE;IACtC,YAAY,OAAO,IAAI,CAAC;IACxB,SAAS;IACT,QAAQ,SAAS,G SAAS,WAAW,CAAC,MAAM,EAAE,YAAY,EAAE;IAC3C,IAAI,IAAI,EAAe,CAAC,MAAM,EAAE,SAAS,CAAC,EAAE;IAC5C;IACA,QAAQ,OAAO,MAAM, CAAC,IAAI,IAAI,YAAY,IAAI,YAAY,CAAC;IAC3D,KAAK;IACL,IAAI,OAAO,CAAC,CAAC,CAAC,MAAM,IAAI,EAAE,EAAE,WAAW,CAAC,KAAK,EAAE, AĆ,GAAĠ,GAAĠ,WAAW,CAAĆ,QAAQ,CAAĆ,GAAĠ,KCAAKĆ,GAAĠ,WAAW,CAAĆ,MAAM,CAAĆ,GAAĠ,GAAĠ,CAAĆ,CAAĆ,IAĆIH,KĂAK;IAĆL,I AAI,IAAI,SAAS,GAAG,IAAI,CAAČ;IAČZB,IAAI,IAAI,eAAe,CAAC,UAAU,EAAE,YAAY,CAAC,EAAE;IACnD;IACA,QAAQ,SAAS,GAAG,UAAU,CAAC,Y AAY,CAAC,CAAC;IAC7C,KAAK;IACL,SAAS;IACT;IACA;IACA;IACA,QAAQ,SAAS,GAAG,kBAAkB,GAAG,WAAW,CAAC,QAAQ,EAAE,GAAG,CAA C,GAAG,GAAG,GAAG,aAAa,CAAC;IAC1F,QAAQ,aAAa,EAAE,CAAC;IACxB,QAAQ,UAAU,CAAC,YAAY,CAAC,GAAG,SAAS,CAAC;IAC7C,KAAK;I ACL;IACA,IAAI,IAAI,SAAS,GAAG,IBAAIB,CAAC,MAAM,CAAC,CAAC;IAC9C,IACA,IAAI,IAAI,SAAS,GAAG,aAAa,CAAC,UAAU,EAAE,MAAM,EAA E,SÁAS,CÁAC,CAAC;IACJÉ;IACA;IACA,IAAI,YAÁY,CAAC,MAÁM,EAÁE,SAAS,CAAC,CÁAC;IACPC;IACA,IAAI,kBAAkB,CAAC,UAAU,EAAE,SAAS ,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;IACjE;;;;;;;;"}

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 \* @ignoreIr\n \*/Ir\nvar DynInstFuncTable = dynInstFuncs';IrIn/\*\*IrIn \* Name used to tag the dynamic prototype functionIrIn \* @ignoreIrIn \*/IrInvar DynProxyTag = '\_isDynProxy';IrIn/\*\*IrIn \* 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';Ir/n/\*\*Ir/n \* Prefix added to the classname to avoid any name clashes with other instance level propertiesIr/n \* @ignore\r\n \*/Ir\nvar DynClassNamePrefix = '\_dynCls\$';/Ir\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"];\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/\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 the value is a boolean, faise otherwise.irin \* @ignoreirin \*/iriniurcuon\_is=unction(value) {uniferant typeor value === strainetton, uniferant \* Helper used to check whether the target is an Object prototype or Array prototype!rin \*@ignoreirin \*/irinfunction \_isObjectOrArrayPrototype(target) {lrin return target && (target === Object[Prototype] || target === Array[Prototype]);lrin}!rin/\*\*lrin \* Helper used to check whether the target is an Object prototype, Array prototype or Function prototype!rin \* @ignoreirin \*/irinfunction \_isObjectArrayOrFunctionPrototype(target) {lrin return \_isObjectOrArrayPrototype(target) || target === Function[Prototype];lrin}!rin/\*\*lrin \* Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.lrln \* @ignorelrln \*/lrlnfunction \_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 \_\_getOsh rototypeOf(target)[irln ]/in // target[Constructor] May break if the constructor has been changed or removed/i/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/k\*\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 @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 (linstFuncs[name] && \_isDynamicCandidate(thisTarget, name, false)) {\rln // Create an instance s as we only want the real functions in in classifier (linstFuncs[name] && \_isDynamicCandidate(thisTarget, name, false)) {\rln // Create an instance callback for pasing the base function to the caller/rln instFuncs[name] = thisTarget[name]; lrln }\rln \rln return instFuncs; lrln}/rln/\*\*/rln \* Returns whether the value is included in the arrayirln \* @param values The array of values/rln \* @param value The value/rln \*/rrinfunction \_hasVisited(values, value) {\rln for (var lp = values.length - 1; lp >= 0; lp--) {\rln if (values[lp] === value) {\rln return true; lrln }\rln \rln return false; \rln \rln \* Returns an object that contains callback functions for all \rlb ase/super\" functions, this is used to \rls ave\"\rln \* enabling calling super.xxx() functions without requiring that the base \rlc class\" has defined a prototype references/rln \* @param target The current instance/rln \* @ignore/rln \*/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 callerIrIn baseFuncs[name] = \_instFuncProxy(thisTarget, instFuncs[name]);IrIn }IrIn /I Get the base prototype functionsIrIn var baseProto = \_getObjProto(classProto);lr\n var visited = [];lr\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)) {Ir\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = \_instFuncProxy(thisTarget, baseProto[name]);Ir\n }Ir\n }Ir\n /I 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 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);IrIn }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!IrIn if (protoFunc === dynProtoProxy) {IrIn // It is so lookup the base prototype/IrIn protoFunc = \_getObjProto(proto)[funcName];IrIn }IrIn if (!\_isFunction(protoFunc)) {IrIn \_throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);IrIn }IrIn return protoFunc.apply(\_this, arguments);IrIn }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 instFuncs = instFuncTable[className] = (instFuncTable[className] || {}; // fetch and assign if as it may not exist yetlr\n for (var name in target) {IrIn // Only add overriden functions\r\n if (\_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {IrIn // 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/trin if (!\_hasOwnProperty(proto, name) || (protoFname] && uprotoFuncyTag]) {rln protoFuncs] and it's not a dynamic one/trin if (!\_hasOwnProperty(proto, name) || (protoFname] && uprotoFuncyTag]) {rln // one/trin if (!\_hasOwnProperty(proto, name) || (protoFname] && uprotoFunce as it's not 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 \*\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 debugging only.lrin \* @param targetirin \* @param unknownValuelrin \* @ignoreirin \*/ir/infunction \_getObjName(target, unknownValue) {irin if (\_hasOwnProperty(target, Prototype)) {irin if Look like a prototypeIrin return target.name || unknownValue || UnknownValue; irin }irin return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue; irin]\*r/in \* Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-Irin \* - Saves references to all defined base class functionsIrin \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.irin \* - 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 Ir\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).\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) {\r\n \* ...\r\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 overriding|r/n \* base.myFunction();|r/n \* }\r/n \* ...\r/n \* ]\r/n \* ...\r/n \* 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 andlr\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 validIr\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.Ir\n \* @param delegateFunc The callback function (closure) that will create the dynamic functionIr\n \*/Inexport 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 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(\"[[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) Ir n className = classProto[DynClassName]; Ir n } /r 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 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 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": functions/rin \_populatePrototype(classProto, className, target, instFuncs);/ini}/rini/# 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","de legateFunc","classProto","thisTarget","thisProto","\_checkPrototype","className","instFuncs","\_getInstanceFuncs","\_instFuncProxy","theFu nc","apply","arguments","baseFuncs","baseProto","visited","push","\_getBaseFuncs","proto","baseInstFuncs","\_createDynamicPrototype"," dynProtoProxy","this","instFunc","protoFunc","instFuncTable","\_populatePrototype"],"mappings":";;;;4FAMA,IAAIA,EAAc,cAKdC,EAAY,YAKZ C,EAAC,WAKdC,EAAMB,gBAKNBC,EAAC,CAKdC,EAAe,YAMC,EAAA,YAKbC,EAAQBC,OAAUB,eAK5CC,EAAgB,EAKDB,SAASC,EA AgBC,EAAKC,GAC1B,OAAOD,GAAOH,OAAOR,GAAWa,eAAeC,KAAKH,EAAKC,GAQ7D,SAASG,EAAYC,GACjB,cAAcA,IAAUf,EAM5B,SAASgB, EĂA0BC,GAC/B,OAAOA,IAAWA,IAAWV,OAAOR,IAAckB,IAAWC,MAAMnB,IAMvE,SAASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAWG,SA ASrB,GAMpE,SAASsB,EAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,OAAOA,EAAmBW,GAG9B,IAAIK,EAAWL,EAAOZ,IAAeY,EAAOIB,IAAck B,EAÁOnB,GÁCJE,GAÁIwB,EÁCA,OAAOA,EÁGf,OĂAO,KÁUX,SAASC,EÁAoBN,ÉAAQO,EAAUC,GÁC3C,ÓAAQD,IÁAa1B,GAAegB,EAAYG,EAA OO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,iBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf,GACzB,I AAK,IAAIgB,EAAKD,EAAOE,OAAS,EAAS,GAAND,EAASA,IĀCtC,GAAID,EAAOC,KAAQhB,EACf,OAAO,EAGf,OAAO,EA2HX,SAASkB,EAAYhB,E AAQiB,GĀCzB,OAAIzB,EAAgBQ,EAAQIB,GAEjBkB,EAAOkB,MAAQD,GAAgB9B,IAEhČa,GAAU,IAAInB,IAAiB,IAAIqC,MAAQD,GAAgB9B,SAqD 1D,SAAsBgC,EAAUnB,EAAQoB,GAE9C5B,EAAgB2B,EAAUrC,IAC3B2B,EAAgB,4CAGpB,IAAIY,EAAaF,EAASrC,IAjF9B,SAAyBuC,EAAYC,GAEj C,IADA,IAAIC,EAAYnB,EAIFiBJ,GAhF1BUB,IAACrB,EAAKCqB,IAAY,CAC/D,GAAIA,IAACF,EACd,OAAO,ÉAEXE,EAAYnB,EAAamB,GAE7B,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,EATOR,SAA2B J,GAEVB,IAAII,EAAY,GAENB,IAAK,IAAIR,KAAQI,GAERI,EAAUR,IAASZ,EAAOBGB,EAAYJ,GAAM,KAE1DQ,EAAUR,GAAQI,EAAWJ,IAGrC,OAAO Q,EA0NSC,CAAkB3B,GAKICoB,EAAapB,EA1MjB,SAAuBqB,EAAYC,EAAYI,GAC3C,SAASE,EAAe5B,EAAQ6B,GAC5B,OAAO,WACH,OAAOA,EA AQC,MAAM9B,EAAQ+B,YAIrC,IAAIC,EAAY,GAChB,IAAK,IAAId,KAAQQ,EAEbM,EAAUd,GAAQU,EAAeN,EAAYI,EAAUR,IAM3D,IAHA,IAAIe,EAAY 7B,EAAaiB,GACzBa,EAAU,GAEPD,IAAc/B,EAAkC+B,KAAerB,EAAYsB,EAASD,IAAY,CAEnG,IAAK,IAAIf,KAAQe,GAKRD,EAAUd,IAASZ,EAAoB2 B,EAAWF,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUF,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAAa6B,GAE7B,OAAOD,EAq KSI,CAAcf,EAAYrB,EAAQ0B,IA3JtD,SAA4BW,EAAOZ,EAAWzB,EAAQsC,GAČID,SAASC,EAAwBF,EAAO9B,GACpC,IAAIiC,EAAgB,WAIhB,GAHY C,MAGCjD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAlezD,IAAqB,IAAIqD,EAAMnD,KAAkB,IAAIqB,GAC5E,GAAImC,EAEA,OAAOA,EAA SZ,MAPŻW,KAOyBV,WAGjCtB,EAAgB,YAAcF,EAAW,KAAOxB,GAEpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPIoC,IAAcH,IAEdG,EAAYvC,EAAaiC, GAAO9B,IAE/BV,EAAY8C,IACbIC,EAAgB,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,GAAe,EACtBu D,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAAcmB,EAAcnB ,IAAc,GACxE,IAAK,IAAIP,KAAQIB,EAETM,EAAoBN,EAAQkB,GAAM,IAAUIB,EAAOkB,KAAUoB,EAAcpB,KAE3EQ,EAAUR,GAAQIB,EAAOkB,UA CIBIB,EAAOkB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAAwBF,EAAOnB,M AsH7D2B,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 '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 \*/\r\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 \_objGetPrototype0f = Object[\"getPrototype0f"];\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.\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 === 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 \*/Ir/infunction isObjectArrayOrFunctionPrototype(target) {Ir\n return \_isObjectOrArrayPrototype(target) || target === Function[Prototype];Ir\n}\r\n/\*\*Ir\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) {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 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 exceptionIrIn \* @param message the messageIrIn \* @ignoreIrIn \*/IrInfunction \_throwTypeError(\"DynamicProto: \" + message);\r\n}\r\n/\*\*\r\n \* Returns a collection of the instance functions that are defined directly on the @ignore\r\n \*/nr\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)) {\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 \*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}Irln/\*\*Irln \* 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/in function \_instFuncProxy(target, theFunc) {\r/in return function () {\r/in 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); Irin var visited = [; Irin // Don't include base object functions for Object, Array or FunctionIrin while (baseProto && !\_isObjectArrayOrFunctionPrototype(baseProto) && !\_hasVisited(visited, baseProto)) {Irin // look for prototype functionsIrin for (var name in baseProto) {Ir\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 checkir\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. 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 prototypelr/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 otherwiselrin // 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);\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 strFunction); Ir/n }Ir/n var protoFunc = proto[runcName]; Ir/n // Cneck that the prototype function is not a sen reference - a y to avoid state, overflow!Ir/n if (protoFunc === dynProtoProxy) {Ir/n // It is so lookup the base prototype!r/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)irin dynProtoProxy[DynProxyTag] = 1;irin return dynProtoProxy;irin }irin i (!\_isObjectOrArrayPrototype(proto)) {irin var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};irin var instFuncs = [1]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); \r/n }\r/n }\r/n }\r/n }\r/n }\r/n/\*\*\r/n \* Checks whether the passed prototype object appears to be correct

\_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 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) irin are thisProto = \_getObiProto(thisTarget).r\n while (thisProto &&

\_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 }Ir\n thisProto =

\_getObjProto(thisProto);Ir\n }Ir\n feturn 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.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 targetIr\n \* @param unknownValue;Ir\n \*Ir\nfutnction\_getObjName(target, unknownValue;Ir\n) if (\_hasOwnProperty(target, Prototype)) {Ir\n /I Look like a prototypeIr\n return target.name || unknownValue;Ir\n) \*Ir\n \* furt ([(target || {})]Constructor]) || {}).name || unknownValue;Ir\n) \*Ir\n \* seve references to all defined base class functions.Ir\n \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.Ir\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\n'n \* callers obth the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\n'n \* super.XXX() (which gets expanded to \_super.prototype.XXX() provides a better minification outcome and also ensures the correct \"this\"Ir\n \* dynamicProto(FampleClass, this, [\_self, base] => {\rln \* I/n \* class ExampleClass extends BaseClass {\rln \* Constructor}] {\rln \* import dynamicProto(FampleClass, this, [\_self, base] => {\rln \* I/n \* is will define a functions.Ir\n \* `\rln \* Self.myFunction = () => {\rln \* I/A ccess any \this\" instance property/Ir\n \* if (\_self.someProperty) {\rln \* I/A cass ExampleClass extends BaseClass {\rln \* constructor}] {\rln \* Access any \this\" instance property/Ir\n \* if (\_self.someProperty) {\rln \* / Access any \this\" int \* I/A sith \* \rln \* Self.mitialize () function is a cually gets removed from the instance and/Ir\n \* {\rln \* } I/A sis the gonerrid \* \rln \* I/A cases

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 theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!\_checkPrototype(classProto, target)) {Ir\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)Irln className = classProto[DynClassName];Irln ]/rln else {Irln // As not all browser support name on the prototype creating a unique dynamic one if we have not alreadyIrln // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instanceIrln // function table lookup.Irln className = DynClassNamePrefix + getObjName(theClass, I", I") + I"\$\" + \_dynamicNames;\r\n \_dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n }\r\n # Get the \_\_getBintance functions lr/n var instFuncs = \_getBaseFuncs(classProto, target, instFuncs);\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": ;;;;;;;IAEA;IACA;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA,IAAI,SAAS,GAAG,WAAW,CA []."mappings" ĀĊ;IAC5B;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;IACvC;IACA ;IACA;IACA;IACA,IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAĀW,CAAC;IAC/B;IACA;IACA;IACA;IACA;IACA,I AAI,kBAAkB,GAAG,UAAU,CAAC;IACpC;IACA;IACA;IACA;IACA;IACA,IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA,IAAI,UAAU,GAA G,WAAW,CAAC;IAC7B;IACA;IACA;IACA;IACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;IACID;IACA;IACA;IACA;IACA,IAAI,aAA MAAM,CAAC,UAAU,CAAC,IAAI,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,CAAC,WAAW,CAAC,CAAC;IACtF,QAAQ,IAAI,QAAQ,EAAE;IACtB,YAAY, AAS,mBAAmB,CAAC,MAAM,EAAE,QAAQ,EAAE,OAAO,EAAE;IACxD,IAAI,QAAQ,QAAQ,KAAK,WAAW,IAAI,WAAW,CAAC,MAAM,CAAC,QAAQ,C AAC,CAAC,KAAK,OAAO,IAAI,eAAé,ČAAČ,MAAM,EAAĖ,QAAQ,CAAĆ,CAAČ,EAĂĖ;IAČŹH,CAAĆ;IACĎ;IACÁ;IACA;IACA;IACA;IÁCA,SÁÀS,eĂĂ e,CAAC,OAAO,EAAE;IACIC,IAAI,MAAM,IAAI,SAAS,CAAC,gBAAgB,GAAG,OAAO,CAAC,CAAC;IACpD,CAAC;IACD;IACA;IACA;IACA;IACA ;IACA,SAAS,IBAAIB,CAAC,UAAU,EAAE;IACvC;IACA,IAAI,IAAI,SAAS,GAAG,EAAE,CAAC;IACvB;IACA,IAAI,KAAK,IAAI,IAAI,IAAI,UAAU,EAAE;I ACJC;IACA,QAAQ,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,UAAU,EAAE,IAAI,EAAE,KAAK,CAAC,EAAE;IAC9E;IACA,YAAY,SA AS,CĂAC,IĂĂI,CĂAC,ĠAAG,ŬAAU,ĊAAC,IAAI,ĊAAC,ĊAAĊ;IAC/C,SAAS;IAĊT,KAAK;IACL,IAAI,OAAŌ,SAAS,CAAĊ;IACrB,CAAĊ;IACD;IACA;IA CA;IACA;IACA;IACA,SAAS,WAAW,CAAC,MAAM,EAAE,KAAK,EAAE;IACpC,IAAI,KAAK,IAAI,EAAE,GAAG,MAAM,CAAC,MAAM,GAAG,CAAC,EA AE,EAAE,IAAI,CAAC,EAAE,EAAE,EAAE,EAAE;IACpD,QAAQ,IAAI,MAAM,CAAC,EAAE,CAAC,KAAK,KAAK,EAAE;IACIC,YAAY,OAAO,IAAI,CAAC AAI,OAAO,SAAS,IAAI,CAAC,ICAAIC,CAAC,SAAS,CAAC,IAAI,CAAC,WAAW,CAAC,OAAO,EAAE,SAAS,CAAC,EAAE,IAC3G;IACA,QAAO,KAAK,I AAI,IAAI,IAAI,SAAS,EAAE;IACpC;IACA;IACA;IACA;IACA,YAAY,IAAI,CAAC,SAAS,CAAC,IAAI,CAAC,IAAI,mBAAmB,CAAC,SAAS,EAAE,IAAI,EA AE,CAAC, KBÁAKB,CAAC, ÉAAE;IÁC/F;IÁCA, gBAAgB,SAAS,CÁAC, IAAI,CÁAC,GÁAG,CÁAC, CAAC, ÚAAU,EAAE,SAAS,CAAC, IAAI,CAAC,CÁAC, CAAC;IAC9E,aAAa;IACb,SAAS;IACT;IACA;IACA;IACA,QAAQ,OAAQ,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;IAChC,QAAQ,SAAS,GAAG,YAAY,CA AC,SAÁS,CAÁC,CÁAC;IÁC5C,KAAK;IACL,ÍAAI,ÓAAO,ŠAAŠ,CAAC;IACTB,ĆAAĆ;IACD;IACA;IÁCA;IÁCA;IAĆÀ;IAČÀ;IACÁ;IACA;SAAS,kB AAKB,CAAC,KAAK,EAAE,SAAS,EAAE,MAAM,EAAE,aAAa,EAAE;IACrE,IAAI,SAAS,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;IACtD,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,E AAE;IAC/D,gBAAgB,IAAI,QAAQ,GAAG,CAAC,CAAC,KAAK,CAAC,gBAAgB,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE ,EAAE,QAAQ,CAAC,CAAC;IACtG,gBAAgB,IAAI,QAAQ,EAAE;IAC9B;IACA,oBAAoB,OAAO,QAAQ,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC CAAC;IAC5D,IBAAIB;IACjB;IACA,gBAAgB,eAAe,CAAC,WAAW,GAAG,QAAQ,GAAG,IAAI,GAAG,WAAW,CAAC,CAAC;IAC7E,aAAa;IACb,YAAY,IA AI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;IAC5C;IACA,YAAY,IAAI,SAAS,KAAK,aAAa,EAAE;IAC7C;IACA,gBAAgB,SAAS,GAAG,YAAY,CA AC,KAAK,CAAC,CAAC,QAAQ,CAAC,CAAC;IAC1D,aAAa;IACb,YAAY,IAAI,CAAC,WAAW,CAAC,SAAS,CAAC,EAAE;IACzC,gBAAgB,eAAe,CAAC, GAAG,GAAG,QAAQ,GAAG,aAAa,GAAG,WAAW,CAAC,CAAC;IAC9E,aAAa;IACb,YAAY,OAAO,SAAS,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAA C,CAAC;IACrD,SAAS,CAAC;IACV;IACA;IACA,QAAQ,aAAa,CAAC,WAAW,CAAC,GAAG,CAAC,CAAC;IACvC,QAAQ,OAAO,aAAa,CAAC;IAC7B,K Ċ,IAAĬ,ĊAAČ,IAAI,ĊAAĊ,KAAK,ĊAAĊ,IAAI,ĊAAĊ,ĊAAĊ,ŴAAW,ĊAĂĊ,ĊĂĂĊ,ĊĂAĊ,ĖAAĖ;IAĊjĠ,oBAAoB,KAAK,ĊAAĊ,IAAI,ĊAAĊ,ĠAAĠ,uBAAuB,Ċ AAC,KAAK,EAAE,IAAI,CAAC,CAAC;IACVE,IBAAIB;IACJB,aAAa;IACb,SAAS;IACT,KAAK;IACL,CAAC;IACD;IACA;IACA;IACA;IACA;IACA AAS,eAAe,CAAC,UAAU,EAAÉ,UAAU,EAAÉ,IACJD,IAAI,IAAI,IAAI,SAAS,GAAG,YAAY,CAAC,UAAU,CAAC,CAAC,IAC7C,IAAI,OAAÓ,SAAS,IAAI,CAAC,I CAAIC,CAAC,SAAS,CAAC,EAAE;IACVE,QAAQ,IAAI,SAAS,KAAK,UAAU,EAAE;IACtC,YAAY,OAAO,IAAI,CAAC;IACxB,SAAS;IACT,QAAQ,SAAS,G SAAS,WAAW,CAAC,MAAM,EAAE,YAAY,EAAE;IAC3C,IAAI,IAAI,EAAe,CAAC,MAAM,EAAE,SAAS,CAAC,EAAE;IAC5C;IACA,QAAQ,OAAO,MAAM, CAAC,IAAI,IAAI,YAAY,IAAI,YAAY,CAAC;IAC3D,KAAK;IACL,IAAI,OAAO,CAAC,CAAC,CAAC,MAAM,IAAI,EAAE,EAAE,WAAW,CAAC,KAAK,EAAE, E,SAAS,CAAC,CAAC;IACjE;IACA;IACA,IAAI,YAAY,CAAC,MAAM,EAAE,SAAS,CAAC,CAAC;IACpC;IACA,IAAI,kBAAkB,CAAC,UAAU,EAAE,SAAS ,EAAE,MAAM,EAAE,SAAS,CAAC,CAAC;IACjE;;;;;;;;\*}

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 = 'function';\r\n/\*\*\r\n \* Used to define the name of the instance function lookup table\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 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 Str\_Uncls\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/\r\nvar DynProxy';\r\n/\*\*\r\n \* Str\_Uncls\*\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 DynClassName = '\_dynClss';\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/\r\nvar Str\_Uncls\*\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 Str\_Uncls\*\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/\r\nvar Str\_Uncls\*\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/\r\nvar Str\_Uncls\*\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*/\r\nvar Str\_Uncls\*\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\n \*/r\n \*

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) {Ir\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);Irln}\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.lr/n \* @ignorelr/n \*/lr/nfunction \_isFunction(value) {lr/n return typeof value === strFunction;\r/n}lr/n/\*\*/r/n \* Helper used to check whether the target is an Object prototype or Array prototype\r/n \* @ignore\r/n \*/lr/nfunction \_isObjectOrArrayPrototype(target) {lr/n return target && (target === Object[Prototype] || target === Array[Prototype]);lr/n}\r/n/\*\*/r/n \* Helper \_isobjectArrayPrototype[target]; [init return target ac (target === Object[Prototype] || target === Array[Prototype]); [irin][irin]\*\*[irin \* Helper used to check whether the target is an Object prototype, Array prototype or Function prototype[irin] \* @ignorelrin \*/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.lrin \* @ignorelrin \*/Irinfunction \_getObjProto(target) {Irin if (target) {Irin // This method doesn't existing in older browsers (e.g. IE8)Irin if (\_objGetPrototypeOf) {Irin return \_objGetPrototypeOf(target).lrin // targetConstructor New brock if the constructor be been set as the set and the formation in the set of the target object as the set of the target object as the set of the target object as the set of the target object as getPrototypeOf is not available in an ES3 environment.lrin \* @ignorelrin \*/Irinfunction \_getObjProto(target) {Irin // target] {Irin // This method doesn't existing in older browsers (e.g. IE8)Irin if (\_objGetPrototypeOf) {Irin return \_objGetPrototypeOf(target).lrin // target] {Irin // target] \_\_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)));\r\n}\r\n\r\n'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}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 \*/\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)) {\r\n // 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 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 = 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 \* 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 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 }IrIn /I Get the base prototype functionsIrIn var baseProto = getObjProto(classProto);lrln var visited = [];lrln // 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\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]);\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.Irln visited.push(baseProto);Irln baseProto waiking the entire chain it simplifies the usage and issues from upgrading any of the base classes. In visited push(baseProto); Irin baseProto = \_getObjProto(baseProto); Irin }Irin return baseFuncs; Irin}Irin/\*\*Irin \* Add the required dynamic prototype methods to the the class prototypeIrin \* @param proto The class prototype/Irin \* @param className The instance classnameIrin \* @param target The target instanceIrin \* @param baseInstFuncs The base instance functionsIrin \* @ignoreIrin \*/Irinfunction \_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 otherwiselrin // 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];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 function\r\n \_throwTypeError(I"Missing [I" + 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 }lr\n if (!\_isFunction(protoFunc)) {lr\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];trin delete target[name];trin // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\rin if (!\_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\rin proto[name] = \_createDynamicPrototype(proto, name);\rin }\rin }\rin }\rin }\rin }\rin ?\rin instance that will be checked whther the passed prototype instance is in the heirarchylrIn \* @ignoreIrIn \*/IrInfunction \_checkPrototype(classProto, thisTarget) {\//n var thisProto = \_getObjProto(thisTarget);\//n while (thisProto && \_isObjectArrayOrFunctionPrototype(thisProto)) {lr/n if (thisProto === classProto) {lr/n return true;lr/n }lr/n 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. \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\*\r\n \* Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-IrIn \* - Saves references to all defined base class functionsIrIn \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.IrIn \* - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.IrIn \* Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc isIrIn \* passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place ofIrIn \* 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 imminication outcome and also ensures the context it into "context is maintained as ypescript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functionslrin \* defined in the constructor or some other function (rather than declared as complete typescript functions).Ir/n \* ### UsageIr/n \*```typescriptIr/n \* import dynamicProto from "@microsoft/dynamicproto-jsl";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/r/n \* if (\_self.someProperty) {r/n \* .../r/n \* }r/n \* }r/n \* /r/n \* /r his 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 overriding/r/n \* base.myFunction();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/rin \* // a proxy prototype version is created to reference the created method.r/rin \*\_self.initialize(); lr/in \* }; lr/in \* ```lr/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 librated to reference, when the class has been extended this.prototype will not be the the current librated to 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 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 lassName = classProto[DynClassName]; Ir ln }Ir les { /r/n // As not all browser support name on the prototype creating a unique dynamic one if we have not already in // 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 overriden)IrIn var baseFuncs = \_getBaseFuncs(classProto, target, instFuncs);IrIn // 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);Ir\n // Populate the Prototype for any overidden instance functions\r\n \_populatePrototype(classProto, className, target, instFuncs);Ir\n // Populate the Prototype for any overidden instance functions\r\n \_populatePrototype(classProto, className, target, instFuncs);Ir\n)\r\n//# sourceMappingURL=DynamicProto, \_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", "jp", "length", "\_getObjName", "unknownValue", "name", "theClass", "de legateFunc", "classProto", "thisTarget", "thisProto", "\_checkPrototype", "className", "instFunces", "\_getInstanceFuncs", "\_instFuncProxy", "theFunct", "apply", "arguments", "baseFuncs", "baseFuncs", "porto", "pototype", "target", "thisTunceFuncs", "\_instFunc?, "call, "pototype", "calls ", "arget", "thisTuncSame", "baseFuncs", "baseFuncs", "pototype", "classProto", "baseFuncs", "createDynamicProtype", "theFunc", "apply", "arguments", "baseFuncs", "baseFuncs", "pototype", "classProto, "pototype", "classProto", "baseIstFuncs", "\_createDynamicProtype", "theFunc", "instFunc?, "pototype", "instFunc?, "pototype", "instFunc?, "pototype", "instFunc?, "pototype", "this", "instFunc?, "pototype", "instFunc?, "pototype", "instFunc?, "pototype", "instFunc?, "pototype", "instFunc?, "p dynProtoProxy","this","instFunc","protoFunc","instFuncTable","\_populatePrototype"],"mappings":";;;;yCAMA,IAAIA,EAAC,cAKdC,EAAY,YAK ZC,EAAc,WAKdC,EAAmB,gBAKnBC,EAAc,cAKdC,EAAe,YAUfC,EAAe,YAKfC,EAAa,YAKbC,EAAqBC,OAAuB,eAK5CC,EAAgB,EAKpB,SAASC,E AAgBC,EAAKC,GAC1B,OAAOD,GAAOH,OAAOR,GAAWa,eAAeC,KAAKH,EAAKC,GAQ7D,SAASG,EAAYC,GACjB,cAAcA,IAAUf,EAM5B,SAASg B,EAA0BC,GAC/B,OAAOA,IAAWA,IAAWV,OAAOR,IAAckB,IAAWC,MAAMnB,IAMvE,SAASoB,EAAkCF,GACvC,OAAOD,EAA0BC,IAAWA,IAAWG, SAASrB,GAMpE,SAASsB,ÉAAaJ,GACIB,GAAIA,EAAQ,CAER,GAAIX,EACA,OAAOA,EAAmBW,GAG9B,IAAIK,EAAWL,ÉAAOZ,IAAeY,EAAOIB,IA AckB,EAAOnB,GACJE,GAAlwB,EACA,OAAOA,EAGT,OAAO,KAUX,SAASC,EAAoBN,EAAQO,EAAUC,GAC3C,OAAQD,IAAa1B,GAAegB,EAAYG,E AAOO,MAAeC,GAAWhB,EAAgBQ,EAAQO,IAO7G,SAASE,EAAgBC,GACrB,MAAM,IAAIC,UAAU,IBAAmBD,GA0B3C,SAASE,EAAYC,EAAQf,GAC zB,IAAK,IAAIgB,EAAKD,EAAOE,OAAS,EAAS,GAAND,EAASA,IACtC,GAAID,EAAOC,KAAQhB,EACf,OAAO,EAGf,OAAO,EA2HX,SAASkB,EAAYh 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AY7B,EAAaiB,GACzBa,EAAU,GAEPD,IAAc/B,EAAkC+B,KAAerB,EAAYsB,EAASD,IAAY,CAEnG,IAAK,IAAIf,KAAQe,GAKRD,EAAUd,IAASZ,EAAo B2B,EAAWf,GAAO7B,KAE1D2C,EAAUd,GAAQU,EAAeN,EAAYW,EAAUf,KAM/DgB,EAAQC,KAAKF,GACbA,EAAY7B,EAAa6B,GAE7B,OAAOD,E AqKSI,CAAcf,EAAYrB,EAAQ0B,İA3JtD,SAA4BW,EAAOZ,EAAWzB,EAAQsC,GAČID,SAASC,EAAwBF,EAAO9B,GACpC,IAAIiC,EAAgB,WAIhB,GA HYC,MAGCjD,EAAgB6C,EAAOnD,GAAe,CAC/C,IAAIwD,IAJID,KAIezD,IAAqB,IAAIqD,EAAMnD,KAAkB,IAAIqB,GAC5E,GAAImC,EAEA,OAAOA,E AASZ,MAPŻŴ,KAOyBV,WAGjCtB,EAAgB,YAAcF,EAAW,KAAOxB,GAĖpD,IAAI4D,EAAYN,EAAM9B,GAStB,OAPIoC,IAAcH,IAEdG,EAAYvC,EAAai C,GAAO9B,IAE/BV,ÉAAY8C,IACbIC,EAAgB,IAAMF,EAAW,cAAgBxB,GAE9C4D,EAAUb,MArBLW,KAqBkBV,YAKIC,OADAS,EAAcvD,GAAe,EACtB uD,EAEX,IAAKzC,EAA0BsC,GAAQ,CACnC,IAAIO,EAAgB5C,EAAOhB,GAAoBgB,EAAOhB,IAAqB,GACvE0C,EAAYkB,EAAcnB,GAAcmB,EAAcn ACIBIB,EAAOKB,KAETIB,EAAGB,EAETM,EAAOBB,IAAUB,EAAQKB,GAAM,IAAUB,EAAOKB,KAAUOB,EAAcpB,KAE3EQ,EAAUR,GAAQIB,EAAOKB,U 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Copyright © Microsoft Corporation. All rights reserved.lr\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 = 'function';\r\n/\*\*\r\n \* Constant string defined to support minimization\r\n \* @ignore\r\n \*\r\nvar strFunction = 'function';\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 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 TynClass'\s\n/\n\*\r\n \* Preto = \"\_proto\_\_\_\";\r\n/\*\*\r\n \* Preto > \"\_unknow\_\;\r\n/\*\*\r\n \* Constant string defined to support minimization\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 UnknownValue = '\_unknow\_\;\r\n/\*\*\r\n \* Constant string defined to support minimization\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 \*\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\n\nvar \_dynamicNames = 0;\r\n/\*\*\r\n \* Helper to check if the object (\r\n), @r\n\n\r\n\r\n\n\r\n\n\r\n'\r\n \* @ignore\r\n \*\r\n\n\r\n\ope\r\n \*@r\n\n\n\n\n\n\n\n\n\n\n\r\n\n\r\

\_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];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.Ir\n \* @ignore\r\n \*/Infunction \_acObjectArrayDret(formet) Untr // The methan december of is not available in an ES3 environment.Ir\n \* @ignore\r\n \*/Infunction

\_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];lrln if (newProto) {lrln return newProto;lrln }lrln }lrln return null;lrln]/\*lrln \* Helper function to check whether the provided function name is a potential candidate for dynamic\rln \* callback and prototype generation.\rln \* @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 exceptionlr\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 \* Returns a collection of the instance functions that are defined directly on the this Target object, it doesin \* not return any inherited functions/\n \* @param this Target 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 =  $\check{0}$ ;\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)) {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 arraylrin \* @param values The array of valueslrin \* @param value The valuelrin \*/hrinfunction\_hasVisited(values, value) {ir/n for (var lp = values.length - 1; lp >= 0; lp--) {ir/n if (values[lp] === value) {\rin return true; ir/n }ir/n }ir/n return false; ir/n}ir/n/\*\*/rin \* 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\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);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the get replaced)inin var baseruncs = {};inn for (var name in instructs) {inn // Create an instruct caliback for pasing the base function to the callerlrin baseFuncs[name] = \_instFuncProxy(thisTarget, instFuncs[name]);irin }irin // Get the base prototype functions!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)) {irin // look for prototype functions!rin for (var name in baseProto) {irin // Don't include any dynamic prototype instances - as we only want the real functions!rin // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the lr\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. Ir/n visited.push(baseProto); Ir/n baseProto \_getObjProto(baseProto);Ir\n }Ir\n return baseFuncs;\r\n}Ir\n/\*\*\r\n \* Add the required dynamic prototype methods to the the class prototypelr\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 \*/Ir\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];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(\_this, arguments); Ir\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n \_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!IrIn if (protoFunc === dynProtoProxy) {IrIn // It is so lookup the base prototype!rIn protoFunc = \_getObjProto(proto)[funcName];IrIn }IrIn if (!\_isFunction(protoFunc)) {IrIn \_throwTypeError(!"[\" + funcName + \"] is not a \" + strFunction);IrIn }IrIn return protoFunc.apply(\_this, arguments); Ir/In }; Ir/In // 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)\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) {Ir\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];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 onelr\n if (!\_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {lr\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 whither 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 }Irin 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.l/n\* if'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 targetlr/n \* @param unknownValue/r/n \* @ignore/r/n \*/r/nfunction \_getObjName(target, unknownValue) {lr/n if \_hasOwnProperty(target, Prototype)) {Irln // Look like a prototypeIrln return target.name || unknownValue || UnknownValue;Irln }Irln 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 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) {r/n \* .../r/n \*}r/n \* // This will define a function that will be converted to a prototype function/r/n \* \_self.newFunc () => {r/n \* // Access any 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 overriding/r/n \* base.myFunction();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 \* }/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 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 +  $getObjName(theClass, |"_|") + |"$\" + _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 current instance functions!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" ;;;;;;;;;;;;;YAEA;YACA;YACA;YACA;YACA,IÁAI,WAÁW,GAAG,ÁAAa,CAAC;YAChC;YACA;YACA;YACA;YACA,IÁAI,SAAŠ,GAAG,WA AW,CAAC;YAC5B;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,UAAU,CAAC;YAC7B;YACA;YACA;YACA;YACA,IAAI,gBAAgB,GAAG,eAAe,CAAC ;YAĆvĊ;YÁĆA;YAĆA;YAĆA;YAĆA,IAAI,WAAW,GÁAG,aAÁa,CAÁĊ;YAĆhĊ;YAĆA;YAĆA;YAĆA;YAĆA,IAAI,YAAÝ,GAAĞ,WAĂW,CAAĊ;YAĆ/B;YAĆ A;YACA;YACA;YACA,IAAI,KBAAKB,GAAG,UAAU,CAAC;YACQC;YACQ;YACA;YACA;YACA,IAAI,YAAY,GAAG,WAAW,CAAC;YAC/B;YACA;YACA;Y ACA;YACA,IAÁI,UAAÚ,GAAG,WAAW,CAAC;YAC7B;YACA;YACÁ;YACÁ;YACÁ,IAAI,kBAAKB,GÁAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;YACID; YACA;YACA;YACA,YACA,IAAI,aAAa,GAAG,CAAC,CAAC;YACtB;YACA;YACA;YACA,YACA,SAAS,eAAe,CAAC,GAĀG,EĀAE,IAAI,EAAE;YACPC,I AAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,CAAC,cAAC,CAAC,IAAI,CAAC,GAAG,EAAE,IAAI,CAAC,CAAC;YACnE,CAAC;YACD;YACA;YA CA;YACA;YACA;YACA;YACA,SAAS,WAAW,CAAC,KAAK,EAAE;YAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;YACxC,CAAC;YACD;YAC 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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 \* @ignoreIr\n \*/Ir\nvar DynInstFuncTable = '\_dynInstFuncs';lr\n/\*\*\r\n \* Name used to tag the dynamic prototype function\r\n \* @ignore\r\n \*\lr\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 DvnClassName = ' \_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 \*/lr/nvar UnknownValue = '\_unknown\_';lr/n/\*\*/r/n \* Constant string defined to support minimization/r/n \*@ignorelr/n \*/lr/nvar str\_Proto = \"\_\_proto\_\_\";lr/n/\*\*\r/n \* Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r/n \*@ignorelr/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 valuelr/n \*@ignorelr/n \*/lr/nvar\_dynamicNames = 0;\r/n/\*\*\r/n \* Helper to check if the object contains a property of the namelr/n \*@ignorelr/n \*/lr/nfunction \_hasOwnProperty(obj, prop) {\r/n return obj && Object[Prototype].hasOwnProperty.call(obj, namelr/n \*@ignorelr/n \*/infunction \_hasOwnProperty(obj, prop) {\r/n return obj && Object[Prototype].hasOwnProperty.call(obj, namelrin \*@ignoreirin \*/irinfunction \_nasowneroperty(obj, prop) {iiiin feturit obj && Object[Frototype],iiiasowneroperty,can(obj, prop);irin}\rin/\*\*\rin \* 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}irin/\*\*\rin \* Helper used to check whether the target is an Object prototype or Array prototype\rin \* @ignoreirin \*/irinfunction \_isObjectOrArrayPrototype(target) {irin return target && (target === Object[Prototype]] target === Array[Prototype]);irin}irin/\*\*\rin \* Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n \*@ignore\r\n \*/infunction \_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) {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 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}/rln/\*\*/rln \* Helper to throw a TypeError exceptionIr\n \* @param message the messageIr\n \* @ignoreIr\n \*/Ir\function \_throwTypeError(message) {Ir\n throw new TypeError(\"DynamicProto: \" + message);Ir\n}Ir\n/\*\*\r\n \* Returns a collection of the instance functions that are defined directly on the thisTarget object, it doesIr\n \* not return any inherited functionsIr\n \* @param thisTarget The object to get the instance functions fromIr\n \* @ignoreIr\n \*/Ir\function \_getInstanceFuncs(thisTarget) {Ir\n // Get the base protoIr\n var instFuncs = {};Ir\n // Save any existing instance functionsIr\n for the real functionsIr\n if metionsIr\n if any dynamic protoIr\n var instFuncs = {};Ir\n // Save any existing instance (@ighoreirin \*/infinunction \_getinistance=Funcs(this larget) (infin // Get the base protor in variance – 0; infin // Save any existing instance functions in this Target) (in // Don't include any dynamic prototype instances – as we only want the real functions in if (linstFuncs[name] && \_isDynamicCandidate(thisTarget, name, false)) (in // Create an instance callback for pasing the base function to the callerir in instFuncs[name] = thisTarget[name]; in } in } in (/ instFuncs; in \* @param values The array of values in instance for example the value is included in the array in \* @param values. The array of values in \* @param value The value in the value in in the value, in it (values[in] === value; in ) in the value in the value is included in the values. In the values in the values in the value is included in the values. In the value is the value is included in the value is included in the values. In the value is included in the value is included in the value is the value is included in the value is included. In the value is included in the value is inclu 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); IrIn }; IrIn ]/ IrIn // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)/r/n var baseFuncs = {};\r/n for (var name in instFuncs) {\r/n // 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\rln // the Object prototype methods while bypassing the check\rln if (!baseFuncs[name] && \_isDynamicCandidate(baseProto, name, !\_objGetPrototypeOf)) {\rln // Create an instance callback for pasing the base function to the caller\rln baseFuncs[name] = \_instFuncProxy(thisTarget, baseProto[name]);\rln }\rln }\rln // 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);\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 otherwiseIr\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);\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 }lrln if (!\_isFunction(protoFunc)) {lrln \_throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);lrln }lrln return protoFunc.apply(\_this, arguments);lrln };lrln // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing|rln // via which can dynamically replace the prototype function reference)|rln dynProtoProxy[DynProxyTag] = 1;lrln return dynProtoProxy;lrln }Irln if (!\_isObjectOrArrayPrototype(proto)) {\rln var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};lrln var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\rln for (var name in target) {\rln // Only add overriden functions\rln if (\_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\rln // 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); \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 instancelrIn \* @param classProto The class prototype instanceIrIn \* @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) {Ir\n var thisProto = \_getObjProto(thisTarget);Ir\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 \_getobji rotet 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 targetlrln \* @param unknownValuelrln \* @ignorelrln \*/lrlnfunction \_getObjName(target, unknownValue) {lrln if (\_hasOwnProperty(target, Prototype)) {lrln // Look like a prototypelrln return target.name || unknownValue || UnknownValue; lrln }lrln return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue; lrln }lrln return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue; lrln }lrln teturn ((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue; lrln }lrln teturn teturn target.name || unknownValue; lrln }lrln teturn ((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue; lrln }lrln teturn tet functions for classes, this helper performs the following tasks :-Irin \* - Saves references to all defined base class functions.Irin \* - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.Irin \* - 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 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).\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) {\r\n \* ...\r\n \* }\r\n \* }\r\n \* /\ This will define a function that will be converted to a prototype function rhs and property in the solution of the set of called first\r\n \* // as the normal JavaScript method resolution will occur and the defined\r\n \* // \_self.initialize() function is actually gets '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(\"[0" + \_getObjName(theClass) + \"] is not in class heirarchy of [1" + \_getObjName(theClass) + \"] is not in class heirarchy of [1" + \_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 }| 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 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": ["theClass", "target", "delegateFunc", "\_hasOwnProperty", "Prototype", "\_throwTypeError", "classProto", "thisTarget", "thisProto", "\_getObjProto", "\_isObjectArrayOrFunctionPrototype", "\_checkPrototype", "\_getObjName", "className", "DynClassName", "DynClassName", "\_getObjProto", ames", "instFuncs", "name", "\_isDynamicCandidate", "\_getInstanceFuncs", "\_instFuncProxy", "theFunc", "apply", "arguments", "baseFuncs", "base eProto", "visited", "\_hasVisited", "\_objGetPrototypeOf", "push", "\_getBaseFuncs", "proto", "baseInstFuncs", "\_apply", "arguments", "baseFuncs", "poto we", "dynProtoProxy", "this", "instFunc", "DynInstFuncTable", "strFunction", "protoFunc", "\_isFunction", "DynProxyTag", "\_isObjectOrArrayProtot ype", "instFuncTable", "\_populatePrototype", "Constructor", "UnknownValue", "str\_Proto", "Object", "obj", "prop", "hasOwnProperty", "call", "valu e", "Array", "Function", "newProto", "skipOwn", "message", "TypeError", "values", "ip, "length", "unknownValue"], "mappings": ";;;;8GA+Ue,SAASB A,EAAUC,EAAQC,GAE9CC,EAAgBH,EAAUI,IAC3BC,EAAgB,ACAGpB,IAAIC,EAAAN,IAAFB,BAASI,IAFB,BS,AAYBE,EAAYC,GAEJC,IADA,IAAIC,EAAYC, FaiFiBR GAAFIBD, IAACE, FAAKCE, IAAY, CAC/D, GAABL, IAACE,FAACD, GAE7B, OAAO, GAADEFG, CAADBL, IACIBD, FA EAIFIBR,GAhFIBO,IAAcE,EAAKČF,IAAY,CAC/D,GAAIA,IAĂcF,EACd,OAAO,EAEXE,EAAYC,EAAaD,GAE7B,OAAO,GA0EFG,CAAgBL,IACjBD,EA AgB,IAAMO,EAAYZ,GAAY,mCAAqCY,EAAYX,GAAU,KAE7G,IAAIY,EAAY,KACZV,EAAgBG,EAAYQ,GAE5BD,EAAYP,EAAWQ,IAMvBD,EAAYE,EAA qĞH,EAAYZ,EAAU,KAAO,İAAMgB,EACpEA,İACAV,ÉAAWQ,GAAgBD,GÁG/B,IAAII,EĂrOR,SAA2BV,GAEvB,IAAIU,ÉAAY,GÀEhB,IAAK,IAAIC,KAA QX,GAERU,EAAUC,IAASC,EAAoBZ,EAAYW,GAAM,KAE1DD,EAAUC,GAAQX,EAAWW,IAGrC,OAAOD,EA0NSG,CAAkBnB,GAKICC,EAAaD,EA1 MjB,SAAuBK,EAAYC,EAAYU,GAC3C,SAASI,EAAepB,EAAQqB,GAC5B,OAAO,WACH,OAAOA,EAAQC,MAAMtB,EAAQuB,YAIrC,IAAIC,EAAY,GA ChB,IAAK,IAAIP,KAAQD,EAEbQ,EAAUP,GAAQG,EAAed,EAAYU,EAAUC,IAM3D,IAHA,IAAIQ,EAAYjB,EAAaH,GACzBqB,EAAU,GAEPD,IAAchB,E CIB, JAAK, JAAIP, KAAUD, EAEDQ, EAADQ, GAAQG, EAAEU, EAATO, EAATO, IAMBD, JAITA, JAAQ, EAATJD, EAATJD, EAADQ, EAATO, EAADQ, EAABAC, EAATO, EAATO, IAMBD, JAAIP, KAAUD, EAADA, CAEDQ, EAAUD, EAAQA, AAADQ, GAKRD, EAADQ, JAAKC, EAADB, EAAWR, GAAOW, KAE1DJ, EAAUP, GAAQQ, E AAed, EAAYMB, EAAUR, KAMIDS, EAAQG, KAAKJ, GACbA, 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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) {\n return typeof x === 'function' || typeof x === 'object' && x !== null;\n}\n\nrame isFunction(x) {\n return typeof x === 'function';\n}\n\nfunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar \_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\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 queue[len] = callback;\n queue[len + 1] = arg;\n 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.\n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }\n};\n\nexport { asap };\n\nfunction setScheduler[\n\dot w = typeof window = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self === 'undefined' && typeof UintBClampedArray !== 'undefined';\n\n/n note\npotCripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n/n node\nfunction useNextTick() {\n /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 re

BrowserMutationObserver(flush);\n var node = document.createTextNode('');\n observer.observe(node, { characterData: true });\n\n return function () {\n node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {\n 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.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 vallback(arg);\n\n queue[i] = undefined;\n queue[i + 1] = undefined;\n \n\n len = 0;\n\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\nvar 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 = useNextTick();\n} else if (browserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (use the triggering d & the triggering triggering to the triggering triggering to the triggering to the triggering triggering to the triggering triggering to the triggering triggering to the triggering triggering triggering to the triggering 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 () {\n return invokeCallback(\_state, child, callback, parent.\_result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection);\n \*/In var 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';InInimport { objectOrFunction, isFunction } from './utils';InInimport { asap } from './asap';InInimport originalThen from './then';Inimport originalResolve from './promise/resolve';InInvar PROMISE\_ID = Math.random().toString(36).substring(16);InInexport { PROMISE\_ID };Infunction noop() {}InInvar PENDING = void 0;Invar FULFILED = 1;\nvar REJCTED = 2;\nnvar GET\_THEN\_ERROR = new ErrorObject();\nnfunction selfFulfillement() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n} cannot return that same promise.');(n}initruction getThen(promise) {In try {In return promise.then;in } catch (error) {In GET\_THEN\_ERROR;in }/initruction getThen(promise) {In try {In return promise.then;in } catch (error) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler, rejectionHandler) {In GET\_THEN\_ERROR;in }/initruction try Then(then, value, fulfillmentHandler) {Initruction try Then(then, value, fulfillme try {In then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {In return e;\n }\n}\n/nfunction 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;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {In return;\n }\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise\_label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable.\_state = FULFILLED) {\n fulfill(promise, thenable.\_result);\n } else if (thenable.\_state === 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\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 (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } 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undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (then === undefined) {\n fulfill(promise, maybeTh fulfill(promise, maybeThenable); In }In }In infunction resolve(promise, value) {In if (promise === value) {In reject(promise, value) {In reject(promise) {In reject(promise) {In reject(promise) {In reject(promis }initian(promise); in the initian Initian ini Initian ini 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 + FULFILLED] = onFulfillment;\n subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent.\_state) {\n asap(publish, parent);\n }\n\nhunturfunction publish(promise) {In var subscribers = promise.\_subscribers;In var settled = promise.\_state;InIn if (subscribers.length === 0) {In return;In }InIn var child = undefined, in callback = undefined, in detail = promise.\_result; in in for (var i = 0; i < subscribers.length; i += 3) {in child = subscribers[i]; in callback = subscribers[i + settled]; in if (child) {in invokeCallback(settled, child, callback, detail); in } else {in callback = subscribers[i]; in callback = subscribers[i] 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\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) {\n value = tryCatch(callback, value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\nn if (hasCallback) {in value = tryCatcn(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, 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, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {\n reject(promise, value);\n }\n/n\function initializePromise(promise, resolver) {\n try {\n resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, \_state = undefined;\n promise.\_result = undefined.\n promise\_ subscribers = [1:\n}\npvexort {\n promise[PROMISE\_ID] = id++;\n promise.\_state = undefined;\n promise.\_result = undefined.\n promise\_ subscribers = [1:\n]\npvexort {\n prot\_{\n promise}} network {\n promise, getThen\_non, resolve reject; fulfill subscribe = nublish undefined; in promise\_subscribers = [];in}Ininexport { nextid, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","use strict'; in/nimport { isArray, isMaybeThenable } from './utils';\n\nimport { 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); In h > 1 = 100 (In this\_result) is the second state of the state o 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); In this.\_willSettleAt(promise, i); In } else {In this.\_willSettleAt(new c(function (resolve) {In return tesolve(entry); In }), i); In } lese {In this.\_result[i] = value; In }In this.\_remaining === 0) {In fullif[(promise, this.\_result); In }In } }\n};\n\nEnumerator.prototype.\_willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) [in return enumerator.\_settledAt(REJECTED, i, value);in }, function (reason) {In return enumerator.\_settledAt(REJECTED, i, reason);in });in};","'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.In/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 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 };\n`\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 @static\n\*/\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(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise race([promise1, promise2]).then(function(result){\n // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });\n `\n\n Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n promises array argument are resolved, but the first settled promise hastn sected promise function. For example, even in other promises given to them returned in 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 reject(new Error('promise 2'));in }, 200);in });inin Promise.race([promise1, promise2]).then(function(result){in // Code here never runsin }, 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-) javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n world use case is implementing timeouts:\n\n @param {Array} promises array of promises to observe Useful for tooling. In @return {Promise} a promise which settles in the same way as the first passed in promise to settle. in\*/infunction race(entries) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin if (!isArray(entries)) {in /\*jshint validthis:true \*/in var Constructor = this;inin validthis:true \*/in var Constructor = this;inin validthis:true \*/inin valid 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}",""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){In // reason.message === 'WHOOPS'In });In ```InIn Instead of writing 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){In // Code here doesn't run because the promise is rejected!\n }, function(reason){In // reason.message = \n\n Instead of writing the WHOOPS'In });In ```InIn @method rejectIn @staticIn @param {Any} reason value that the returned promise will be rejected with.In 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/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 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.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.\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 in state. Promises that are rejected have a rejection reason and are in the in 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 promise.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 a promise that \*resolves\* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n -------\n\n asynchronous interactions such asin `XMLHttpRequest`s.lnln ```jsln function getJSON(url) {In return new Promise(function(resolve, reject){In let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json'); In xhr.send(); In function handler() {In if (this.readyState === this.DONE) {In 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 Junn getJSON('posts.json').then(function(json) {in // on fulfillmentin }, function(reason) {in // on rejection(n }); in ````\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 }); in ````\n\n @class Promise\n @param {function} resolver\n Useful for tooling.ln @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\nPromise.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 In }, function (reason) {In // user is unavailable, and you are given the reason why In }); In ```In In Chaining In ------ 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 fulfillmentIn or rejection handler, or rejected if the handler throws an exception. In In "``jsIn findUser().then(function (user) {In return user.name;In }, function (reason) {In return 'default name';In }).then(function (userName) {In // If `findUser` fulfilled, `userName` will be the user's name, otherwise itIn // (reason) {in return default name ;in }).inen(function (user) ame) {in // in induser funnied, user/name will be the user's name, otherwise (in // in induser) {in be 'default name', n}; in induser().then(function (user) {in 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) {in // never reachedIn }, function (reason) {in // if 'findUser' fulfilled, `reason' will be 'Found user, but still unhappy'.in // If 'findUser' rejected, `reason' will be 'Found user, but still unhappy'.in // If 'findUser' rejected, `reason' will be 'rejected and we're unhappy'.in });in ```n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.in in ```jsin findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n }).then(function (value) {in // never reachedin }, function (reason) {in // The `PedgagocialException` is propagated all the way down to herein In In AssimilationIn ------In In Sometimes the value you want to propagate to a downstream promise can only bein retrieved javascriptin findResult().then(function(result){in // successin }, function(reason){in // failure/n });in ```in in Advanced Example/n ------in in Synchronous Example/n in ```javascriptin let author, books;in in try {in author = findAuthor();in books = findBooksByAuthor(author);in // successin } catch(reason) {in // failure/n }in ```in in Errback Example/n in ```jsin in function foundBooks(books) {in in }in in function failure(reason) {in in findAuthor(function(author, err){in if (err) {in failure(err);in // failure/n } else {in try {in findBoooksByAuthor(author, etr)} function(books, err) {In if (err) {In failure(err);In } else {In try {In foundBooks(books);In } catch(reason) {In failure(reason);In }In });In });In } catch(error) {In failure(reison);In }In });In });In });In }) then(function(books){\n // found books\n }).catch(function(reason){\n // something went wrong\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(){In throw new Error('couldn't find that author');In }In In // synchronousIn try {In findAuthor();In } catch(reason) {In // something went wrong\n }In \n // async with promises\n findAuthor().catch(function(reason){In // something went wrong\n });In ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}In \*/\n 'catch': function \_catch(onRejection) {In return this.then(null, onRejection); \n }\n};","/\*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')();In } catch (e) {In throw new Error('polyfill failed because global object is unavailable in this environment');In }In }In In var P = local.Promise;In\n if (P) {In var promiseToString = null;\n try {In promiseToString = Object.prototype.toString.call(P.resolve());In } catch (e) {In // silently ignored\n }In\n if (promiseToString === '[object Promise]' && !P.cast) {In return;In }In }In In local.Promise = Promise;In", "use 

;;ACAA,SAAS,gBAAgB,CAAC,CAAC,EAAE;EAC3B,OAAO,OAAO,CAAC,KAAK,UAAU,IAAI,OAAO,CAAC,KAAK,QAAQ,IAAI,CAAC,KAAK,IAAI,C ÄÄC;CAČVE;;AÄED,SÄAS,UAAU,CAAC,CAAC,EAAE;EACrB,OAAO,OAAO,CAAC,KAAK,UAAU,CAAC;CAChC;;AAED,AAIA,IAAI,QAAQ,GAAG,S AAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EACIB,QAAQ,GAAG,UAAU,CAAC,EAAE;IACtB,OAAO,MAAM,CAAC,SAAS,CAAC,QA AQ,CAAC,IAAI,CAAC,CAAC,CAAC,KAAK,gBAAgB,CAAC;GAC/D,CAAC;CACH,MAAM;EACL,QAAQ,GAAG,KAAK,CAAC,OAAO,CAAC;CAC1B;; AAED,IAAI,OAAO,GAAG,QAAQ,CAAC,AACvB;;ACxBA,IAAI,GAAG,GAAG,CAAC,CAAC;AACZ,IAAI,SAAS,GAAG,SAAS,CAAC;AAC1B,IAAI,iBAA iB,GAAG,SAAS,CAAC;;AAEIC,IAAI,IAAI,GAAG,SAAS,IAAI,CAAC,QAAQ,EAAE,GAAG,EAAE;EACtC,KAAK,CAAC,GAAG,CAAC,GAAG,QAAQ,CA AĆ;EACťB,KAAK,CAAĆ,GAAG,GAÁG,CÁAC,CÁAC,GÁAG,GAAG,ČAAČ;EACťB,GAAG,IAAI,ĆAAC,ĆAAC;ÉACT,IÁAI,GAÁG,KAÁK,CAÅČ,EAÅE;; ;;IAIb,IAAI,IBAAIB,EAAE;MACrB,IBAAIB,CAAC,KAAK,CAAC,CAAC;KAC1B,MAAM;MACL,aAAa,EAAE,CAAC;KACJB;GACF;CACF,CAAC;;AAEF, ,MAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EACHC,IBAAB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,GAAG, ,MAAM,CAAC;CACf;:AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAAa,IAA I,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;;;AAGjI,IA AI,QAAQ,GAAG,OAAO,IBAAIB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGZI,SAAS,WAAW,GAA G;;;EAG'B,OAAO,YAAY;IACjB,OAAO,OAAO,CAAĆ,OAAÓ,CAAĆ,KAAK,CAAĆ,CAAĆ;GAĆhĆ,ĆAAĆ;ĆACH;;;AAGD,ŠAAS,aAAa,GAAG;EAĆVB, ŎĂĂŎ,YAĂY;IĂĊĴĖ,SĂĂŚ,ĊĂĂĊ,KĂĂŔ,ĊĂĂĊ,ĊĂĂĊĴĠĂĊĨĖ,ĊĂĂĊ;ĊĂĊŀ;;ĂĂĖĎ,SĂĂŚ,mBĂĂmB,ĠĂĂĠ;ĔĂĊ7B,IĂĂI,UĂĂU,ĠĂĂĠ,ĊĂĂĊ,ĊĂĂ C;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,CAAC,CAAC,EAAE,CAAC,CAAC;EA CvC,QAAQ,CAAC,OAAO,CAAC,IAAI,EAAE,EAAE,aAAa,EAAE,IAAI,EAAE,CAAC,CAAC;;EAEhD,OAAO,YAAY;IACjB,IAAI,CAAC,IAAI,GAAG,UAA U,GAAG,EAAE,UAAU,GAAG,CAAC,CAAC;GAC3C,CAAC;CACH;;;AAGD,SAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,cAAc,EAAE,CAA C;EACnC,OAAO,CAAC,KAAK,CAAC,SAAS,GAAG,KAAK,CAAC;EAChC,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,KAAK,CAAC,WAAW,CAAC,CA AĊ,CAAĊ,CAAĊ;GACrĊ,CAAĊ;CACH;;AAĖD,SAAŚ,aAAà,GAAĠ;;;EAGvB,IAAİ,gBAÅgB,GÅAG,UAAU,CÅAC;EAĊIC,OAAO,YÄAY;IAĊjB,OAAO, gBAAgB,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;GACnC,CAAC;CACH;;AAED,IAAI,KAAK,GAAG,IAAI,KAAK,CAAC,IAAI,CAAC,CAAC;AAC5B,S AAS,KAAK,GAAG;EACf,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,GAAG,EAAE,CAAC,IAAI,CAAC,EAAE;IAC/B,IAAI,QAAQ,GAAG,KA C;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,CAAC,GAAG,SAAS,CAAC;GACIB;;EAED,GAA G,GAAG,CAAC,CAAC;CACT;;AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CAAC,CAA C,OAAO,CAAC,CAAC;IACvB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC;IACID,OAAO,aAAa,EAAE,CAAC;GACxB,CAAC,O AAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EACV,aAAa,GAAG,WAAW,EAAE;CAAC;CACC/B,MAAM,IAAI,UBAAUB,EAAE;EACIC,aAAa,GAAG,mBAAmB,EAAE;CAAC;CACVC,MAAM,IAAI,QAAQ,EAAE;EA CnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAAG,YAAY, EAAE,CAAC;CAChC,MAAM;EACL,aAAa,GAAG,aAAa,EAAE,CAAC;;;ACtHIC,SAAS,IAAI,CAAC,aAAa,EAAE,WAAW,EAAE;EACxC,IAAI,UAAU,GA AG,SÁAS,CÁAC;;EAÉ3B,IAÁI,MAAM,GÁAG,IAÁI,CAAC;;EAÉIB,IAÁÍ,KAAK,GAAG,IAAI,IAAI,CÁAC,WAAW,CAAC,IÁAI,CAAC,CAAC;;EAEVC,IÁAI ,KÁÁK,CÁÁC,UÁÁU,CAÁC,KÁAK,SAÁS,EAÁE;IÁCnC,WÁAW,CÁAC,KAAK,ĆAAC,ĆAAĆ;GÁĆpB;;ÉAED,IÁAI,MAÁM,ĠAAG,MAAM,ĆAAC,MAAM ,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC,IAAI,CAA Ċ,YAAY;QACf,OAAO,cAAc,CAAC,MAAM,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,OAAO,CAAC,CAAC;OAChE,CAAC,CAAC;KACJ,CAAC, EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAAK,CAAC;;; ACzBf;;;;;; ;;;;;;;;;;AA+BA,SAAS,OAAO,CAAC,MAAM,EAAE;;EAEvB,IAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,MAAM,IAAI,OAAO,M AAM,KAAK,QAAQ,IAAI,MAAM,CAAC,WAAW,KAAK,WAAW,EAAE;IAC9E,OAAO,MAAM,CAAC;GACf;;EAED,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC ,IAAI,CAAC,CAAC;EACpC,QAAQ,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;EAC1B,OAAO,OAAO,CAAC;;;;ACrCjB,IAAI,UAAU,GAAG,IAAI,CAAC, AO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC,;AAED,SIAAI,IAAL,AAC,GAAG,IAAI,WA AW,EAAE,CAAC;;AAEVC,SAAS,eAAe,GAAG;EAC2B,OAAO,IAAI,SAAS,CAAC,0CAA0C,CAAC,CAAC;;AAED,SAAS,eAAe,GAAG;EAC2B,O AAO,IAAI,SAAS,CAAC,sDAAsD,CAAC,CAAC;CACC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO,CAAC,IAAI,CAA C;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,CAAC,CAAC;GACG;ACE;;AAED,SAAS,OAAO ,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,C AAC,CAAC;GACXD,CAAC,OAAO,CAAC,EAAE;IACV,OAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,gBAAgB,CAAC,OAAO,EAAE,QAAO,EAAE,I AAI,EAAE;EACtD,IAAI,CAAC,UAAU,OAAO,EAAE;IACtB,IAAI,MAAM,GAAG,KAAK,CAAC;IACnB,IAAI,KAAK,GAAG,OAAO,CAAC,IAAI,EAAE,QA AQ,EAAE,UAAU,KAAK,EAAE;MACnD,IAAI,MAAM,EAAE;QAĆV,OAAO;OAĆR;MAĆD,MAÁM,GAÁG,IAAI,CAAC;MAĆd,IAAI,QAAQ,KAÁK,KAÁK,E AĂĖ;QACtBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OACZB,MAAM;QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OACZB;KAC F,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAAM,CAAC,OAAO,EAA E,MAAM,CAAC,CAAC,KACzB,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,kBAAkB,CAAC,CAAC,CAAC;;IAExD,IAAI,CAAC,MAAM,IAAI, KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAAE,OAAO,CAAC,CAAC ;CACb;;AAED,SAAS,IBAAIB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC,OAAO,CAAC,OAAO, ÉAAE,ŐAAQ,ĆAAC,ÓAAO,ĆAAC,ĆAAC;GACCC,MAAM,ÍAAI,ÓAAQ,CÁAC,MAAM,KAAK,ÓAAQ,ÉAAE;IÁCvCÁ,OAAM,CÁAC,OAAÓ,EAAÉ,QAAQ ,CAAC,ÓAAÓ,CAAC,CAAC;GACnc,MAAM;IACL,SAAS,CAAC,QAAQ,EAAE,SAAS,EAAE,ŬAAU,KAAK,EAAE;MAC9C,ÓAAÓC,QAAÓ,CAAC,ÓAA O,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,WAAW,KAAK,OAAO,CAAC, WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACvI,iBAAiB,CAAC,OAAO,EAAE,aAAa,CAAC,CA AC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,CAAC,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,CAAC,CAAC,KAAK,CAAC,CAAC;KACVC,MAAM,IA AII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,MAAI,CAAC,EAAE;MAC3 B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC;GA Argeaae, CAAC, CAAC, GAAC, CAAC, CAAC, CAAC, CAAC, KAAK, KAAK, EAAE; FAC/B, IAAI, OAAO, KAAK, KAAK, EAAE; IAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, KAAK, KAAK, CAAC, CAA C,OAAO,CAAC,CAAC;CACIB;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B ,ÓAAO;ĠACR;;EAED,ÓAAO,ĆAAC,ÓAAO,ĠAAG,KAAK,ĆAAC;EACxB,ÓAAÓ,ĆAAĆ,MAAM,ĠAAĠ,SAAS,ĆAAĆ;;EAE3B,IAAI,ÓAAÓ,ĆAAĆ,YAA Y,CAAC,MAAM,KAAK,CAAC,EAAE;IACrC,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;;AAED,SAASA,OAAM,CAAC,OAAO,EAA E,MAAM,EAAE;EAC/B,IAAI,ÓAAO,ĊAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAÓ,CAAC,MAAM,GAAG,QAAQ,CAAC;EAC1 B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACjC;;AAED,SAAS,SAAS,CAAC,MAAM,E ΑΑΕ,ΚΑΑΚ,ΕΑΑΕ,aAAa,ΕΑΑΕ,WAAW,EAAE;EAC5D,IAAI,YAAY,ĠAAG,MAAM,CAAC,YAAY,CAAC;EACvC,ĺAAI,MAAM,GAAG,YAAY,CAAC,MAAM, CAAC;;EAEjC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC7B,YAAY,CAAC,MAAM,GAAG, SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IAAI,MAAM,KAAK,CAAC,IAAI,MA AM,CAAC,MAAM,EAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAA e,GAAG,IAAI,WAAW,EAAE,CAAC;;AAExC,SAAS,QAAQ,CAAC,QAAQ,EAAE,MAAM,EAAE;EACIC,IAAI;IACF,OAAO,QAAQ,CAAC,MAAM,CAAC,C AAC;GACzB,CAAC,OAAO,CAAC,EAAE;IACV,eAAe,CAAC,KAAK,GAAG,CAAC,CAAC;IAC1B,OAAO,eAAe,CAAC;GACxB;CACF;;AAED,SAAS,cA Ac,CAAC,OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,ÉAAE;ÉAC1D,IAAI,WAAW,GAAG,UAAU,CAAC,QAAQ,CAAC;MACIC,KAAK,GAAG,SAA S;MACjB,KAAK,GAAG,SAAS;MACjB,SAAS,GAAG,SAAS;MACrB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI,WAAW,EAAE;IACf,KAAK,GAAG,QAA Q,CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,IAAI,CAAC;MACd,KAAK,GAAG,KAAK, ČÁAC,KĂĂK,ĊÁAC;MACpB,KAAK,ĠAAG,IÁAI,CAÁC;KACd,MAAM;MACL,ŚAAS,ĠAAG,IÁAI,CAÁC;KAĆIB;;IÁED,IAAI,OAÁO,KAÁK,KAÁK,EAÁ E;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IACL,KAAK,GAAG,MAAM,CAAC;IACf,SAA S,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,WAAW,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,MAA M,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/B A,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,KACxB;CACJ;;AAED,SAAS,iBAAIB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI;IACF,QAAQ ,CAAC,SAAS,cAAC,CAAC,KAAK,EAAE;MACtCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,EAAE,SAAS,aAAa,CAAC,MAAM,EAAE; MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACZB,CAAC,CAAC;GACJ,CAAC,OAAO,CAAC,EAAE;IACVA,OAAM,CAAC,OAAO,EA AE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GAAG;EAChB,OAAO,EAAE,EAAE,CAAC;CA Cb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,CAAC;EAC3B,OAAO,CAAC,MAAM,GAAG,S AAS, 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,CAAC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CA AC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;GAC3B;;EAED, IAAI,OAAÖ,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,CAAC,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;MAC/B,IAAI,CAAC,UAAU,EAAE,CAAC;MACIB,IAAI,IAAI,CAAC,UAAU,KAA K,CAAC,EAAE;QACzB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;OACC;KACF;GACF,MAAM;IACLA,OAAM,CAAC,I AAI,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC,GACC;CACF;;AAED,SAAS,eAAe,GAAG;EACZB,OAAO,IAAI,KAAK,CAAC,YCAAYC,CAAC,CA AC;CAC7D,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,YAAY;EAC5C,IAAI,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC;EACZB,IAAI,MAAM, AC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,CAAC,EAAE;EACpD,IAAI,CAAC,GAAG,IAAI,CAAC,oBAAoB,CAAC;EACIC,IAAIC,SAAO,GAA G,CAAC,CAAC,OAAO,CAAC;;EAExB,IAAIA,SAAO,KAAKC,OAAe,EAAE;IAC/B,IAAI,KAAK,GAAG,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,KAA K,CAÁC,OAAÓ,CAÁC,CÁAC;KÁCjD,MAAM,IÁAI,OAÁO,KAÁK,KAÁK,UAÁU,EÁAE;MÁCtC,IÁAI,CAÁC,UAÁU,EAÁE,CAÁC;MAĆIB,IAÁI,CAÁĆ,OA AO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC,KACzB,MAAM,IAAI,CAAC,KAAK,OAAO,EAAE;MACxB,IAAI,OAAO,GAAG,IAAI,CAAC,CAAC,IAAI,C AAC,CAAC;MAC1B,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,KAAK,CAAC,CAAC;MAC3C,IAAI,CAAC,aAAa,CAAC,OAAO,EAAE,CAAC,CAAC, CAAC;KAChC,MAAM;MACL,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC,UAAUF,SAAO,EAAE;QAC1C,OAAOA,SAAO,CAAC,KAAK,CAAC,CAAC; OACVB,CAAC,EAAE,CAAC,CAAC,CAAC;KACR;GACF,MAAM;IACL,IAAI,CAAC,aAAa,CAACA,SAAO,CAAC,KAAK,CAAC,EAAE,CAAC,CAAC,CA AC;GAĊvC;CAĊF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,ĆAAC,ĖAAE,KAAK,ĖAAE;ĖAC3D,IAAI,OAAO,GAA G,IAAI,CAAC,OAAO,CAAC;;EAE3B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,IAAI,CAAC,UAAU,EAAE,CAAC;;IAEIB,IAAI,KAAK,KAA K,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;MACL,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KA AK,CAAC;KACzB;GACF;;EAED,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;IACzB,OAAO,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;G AChC;CAĊF,CAAĊ;;AAEF,UAAU,CAAC,SAAS,CAAC,aÁAa,GAAG,UÁAU,OAAO,EÁAE,CAAC,EAAE;EACzD,IAAI,UAAU,GAAG,IAAI,CAAC;;EAEt B,SAAS,CAAC,OAAO,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;IAC7C,OAAO,UAAU,CAAC,UAAU,CAAC,SAAS,EAAE,CAAC,EAAE,CAAC,EAAE,CAAC,EAAE,KAAK,CAAC,C AAC;GACnD,EAAE,UAAU,MAAM,EAAE;IACnB,OAAO,UAAU,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC,EAAE,MAAM,CAAC,CAAC;GACnD,CAAC, AC1C,OÁAO,MAAM,ĆAAC,IAAI,SAAS,CÁAC,ICAAIC,ĆAAC,ĆAAC,ĆAAC;KACJE,ĆAAC,ĆAAĆ;GACJ,MAAM;IACL,ÓAAO,IAAI,WAAW,ĆAAC,UAA U,OAAO,EAAE,MAAM,EAAE;MAChD,IAAI,MAAM,GAAG,OAAO,CAAC,MAAM,CAAC;MAC5B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG ,MAAM,ÉAAE,ĆAAC,ÉAAE,EAAE;QÁC/B,ŴAAW,ĆAAC,ÓAAO,ĆAAC,ÓAAO,ĆAAC,ĆAAC,ĆAAC,ĆAAC,ĆAAC,ÁAAI,CÁAC,OÁAO,EÁAE,MÁAM,Ć ,OAAO,OAAO,CAAC;;;;AC5BjB,SAAS,aAAa,GAAG;EACvB,MAAM,IAAI,SAAS,CAAC,oFAAoF,CAAC,CAAC;CAC3G;;AAED,SAAS,QAAQ,GAAG;E ;;;;;AAyGD,S AAS,OAAO,CAAC,QAAQ,EAAE;EACzB,IAAI,CAAC,UAAU,CAAC,GAAG,MAAM,EAAE,CAAC;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM ,GAAG,SAAS,CAAC;EACvC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAEvB,IAAI,IAAI,KAAK,QAAQ,EAAE;IACrB,OAAO,QAAQ,KAAK,UAAU,IAAI, D,SAAS,QAAQ,GAAG;IAChB,IAAI,KAAK,GAAG,SAAS,CAAC;;IAEtB,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;QAC/B,KAAK,GAAG,MAAM,CAAC; KACIB,MAAM,IAAI,OAAO,IAAI,KAAK,WAAW,EAAE;QACpC,KAAK,GAAG,IAAI,CAAC;KAChB,MAAM;QACH,IAAI;YACA,KAAK,GAAG,QAAQ,CAA C,aAAa,CAAC,EAAE,CAAC;SACrC,CAAC,OAAO,CAAC,EAAE;YACR,MAAM,IAAI,KAAK,CAAC,0EAA0E,CAAC,CAAC;SAC/F;KACJ;;IAED,IAAI,C ĂĂĊ,ĠĂĂĠ,KĂĂK,ĊĂĂĊ;ŎĂĂŎ,ĊĂĂĊ;;ĬĂĖťB,IĂĂI,ĊĂĂĆ,ĔĂĂĖ;QĂĆH,IĂĂĬ,ĕĂĂĕ,ĠĂĂĞ,IĂĂĬ,ĊĂĂĊ;QĂĊ3B,IĂĂI;YĂĆĂ,eĂĂe,ĠĂĂĠ,MĂĂM,ĆĂ AC,SAAS,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC,CAAC,OAAO,EAAE,CAAC,CAAC;SACJE,CAAC,OAAO,CAAC,EAAE;;SAEX;;QAED,IAAI,eAAe,K AAK,kBAAkB,IAAI,CAAC,CAAC,CAAC,IAAI,EAAE;YACnD,OAAO;SACV;KACJ;;IAED,KAAK,CAAC,OAAO,GAAG,OAAO,CAAC;;;AC9B5B,QAAQ, EAAE,CAAC;;AAEX,OAAO,CAAC,QAAQ,GAAG,QAAQ,CAAC;AAC5B,OAAO,CAAC,OAAO,GAAG,OAAO,CAAC,AAC1B,;;;;;","file":"es6promise.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';InInexport { objectOrFunction };Inexport { isFunction };Inexport { isMaybeThenable };InInfunction objectOrFunction(x) { in return typeof x === 'function' || typeof x === 'object' && x !== null;In}Infunction isFunction(x) { In return typeof x === 'function';In}Infunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar \_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; ininexport { setScheduler }; inexport { setAsap }; invar len = 0; invar vertxNext = undefined; invar customSchedulerFn = undefined; invar 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.In // If additional callbacks are queued before the queue is flushed, theyIn // will be processed by this flush that we are scheduling. In if (customSchedulerFn) {In customSchedulerFn(flush); In } else {In scheduleFlush(); In }In }ln};\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]';\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 useVertxTimer() {\n return function () {\n vertxNext(flush);\n }\n}\n/nfunction 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 node.data = iterations = ++iterations % 2;\n };\n}\n\n/\ web worker\nfunction useMessageChannel() {\n 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.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 queue[i] = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}ln\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\nvar scheduleFlush = undefined;\n/l 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 = = 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 () {\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 romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise then(function(value){\n // value === 1\n});\n romise thenf 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) {\n return object;\n }\n\n var promise = new Constructor(noop);in \_resolve(promise, object);in return promise;in}","'use strict';ininimport { objectOrFunction, isFunction } from './utils';ininimport { asap } from './asap';ininimport originalThen from './then';inimport originalResolve from './promise/resolve';ininvar 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 itselfi");in}\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\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n return e;\n }\n\fraction {\n value, tuninfertual allor, rejectionHandler);\n } catch (e) {\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n var error = ruyThen(then, thenable, function);\n } he full {\n if (sealed) {\n tuninfertual allor, rejection allor);\n } full {\n var error = ruyThen(then, thenable, function);\n } he full {\n var error = tryThen(then, thenable, function);\n } he full {\n if (sealed) {\n tuninfertual allor, rejection allor);\n } he full {\n var error = tuninfertual allor, rejection allor);\n } he full {\n var error = tuninfertual allor, rejection {\n var error = tuninfer return; ln }ln sealed = true; ln if (thenable != value) {ln resolve(promise, value); ln } else {ln fulfill(promise, value); ln }ln ; function (reason) {ln if (sealed) {ln return; ln }ln sealed = true; ln ln reject(promise, reason); ln }, 'Settle: ' + (promise\_label || ' unknown promise')); ln ln if (!sealed && error) {in sealed = true; in reject (promise, error); in } in }, promise); in } in function handleOwnThenable(promise, thenable) {in if (thenable. state = FULFILLED) {\n fulfill(promise, thenable\_result);\n } else if (thenable.\_state === 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 === origi maybeThenable);\n } else {\n if (then == == originalThen && maybeThenable.constructor.resolve === originalResolve) {In handleOwnThenable(promise, (then === GET\_THEN\_ERROR) {\n reject(promise, GET\_THEN\_ERROR.error);\n } else if (then === undefined) {\n == undefined) {\n fulfill(promise, maybeThenable);In } else if (isFunction(then)) {In handleForeignThenable(promise, maybeThenable, then);In } else {In fulfill(promise, maybeThenable);\n }\n }\n}n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n else if (objectOrFunction(value)) {in handleMaybeThenable(promise, value, getThen(value)); \n } else {in fulfill(promise, value); \n Information (value); {in information and the promise\_promise, factor, get information, and promise, factor, information, and promise promise);in}infunction subscribe(parent, child, onFulfillment, onRejection) {in runners\_state = reason, init asap(publish)(equation) promise);in}infunction subscribers(barent, child, onFulfillment, onRejection) {in var \_subscribers = parent\_subscribers;in var length = \_subscribers.length;in/in parent\_onerror = null;in/in \_subscribers[length] = child;in \_subscribers[length + FULFILLED] = onFulfillment;in subscribers[length + REJECTED] = onRejection;\nin if (length === 0 && parent. state) {\n asap(publish, parent);\n }\n\nhunturfunction 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\nvar TRY\_CATCH\_ERROR = new ErrorObject();in\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);in } catch (e) {\n TRY\_CATCH\_ERROR.error = e;\n return TRY\_CATCH\_ERROR;\n }\n}\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined, in error = undefined, in succeeded = undefined, in failed = undefined; in in (hasCallback) {in 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, 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, value);\n } else if (failed) {\n 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/nim 'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { 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 }\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\Enumerator.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++) {In this.\_eachEntry(\_input[i], i);In }In};In\nEnumerator.prototype.\_eachEntry = function (entry, i) {\n var c = this\_instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var \_then = runction (entry, i) {in Var c = this.\_instanceConstructor; in Var resolve = c.resolve; in/in if (resolve === originalResolve) {in var \_then = getThen(entry); in/in if (\_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.\_result[i] = entry; in } else {in this.\_villSettleAt(new c(function (resolve) {in return resolve(entry); in }), i); in } his else {in this.\_willSettleAt(resolve(entry), i); in } else {in this.\_villSettleAt(new c(function (resolve) {in return resolve(entry); in }), i); in } else {in this.\_willSettleAt(resolve(entry), i); in } in f( state === REJECTED) {in reject(promise, value); in } else {in this.\_result[i] = value; in } in f( this.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining == 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_result]; in } else {in tufic.\_remaining === 0) {in tufil[promise, this.\_remaining === 0] {in tufic.\_remaining === 0} {in Jin}:InInEnumerator.prototype\_\_willSettleAt = function (promise, i) {In variant quarter = this;InIn subscribe(promise, undefined, function (value) {In return enumerator.settledAt(FULFILLED, i, value);In }, function (reason) {In return enumerator.settledAt(REJECTED, i, reason);In });\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 = resolve(1);in let promise2 = resolve(2);in let promise2 = resolve(3);in let promises = [promise2, promise2, promise3];in/in Promise.all(promises).then(function(array){in let promise3 = resolve(3);in let promises = [promise2, promise2, given to `all` are rejected, the first promise).then(function(array){in let promise3 = reject(new Error(!'2!''));in let promise3 = reject(new Error(!'3!''));in let promises = [promise1, promise2, promise3];in/in Promise2 = reject(new Error(!'2!''));in let promise3 = reject(new Error(!'3!''));in let promises = [promise1, promise2, promise3];in/in Promise.all(promises).then(function(array){in let promise3 = reject(new Error(!'3!''));in let promises = [promise1, promise2, promise3];in/in Promise.all(promises).then(function(array){in let promise3 = reject(new Error(!'3!''));in let promises = [promise1, promise2, promise3];in/in Promise.all(promises).then(function(array){in let promise3 = reject(new Error(!'3!''));in let promises!in }, function(error) {in ll 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.In Useful for tooling.in @return {Promise} promise that is rejected if any of them promise.in useful for tooling.in @return {Promise} promise in that is non-in fulfilled, ar rejected if any of them promise.in useful for tooling.in @return {Promise} promise in that is non-in fulfilled, ar rejected if any of them promise.in useful for tooling.in @return {Promise} promise in that is non-in fulfilled.the promise in the promise.in useful for tooling.in @return {Promise} promise in that is non-in fulfilled.the promise in the promise.in useful for tooling.in @return {Promise} promise in that is non-in fulfilled.the promise in that is non-information and promise.in useful for tooling.in @return {Promise} promise in that is non-information and promise.in useful for tooling.in @return {Promise} promise in that is non-information and promise.in useful for tooling.in that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.\n @static\n\*/\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 Promise race` is deterministic in that only the state of the first\n settled promise 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){\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){\n // Code here never runs\n }, function(reason) {In // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });In `` `\n\n An example realworld 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 passed\n 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) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n return new Constructor(function (resolve, reject) {in relatin rejection 'j);in 'j);

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){In // Code here doesn't run because the promise is rejected!In }, function(reason){In // reason.message = ``InIn @method rejectIn @staticIn @param {Any} reason value that the returned promise will be rejected with.In Useful for 'WHOOPS'\n });\n ` tooling.\n @return {Promise} a promise rejected with the given `reason`.\n\*/Infunction reject(reason) {\n /\*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}\nfunction needsNew() {\n throw new TypeError(''Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.'';in]nin/\*\*in 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 -InIn - `promise` is an object or function with a `then` method whose behavior conforms to this specification.In - `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. \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 in state. Promises that are rejected have a rejection reason and are in the in 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 in settled state. So a promise that \*resolves\* a promise that rejects will itself reject, and a promise that \*resolves\* a promise that fulfills will itself fulfill. In In Basic Usage: In -------In In ```js In let promise = new a promise that \*resolves\* a promise that fulfills willin itself fulfill.in/in Basic Usage:in ----------Inin ```jsin let promise = new Promise(function(resolve, reject) {in // on successin resolve(value);in/n // on failurein reject(reason);in });in/in promise.then(function(value) {in // on fulfillmentin }, function(reason) {in // on rejectionin });in ```Inin Advanced Usage:in ----------Inin Promises shine when abstracting away asynchronous interactions such asin `XMLHttpRequest`s.inin ```jsin function getJSON(uri) {in return new Promise(function(resolve, reject){in let xhr = new XMLHttpRequest();inin xhr.open('GET', uri);in xhr.onreadystatechange = handler;in xhr.responseType = 'json';in vhr ostBarwetti undertif weard'.the results that y the confliction bard(urin function) for the provide the pr 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 this.\_subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}n\nnPromise.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.ln ln ```jsln 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'); \n }, function (reason) {\n throw new Error(``findUser` rejected and we're unhappy');\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be '`findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n \n ```js\n findUser().then(function (user) {In throw new PedagoicalException('Upstream error');\n }).then(function (value) {In // never reached\n }, function (reason) {\n // The `PedgagoicalException` is propagated all the way down to here\n }):\n ` `\n \n Assimilation\n ----------In In Sometimes the value you want to propagate to a downstream promise can only bein retrieved asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be pending\n 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.\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.\n \n ```js\n findUser().then{function (user) {\n return findCommentsByAuthor(user);\n }).then{function (comments) {\n // If `findCommentsByAuthor` fulfills, we'll have the value here\n }, function (reason) {\n // If `findCommentsByAuthor` rejects, we'll have the reason here\n });\n ```\n \n Simple Example\n -------\n \n Synchronous Example\n \n ```javascript\n let result;\n \n try {\n result = findResult();\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n findResult().then(function(result){\n // success\n } function(reason){\n // failure\n });\n ```\n \n Advanced Example\n -------\n \n Synchronous Example\n function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n \n Advanced Example\n -------\n \n Synchronous Example\n -------\n \n Synchronous Example\n function(result){\n // success\n }, function(result){\n // success\n });\n ```\n \n Advanced Example\n --------\n \n \n Synchronous Example\n --------\n \n \n Synchronous Example\n ---------\n \n Synchronous Example\n --------\n \n Synchronous Example\n ---------\n \n Synchronous Example\n ---------\n \n Synchronous Example\n ---------\n \n Synchronous Example\n ----------\n \n Synchronous Example\n ----------\n \n Synchronous Example\n ----------\n \n Synchronous Example\n -------\n In Synchronous Examplein in "Javascriptin let author, books; in in try {in author = findAuthor(); in books = findBooksByAuthor(author); in // successin } catch(reason) {in // failurein }in ```in in Errback Examplein in ```jsin in function foundBooks(books) {in in }in in function failure(reason) {in in }in h findAuthor(function(author, err){in if (err) {in failure(err); in // failurein } else {in try {in findBooksByAuthor(author, function(books, err) {in if (err) {in failure(err); in } else {in try {in foundBooks(books); in } catch(reason) {in failure(erason); in }in {in findBooksByAuthor(author, catch(error) {in failure(err); in } else {in try {in foundBooks(books); in } catch(reason) {in failure(erason); in }in }in }in }in }in }in ```in in Promise Example; in in ```javascriptin findAuthor().in then(findBooksByAuthor).in then(function(books){in // found booksin }).catch(function(reason){in // something went wrongin }); in ```in in @method thenin @param {Function} onFulfilledin @param {Function} onRejectedin Useful for tooling.in @return {Promise}in \*/in then: then,in/in /\*\*in `catch' is simply wrong in the product appReview in the product of the partice in the part of the product on the sugar for 'then(undefined, onRejection)' which makes it the sameln as the catch block of a try/catch statement.ln ln "jsin 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 wrongin }In In // async with promisesIn findAuthor().catch(function(reason){In // something went wrongIn });in ```In In @method catchIn @param {Function} onRejectionIn Useful for tooling.In @return {Promise}In \*/In 'catch': function \_catch(onRejection) {In return this.then(null, onRejection);\n }\n};","/\*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')(); In } catch (e) {In throw new Error('polyfill failed because global object is unavailable in this environment'); In }In }In In 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 }\n\n if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n \lnn local.Promise = Promise;\n}",' strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange "'use schot, untimport Promise from Jesd-promise promise promise promise promise points (and postally IB,GAAG,SAAS,CAAC;;AAEIC,İAAI,IAAI,GAAG,SAAS,IAAI,CAAC,QAAQ,EAAE,GAAG,EAAE;EACtC,KAAK,CAAC,GAAG,CAAC,GAAG,QAAQ,CA AĆ;EACIB,KAAK,CAAĆ,GAAG,GAAG,CAAC,CAAC,GAAG,GAAG,ČAAČ;EACIB,GAAG,IAAI,CAAC,ĆAAC;EACT,IAAI,GAAG,KAAK,CAAČ,EAAE;; ;;IAIb,IAAI,IBAAIB,EAAE;MACrB,IBAAIB,CAAC,KAAK,CAAC,CAAC;KAC1B,MAAM;MACL,aAAa,EAAE,CAAC;KACJB;GACF;CACF,CAAC;;AAEF, ÄAEA,SAÁS,YAAY,CAAC,UAAU,EAAE;EAChC,IBAAIB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACvB,IAAI,GAAG ,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,ÓAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAAa,IAA ĺ,EAAE,CAAC;AACxĆ,IAAI,uBAÁuB,GÁAG,aÁAa,CAÁC,gBÁAgB,IÁAI,aAAa,CAÁC,sBAÁsB,CÁAC;AÁCrG,IÁAI,MAÁM,GÁAG,ÓAAO,IÁAI,KÁAK ,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAAĒ,CAĀC,CAAC,QAAQ,CAAC,IAAI,CAAC,OAAO,CAAC,KAAK,kBAAkB,CAAC;;;AAGjI,IA ΑΙ,QAAQ,GAAG,OAAO,iBAAiB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGzI,SAAS,WAAW,GAA G;;;EAGrB,OAAO,YAAY;IACjB,OAAO,OAAO,CAAĆ,QAAQ,CAAĆ,KAAK,CAAĆ,CAAĆ;GAĆhĆ,ĆAAC;CACH;;;AAGD,ŠAAS,aAAa,GAAG;EAĆvB, ŎĨĂŎ,YAĂY;IAĊjĖ,SAAŚ,ĊĂĂĊ,KAAK,ĊAAĊ,ĊAAĊ;ĠAĊĬB,ĊAĂĊ;ĊAĊH;;AAĖD,SAĂS,mBAÁmB,ĠAAĠ;ĔĨĊ7B,IAAI,UAAU,ĠĂAĠ,ĊĂAĊ,ĊAĂ CRACI, YAAY, IACJB, SAAS, CAAC, KAAK, CAAC, CAAC, CAAC, CAAC, CAAC, CACH, YAAED, SAAS, IMBAAMB, GAAG, FAC7B, IAAI, OAAO, GAAG, CAAC,

AAS,KAAK,GAAG;EACf,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,GAAG,EAAE,CAAC,IAAI,CAAC,EAAE;IAC/B,IAAI,QAAQ,GAAG,KA C;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,CAAC,GAAG,SAAS,CAAC;GAC1B;;EAED,GAA G,GAAG,CAAC,CAAC;CACT;;AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CAAC,CAA C,OAAO,CAAC,CAAC;IACvB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC;IACID,OAAO,aAAa,EAAE,CAAC;GACxB,CAAC,O AAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EACV,aAAa, GAAG,WAAW,EAAE,CAAC;CAC/B,MAAM,IAAI,uBAAuB,EAAE;EACIC,aAAa,GAAG,mBAAmB,EAAE,CAAC;CACvC,MAAM,IAAI,QAAQ,EAAE;EA ,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC,IAAI,CAA Ċ,YAAY;QACf,OAAO,cAAC,CAAC,MAAM,EAAÉ,KAAK,EAAÉ,QAÁQ,EĂAE,MAAM,CAAC,OAAO,CAAC,CAAC;OACHE,CAAC,CAAC;KACJ,CAAC, EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC;CAAC;GACtD;;EAED,OAAO,KAAK,CAAC;;; ;;;;;;;;;;;;AA+BA,SAAS,OAAO,CAAC,MAAM,EAAE;;EAEvB,IAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,MAAM,IAAI,OAAO,M ACzBf:::: AAM,KAAK,QAAQ,IAAI,MAAM,CAAC,WAAW,KAAK,WAAW,EAAE;IAC9E,OAAO,MAAM,CAAC;GACf;;EAED,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC AO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC;CAAC;;AAEjB,IAAI,cAAc,GAAG,IAAI,WA AW,EAAE,CAAC;;AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAAOC,CAAC,CAAC;CACIE;;AAED,SAAS,eAAe,GAAG;EACzB,O AAO,IAAI,SAAS,CAAC,sDAAsD,CAAC,CAAC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO,CAAC,IAAI,CAA Ċ;ĠĂĊſ₿,ĊAAĊ,ŎAAŎ,KAAK,EĂAE;IĂĊd,ĊĂĂĊ,ĊAAĆ,KAAK,ĠAAĆ,KAAK,ĊAAĆ;IAC7Ġ,ŎAAĆ,ĊAAĊ;ĠAĆVB;ĊĂĊF;;ĂĂED,ŚĂAS,ŎAAŎ ,ĊAAĊ,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IAĊF,IAAI,CAAĊ,IAAI,CAAĊ,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,Ċ ÁAC,CÁAC;GACXD,CAAĆ,OAAÓ,CAAC,ÉAAE;ÍĂCV,ŎĂÁO,CAÁC,ĊAÁC;GÁCV;ĆACF;;AAEĎ,SAÁS,qBÁAqB,ĆAAC,ÓAAO,EÁAE,QÁĂQ,EĂAÉ,I AAI,EAAE;EACID,IAAI,CAAC,UAAU,OAAO,EAAE;IACIB,IAAI,MAAM,GAAG,KAAK,CAAC;IACnB,IAAI,KAAK,GAAG,OAAO,CAAC,IAAI,EAAE,QA AQ,EAAE,UAAU,KAAK,EAAE;MACnD,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;MACd,IAAI,QAAQ,KAAK,KAAK,E AĂE;QACtBC,QAAO,CAAC,QAAO,EAAE,KAAK,CAAC,CAAC;QACZB,MAAM;QACL,QAAO,CAAC,QAAO,EAAE,KAAK,CAAC,CAAC;QACZB;KAC F,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAAM,CAAC,OAAO,EAA E,MAAM,CAAC,CAAC,KAC2B,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,kBAAkB,CAAC,CAAC,CAAC,;IAExD,IAAI,CAAC,MAAM,IAAI, KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAAE,OAAO,CAAC,CAAC ;CACb;;AAED,SAAS,IBAAIB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACIC,OAAO,CAAC,OAAO, ÉAAE,QAAQ,CAAC,OAAO,CAAC,CAAC;GACpC,MAAM,IAAI,QAAQ,CAAC,MAAM,KAAK,QAAQ,ÉAAE;IACvCA,OAAM,CAAC,OAAO,EAAÉ,QAAQ ,CAAC,OAAO,CAAC,CAAC;GACnC,MAAM;IACL,SAAS,CAAC,QAAQ,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;MAC9C,OAAOC,QAAO,CAAC,OAA O,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,WAAW,KAAK,OAAO,CAAC, WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACvI,iBAAiB,CAAC,OAAO,EAAE,aAAa,CAAC,CA AC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,cAAc,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,cAAc,CAAC,KAAK,CAAC,CAAC;KACvC,MAAM,IA AII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,MAAI,CAAC,EAAE;MAC3 B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC;GA CF;CACF;;AAED,SAASH,QAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,KAAK,KAAK,EAAE;IACrBD,OAAM,CAAC,OAAO,EAAE,eA Ae,EAAE,CAAC,CAAC;GACpC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE;IACIC,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,OAAO,CAAC, KAAK,CAAC,CAAC,CAAC;GACrD,MAAM,IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GACzB;CACF;;AAED,SAAS,gBAAgB,CAAC,OAA O,EAAE;EACjC,IAAI,OAAO,CAAC,QAAQ,EAAE;IACpB,OAAO,CAAC,QAAQ,CAAC,OAAO,CAAC,OAAO,CAAC;GACCCAC;GACnC;;EAED,OAAO,CAA C,OAAO,CAAC,CAAC,CAAC;AACB;;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;;EAE3B,IAAI,OAAO,CAAC,YAA Y,CAAC,MAAM,KAAK,CAAC,EAAE;IACrC,IAAI,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;GACxB;CACF;;AAED,SAASA,OAAM,CAAC,OAAO,EAA E,MAAM,EAAE;EAC/B,IAAI,ÓAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,OAAO;GACR;EACD,OAAÓ,CAAC,MAAM,GAAG,QAAQ,CAAC;EAC1 B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACjC;;AAED,SAAS,SAAS,CAAC,MAAM,E AAE,KAAK,EAAE,aAAa,EAAE,WAAW,EAAE;EAC5D,IAAI,YAAY,GAAG,MAAM,CAAC,YAAY,CAAC;EACvC,IAAI,MAAM,GAAG,YAAY,CAAC,MAAM, CAAC;;;EAEjC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC7B,YAAY,CAAC,MAAM,GAAG, SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IAAI,MAAM,KAAK,CAAC,IAAI,MA AM,CAAC,MAAM,EAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAA I,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACvC,IAAI,OAAO,GAAG,OAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,WAAW,CAAC,MAAM,KAAK,CAAC, EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG,OAAO,CAAC,OAAO,CAAC;;EAE7 B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,WAAW,CAAC,MAAM,EAAE,CAAC,IAAI,CAAC,EAAE;IAC9C,KAAK,GAAG,WAAW,CAAC,C AAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,OAAO,CAAC,CAAC;;IAEpC,IAAI,KAAK,EAAE;MACT,cAAc,CAAC,OAAO,EA AE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;KACIB;GACF;;EAED,OAAO,CAAC,Y AAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACCjC;;AAED,SAAS,WAAW,GAAG;EACIB,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC;CACnB;;AAED,IAAI,AA e,GAAG,IAAI,WAAW,EAAE,CAAC;;AACC,SAAS,QAAQ,CAAC,QAAQ,EAAE,MAAM,EAAE;EACIC,IAAI;IACF,OAAO,QAAQ,CAAC,MAAM,CAAC,C AAC;GACZB,CAAC,OAAO,CAAC,EAAE;IACV,eAAe,CAAC,KAAK,GAAG,CAAC,CAAC;IACIB,OAAO,eAAe,CAAC;GACXB;CACF;;AAED,SAAS,CA Ac,CAAC,OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,EAAE;EAC1D,IAAI,WAAW,GAAG,UAAU,CAAC,QAAQ,CAAC;MACIC,KAAK,GAAG,SAA S;MACjB,KAAK,GAAG,SAAS;MACJB,SAAS,GAAG,SAAS;MACIB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI,WAAW,EAAE;IACf,KAAK,GAAG,QAA O,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC,;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,IAAI,CAAC;MACd,KAAK,GAAG,KAAK, ČAAC,KĂĂK,ČAAC;MACpB,KAAK,GAAG,İAAI,CAAC;KACd,MAAM;MACL,SAAS,GAAG,IAAI,CAAC;KACIB;;IAED,IAAI,OAAO,KAAK,KAAK,EAA E;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IACL,KAAK,GAAG,MAAM,CAAC;IACf,SAA S,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,WAAW,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,MAA M,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/B A,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI;IACF,QAAQ CAAC,SAAS,cAAc,CAAC,KAAK,EAAE;MACtCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,EAAE,SAAS,aAAa,CAAC,MAAM,EAAE; MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC,CAAC;GACJ,CAAC,OAAO,CAAC,EAAE;IACVA,OAAM,CAAC,OAAO,EA AE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GAAG;EAChB,OAAO,EAAE,EAAE,CAAC;CA Cb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,CAAC;EAC3B,OAAO,CAAC,MAAM,GAAG,S AAŜ,CAAĆ;EACĴB,OAÁO,CAÁĆ,OAÁO,GAÁG,SAAŜ,CAAĆ;EACĴB,OAÁO,CAÁĆ,YAAŶ,GAAĠ,EAÁĖ,CAAĆ;CACĴB,AAĖD;;ACĴPA,SAAS,UAAU ,CAAC,WAAW,EAAE,KAAK,EAAE;EACIC,IAAI,CAAC,0BAA0B,GAAG,WAAW,CAAC;EACxC,IAAI,CAAC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CA AC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,0AAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IAAI,CAAC,0AAO,CAAC,CAAC;GAC3B;;EAED, IAAI,OAAO,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,CAAC,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,ĆAAC,MAAM,CAAC,ĆAAC;; 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; MAC/B, IAAI, CAAC, UAAU, EAAE, CAAC; MACIB, IAAI, IAAI, CAAC, UAAU, KAA K,CAAC,EAAE;QACzB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;OACC;KACF;GACF,MAAM;IACLA,OAAM,CAAC,I AAI,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACZC;CACF;;AAED,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,KAAK,CAAC,YCAAYC,CAAC,CA AC;CAC7D,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,YAAY;EAC5C,IAAI,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC;EAC2B,IAAI,MAAM, GAAG,IAAI,CAAC,MAAM,CAAC;;EAEzB,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,IAAI,CAAC,MAAM,KAAK,OAAO,IAAI,CAAC,GAAG,MAAM,EAAE, CAAC,EAAE,EAAE;IAC1D,IAAI,ĆAAC,UÁAU,CÁAC,MAAM,CAAC,CAAC,CAAC,EAAE,CAAĆ,CAAĆ,CAAĆ;GAC/B;CÁCF,CÁAC;;AÁEF,UAÁU,CA AC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,CAAC,EAAE;EACpD,IAAI,CAAC,GAAG,IAAI,CAAC,oBAAoB,CAAC;EACIC,IAAIC,SAAO,GAA G,CAAC,CAAC,OAAO,CAAC;;EAExB,IAAIA,SAAO,KAAKC,OAAe,EAAE;IAC/B,IAAI,KAAK,GAAG,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,KAA K,CAAC,OAAO,CAAC,CAAC;KACjD,MAAM,IAAI,OAAO,KAAK,KAAK,UAAU,EAAE;MACtC,IAAI,CAAC,UAAU,EAAE,CAAC;MACIB,IAAI,CAAC,OA AO,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;KACzB,MAAM,IAAI,CAAC,KAAK,OAAO,EAAE;MACxB,IAAI,OAAO,GAAG,IAAI,CAAC,CAAC,IAAI,C AO; CAAC; MACI, CAAC, SAAG, SAAR, CAAC, SA G.IAAI,CAAC,OAAO,CAAC;:EAE3B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,IAAI,CAAC,UAAU,EAAE,CAAC;:IAEIB,IAAI,KAAK,KAA

K,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;MACL,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KA AK,CAAC;KACzB;GACF;;EAED,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;IACzB,OAAO,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC;GAAC;G AChC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,aAAa,GAAG,UAAU,OAAO,EAAE,CAAC,EAAE;EACzD,IAAI,UAAU,GAAG,IAAI,CAAC;;EAEt B,SAAS,CAAC,OAAO,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;IAC7C,OAAO,UAAU,CAAC,UAAU,CAAC,SAAS,EAAE,CAAC,EAAE,KAAK,CAAC,C AAC;GACnD,EAAE,UAAU,MAAM,EAAE;IACnB,OAAO,UAAU,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC,EAAE,MAAM,CAAC,CAAC;GACnD,CAAC, CAAC;CACJ;;ACtGD;;;;;;;; AO,CAAC,CAAC,OAAO,CAAC;;;AChD/C;; ;;;;;;;;AAiEA,SAAS,IAAI,CAAC,OAAO,EAAE;;EAErB,IAAI,WAA U,OAAO,EAAE,MAAM,EAAE;MAChD,IAAI,MAAM,GAAG,OAAO,CAAC,MAAM,CAAC;MAC5B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG AAC,CAAC;OACVD;KACF,CAAC,CAAC;GACJ;;;AChFH;;;;;;;;;;;;;;;;;;;;;;;AAkCA,SAAS,MAAM,CAAC,MAAM,EAAE;;EAEtB,IAAI,WAAW,G AAG,IAAI,CAAC;EACVB,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;EACpC,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;E ACIB,MAAM,IAAI,SAAS,CAAC,uHAAuH,CAAC,CAAC;CAC9I;;;;;;;;; ::::::AAvGD.S AAS,OAAO,CAAC,QAAQ,EAAE;EACzB,IAAI,CAAC,UAAU,CAAC,GAAG,MAAM,EAAE,CAAC;EAC5B,IAAI,CAAC,OAAO,GAAG,IAAI,CAAC,MAAM ,GAAG,SAAS,CAAC;EACvC,IAAI,CAAC,YAAY,GAAG,EAAE,CAAC;;EAEvB,IAAI,IAAI,KAAK,QAAQ,EAAE;IACrB,OAAO,QAAQ,KAAK,UAAU,IAAI, aAAa,EAAE,CAAC;IACID,IAAI,YAAY,OAAO,GAAG,IBAAIB,CAAC,IAAI,EAAE,QAAQ,CAAC,GAAG,QAAQ,EAAE,CAAC;GAC1E;CACF;;AAED,OAA O,CAAC,GAAG,GAAG,GAAG,CAAC;AACIB,OAAO,CAAC,ÍAAI,GAAG,ÍAAI,CÀAC;AACpB,OAAO,CAAC,ÓAAO,GAAGK,OAAO,CAAC;AAC1B,OA AO,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;EACIB,WAAW,EAAE,OAAO;;;;;;;;;; ;;;;;;;;;;;;;;;;;;;;;;;EAmMpB,IAAI,EAAE,IAAI;;;; A6BV,OAAO,EAAE,SAAS,MAAM,CAAC,WAAW,EAAE;IACpC,OAAO,IAAI,CAAC,IAAI,CAAC,IAAI,EAAE,WAAW,CAAC,CAAC;GACrC;CACF;;ACjX D,SAAS,QAAQ,GAAG;IAChB,IAAI,KAAK,GAAG,SAAS,CAAC;;IAEtB,IAAI,OAAO,MAAM,KAAK,WAAW,EAAE;QAC/B,KAAK,GAAG,MAAM,CAAC; KACIB,MAAM,IAAI,OAAO,IAAI,KAAK,WAAW,EAAE;QACPC,KAAK,GAAG,IAAI,CAAC;KAChB,MAAM;QACH,IAAI;YACA,KAAK,GAAG,QAAQ,CAA C,aAAa,CAAC,EAAE,CAAC;SACrC,CAAC,OAAO,CAAC,EAAE;YACR,MAAM,IAAI,KAAK,CAAC,0EAA0E,CAAC,CAAC;SAC/F;KACJ;;IAED,IAAI,C AAC,GAAG,KAAK,CAAC,OAAO,CAAC;;IAEtB,IAAI,CAAC,EAAE;QACH,IAAI,eAAe,GAAG,IAAI,CAAC;QAC3B,IAAI;YACA,eAAe,GAAG,MAAM,CA AC,SAAS,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC,CAAC,OAAO,EAAE,CAAC,CAAC,SACJE,CAAC,OAAO,CAAC,EAAE;;SAEX;;QAED,IAAI,eAAe,K AAK, KBAAKB, IAAI, CAAC, CAAC, CAAC, IAAI, EAAE; YACnD, OAAO; SACV; KACJ;; IAED, KAAK, CAAC, OAAO, GAAG, OAAO, CAAC; ;; AC9B5B, QAAQ, EAAE,CAAC;;AAEX,OAAO,CAAC,QAAQ,GAAQ,QAAQ,CAAC;AAC5B,OAAO,CAAC,OAAO,GAAG,OAAO,CAAC,AAC1B,;;;;;;","file":"es6 promise.js"}

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 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.\n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }\n};\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]';\n\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';In\n// node\nfunction useNextTick() {In // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see UseNext Tick() {in // node version 0.10.x displays a depreduation warning when next rick is discurred is recurring in sec https://github.com/cujojs/when/issues/410 for details/in return function () {in return process.nextTick(flush);in };in/in/in// vertx/infunction useVertxTimer() {in return function () {in vertxNext(flush);in };in}in/in/in/infunction useMutationObserver() {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/in// web 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/Infunction useSetTimeout() {In // Store setTimeout reference so es6-promise will be unaffected byIn // other code modifying setTimeout (like sion.useFakeTimeout[] [In / slote statistic for the set and the statistic of the statistic 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\nvar 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 = 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) {\n return object;\n }\n\n var promise = new Constructor(noop); In \_resolve(promise, object); In return promise; In)"; "use strict'; InInimport { objectOrFunction } 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}ln\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\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n\nfunction handleForeignThenable(promise, threading in the calify and the provide the able of the provide the provided and the provid maybeThenable);\n } else {\n if (then === GET\_THEN\_ÉRROR) {\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)) {in handleMaybeThenable(promise, value, getThen(value));in } else {in fulfill(promise, value);in ۱۳/۱۸ Infunction publishRejection(promise) {\n if (promise.\_onerror) {\n promise.\_onerror(promise.\_result);\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) {In if (promise.\_state !== PENDING) {In return;In }In promise.\_state = RÉJECTED;In promise.\_result = reason;InIn 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) {\n asap(publish, parent);\n }\n\nfunction \_subscribers[in gir + Resters] = onkejection, init in (eight === o & parent\_state) {in asapptoinise, parent, in finite (init) in parent) {in content of the problem in the parent of the subscribers[i];in callback = subscribers[i + settled];inin if (child) {in invokeCallback(settled, child, callback, detail);in } else {in callback(detail);in } in promise.\_subscribers.length = 0;in}in function ErrorObject() {in this.error = null;in}invar TRY\_CATCH\_ERROR = new ErrorObject(); in\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}\n/nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined, in error = undefined, in succeeded = undefined, in failed = undefined; in in (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 {\n succeeded = true;\n }\n\n if value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise = (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) {\n reject(promise, value);\n }\n}\n\nfunction initializePromise(promise, resolver) {\n try {\n 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\function makePromise(promise) {\n promise[PROMISE\_ID] = id++;\n promise.\_state = undefined;\n promise.\_result = undefined;\n promise.\_subscribers = [];\n}\n\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { 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); 1 } else {In this.length = this.length || 0; In this\_enumerate(); In if (this\_remaining === 0) {In fulfill(this.promise, this.\_result);\n }\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\Enumerator.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) {In var c = this\_instanceConstructor; In var resolve = c.resolve; InIn if (resolve === originalResolve) {In 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 this.\_willSettleAt(new c(function (resolve) {\n return tresolve(entry); In }], I); In }In } else {In this\_\_willSettleAt(resolve(entry), i); In }In}; In Internation\_prototype.\_settledAt = function (state, i, value) {In var promise = this.promise; In\n if (promise.\_state === PENDING) {In this.\_remaining--;\n\n if (state === REJECTED) {In reject(promise, value); In } else {In this.\_result[i] = value; In }In }In Internation (value); In }In ;In Internation (value); In }In ;In Internation (value); In }In ;In Internation (value); In }Internation (value); In }Internation (value); In }Internation (value); Internation; Inter {In return enumerator\_settledAt(FULFILLED, i, value);In }, function (reason) {In return enumerator\_settledAt(REJECTED, i, reason);In });In;;","use strict';In\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 promise3 = reject(new Error(\"3\"));In let promises = [ promise1, promise2, promise3 ];InIn Promise.all(promises).then(function(array){In // 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.\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 @static\n\*/\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 thein 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){In setTimeout(function(){In resolve('promise 2');In }, 100);In });In Promise1. promise2]).then(function(result){In // result === 'promise 2' because it was resolved before promise1.n // was resolved.\n });In `\n\n Promises' array argument are resolved, but the first settled promise has negotiate before the other promises became fulfilled, the returned(n promise will become rejected:lnin ``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){{n // Code here never runs\n }, function(reason) {In // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n }); In ```\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/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) {\n return reject(new TypeError('You must pass an array to race '));\n });\n } else {\n return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n '.J-internal';In\n/\*\*\n `Promise.reject' returns a promise rejected with the passed 'reason'.In It is shorthand for the following:In\n ``javascri let promise = new Promise(function(resolve, reject){In reject(new Error('WHOOPS'));In });In\n promise.then(function(value){In // Code here doesn't run because the promise is rejected!\n }, function(reason){In // reason.message === 'WHOOPS'\n });in ````\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'));in\n promise.then(function(value){In // Code here doesn't run because the promise is rejected!\n }, function(reason){In // reason.message === WHOOPS'In });In ```Inin @method rejectIn @staticIn @param {Any} reason value that the returned promise will be rejected with.In Us tooling.In @return {Promise} a promise rejected with the given `reason`.In\*/Infunction reject(reason) {In /\*jshint validthis:true \*/In var `\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for 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, nextld, 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 -lnln - `promise` is an object or function with a `then` method whose behavior conforms to this specification.ln - `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).\n - `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.\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 ` ``is\n let promise = new

Promise(function(resolve, reject) {In // on successIn resolve(value);InIn // on failureIn reject(reason);In });InIn promise.then(function(value) {In // 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 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.lnln ```jsln Promise.all([In getJSON('/posts'),In getJSON('/comments')In ]).then(function(values){In values[0] // => postsJSONIn values[1] // => commentsJSONInn return values;In });In ```InIn @class PromiseIn @param {function} resolverIn Useful for tooling.In @constructorIn\*/Infunction Promise(resolver) {In this[PROMISE\_ID] = nextId();In this\_result = this\_state = undefined;In this\_subscribers = [];InIn if (noop !== resolver) {In type of resolver !== "function" & needsResolver();In this instance of Promise? initializePromise(this, resolver) : needsNew();In }IniNnPromise.all = all;InPromise.race = race;InPromise.resolve = Resolve;InPromise.reject = Reject;InPromise\_setScheduler = setScheduler;InPromise.\_setAsap = setAsap;InPromise\_asap = asap;InInPromise.prototype = {In constructor: Promise,InIn /#\*In 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\n reason why the promise cannot be fulfilled.\n \n ```js\n findUser().then(function(user){\n // user is available In }, function (reason) {In // user is unavailable, and you are given the reason why In }); In ```In In Chaining In ------ 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 fulfillmentin or rejection handler, or rejected if the handler throws an exception.In In ```jsIn 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');\n }, function (reason) {\n throw new Error(``findUser` rejected and we're unhappy');n }),then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be 'findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n \n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n 3).then(function (user) {in // never reached\n }, function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n }); in ```\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 pending/n until the returned promise is settled. This is called \*assimilation\*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user); In }).then(function (comments) {In // The user's comments are now availableIn }); In ``In If the assimilated promise rejects, then the downstream promise will also reject.In In ``jsIn findUser().then(function (user) {In return findCommentsByAuthor(user); In }).then(function (comments) {In // If `findCommentsByAuthor` fulfills, we'll have the value hereIn }, function javascriptin findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n \n Advanced Example\n -------\n \n Synchronous Example\n \n ```javascript\n let author, books;\n \n try {\n author = findAuthor();\n books = findBooksByAuthor(author);\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n \n function fundBooks(books) {\n \n }\n \n function failure(reason) {\n // failure\n }\n \n findAuthor(function(author, err){\n if (err) {\n failure(err);\n } else {\n try {\n function function foundBooks(books) {\n \n }\n \n findBooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n fundBooks(books);\n } catch(reason) {\n failure(erason);\n }\n \n findBooksByAuthor(author, err){\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(erason);\n }\n \n \n findBooksByAuthor).\n then(function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n fundBooks(books);\n } catch(reason) {\n failure(erason);\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 // something went wrong\n });\n ```\n \n @method then\n @param {Function} onFujetedIn 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 is function?\n // 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 `javascript\n findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n `\n \n Advanced Example\n -\n sugar for large the function of the same of the same as the same of the same undefined; Inin if (typeof global !== 'undefined') {In local = global; In } else if (typeof self !== 'undefined') {In local = self; In } else {In try {In local = Function('return this')(); In } catch (e) {In throw new Error('polyfill failed because global object is unavailable in this environment'); In }In }In In var P = local.Promise;\nln if (P) {n var 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 './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange AAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EACIB,QAAQ,GAAG,UAAU,CAAC,EAAE;IACtB,OAAO,MAAM,CAAC,SAAS,CAAC,QA AAEA,SAAS,YAAY,CAAC,UAAU,EAAE;EAChC,IBAAIB,GAAG,UAAU,CAAC;CAChC;;AAED,SAAS,OAAO,CAAC,MAAM,EAAE;EACVB,IAAI,GAAG ,MAAM,CAAC;CACf;;AAED,IAAI,aAAa,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,SAAS,CAAC;AACvE,IAAI,aAAa,GAAG,aAAa,IAA Í,EAAE,CAAC;AACxC,IAAI,uBAÁuB,GAAG,aÁAa,CAAC,gBAAgB,IAAI,aAAa,CAAC,sBAÁsB,CAAC;AACrG,IAAI,MAAM,GAAG,ÓAAO,IAAI,KAAK ,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAĂĔ,CAĂĆ,CAAĆ,QAÁQ,CAÁĆ,IAAI,ĊAAĆ,OAAO,ĆAAĆ,KAAK,ŔBAAkB,CAAĆ;;;AÁGJI,IA AI,QAAQ,GAAG,OAAO,iBAAiB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGZI,SAAS,WAAW,GAA G;;;EAGrB,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;EACvB, OĂAO,YAAY;IACjB,SAAŚ,CĂAC,KAAK,CAAĆ,CAAĆ;GAČĬB,CAAĆ;CAĆH;;AAĖD,SAÁS,mBAAmB,GAAG;EÁĆ7B,IAAI,UAAU,GAAG,CÁAĆ,CAÁ C;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,CAAC,CAAC,EAAE,CAAC,CAAC;EA CvC,QAAQ,CAAC,OAAO,CAAC,IAAI,EAAE,EAAE,aAAa,EAAE,IAAI,EAAE,CAAC,CAAC;;EAEhD,OAAO,YAAY;IACjB,IAAI,CAAC,IAAI,GAAG,UAA U,GAAG,EAAE,UAAU,GAAG,CAAC,CAAC;GAC3C,CAAC;CACH;;;AAGD,SAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,CAAC,EAAE,CAA Ċ;EACnĊ,OAAÓ,CAAĆ,KAAЌ,CAAĊ,SAAŚ,GAAĠ,KAAK,CAAĊ;EAChĊ,OAAÓ,YAAY;IAĆjB,OAAÓ,CAAĆ,KAAK,CAAĆ,WAAW,CAAĆ,CA AC,CAAC,CAAC;GACrC,CAAC;CACH;;AAED,SAAS,aAAa,GAAG;;;EAGvB,IAAI,gBAAgB,GAAG,UAAU,CAAC;EACIC,OAAO,YAAY;IACjB,OAAO, GBAAB, CAAC, KAAK, EAAE, CAAC, CAAC, GAAC, GAAC, EAAC, GAAC, CAAC, GAAG, GAAG, GAAG, IAAI, KAAK, CAAC, IAAI, CAAC, GAAC, GAAC, GAAC, GAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, BAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, CAAC, GAAG, GAAG, CAAC, G,GAAG,CAAC,CAAC;CACT;:AAED,SAAS,YAAY,GAAG;EACtB,IAAI;IACF,IAAI,CAAC,GAAG,OAAO,CAAC;IAChB,IAAI,KAAK,GAAG,CAAC,CAA C,OAAO,CAAC,CAAC,IACvB,SAAS,GAAG,KAAK,CAAC,SAAS,IAAI,KAAK,CAAC,YAAY,CAAC,IACID,OAAO,aAAa,EAAE,CAAC;GACxB,CAAC,O AAO,CAAC,EAAE;IACV,OAAO,aAAa,EAAE,CAAC;GACxB;CACF;;AAED,IAAI,aAAa,GAAG,SAAS,CAAC;;AAE9B,IAAI,MAAM,EAAE;EACV,aAAa, GAAG,WAAW,EAAE,CAAC;CAC/B,MAAM,IAAI,uBAAuB,EAAE;EACIC,aAAa,GAAG,mBAAmB,EAAE,CAAC;CACvC,MAAM,IAAI,QAAQ,EAAE;EA CnB,aAAa,GAAG,iBAAiB,EAAE,CAAC;CACrC,MAAM,IAAI,aAAa,KAAK,SAAS,IAAI,OAAO,OAAO,KAAK,UAAU,EAAE;EACvE,aAAa,GAAG,YAAY, EAAE,CAAC;CAChC,MAAM;EACL,aAAa,GAAG,aAAa,EAAE,CAAC;;;ACtHIC,SAAS,IAAI,CAAC,aAAa,EAAE,WAAW,EAAE;EACxC,IAAI,UAAU,GA AG,SÁAS,CÁAC;;EAÉ3B,IAÁI,MAÁM,GAÁG,IAÁI,CAÁC;;EAÉIB,IAÁÍ,KAAK,ĠAAG,ÍAAI,ÍAAI,CÁAC,WAAW,ĆAAC,IÁAI,CAÁC,CAÁC;;EAEvC,ÍAAI ,KAAK,CAAC,UAAU,CAAC,KAAK,SAAS,EAAE;IACnC,WAAW,CAAC,KAAK,CAAC,CAAC;GACpB;;EAED,IAAI,MAAM,GAAG,MAAM,CAAC,MAAM ,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC,IAAI,CAA C,YAAY;QACf,OAAO,cAAC,CAAC,MAAM,EAAE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,OAAO,CAAC,CAAC;OAChE,CAAC,CAAC;KACJ,CAAC, EAAE,CAAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KAAK,EAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAAK,CAAC;;; AW,EAAE,CAAC::AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAA0C,CAAC,CAAC;CACIE::AAED,SAAS,eAAe,GAAG;EACzB,O

AAO,IAAI,SAAS,CAAC,sDAAsD,CAAC,CAAC;CAC9E;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI;IACF,OAAO,OAAO,CAAC,IAAI,CAA C;GACrB,CAAC,OAAO,KAAK,EAAE;IACd,cAAc,CAAC,KAAK,GAAG,KAAK,CAAC;IAC7B,OAAO,cAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO ,CAAC,IAAI,EAAE,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,EAAE;EACIE,IAAI;IACF,IAAI,CAAC,IAAI,CAAC,KAAK,EAAE,kBAAkB,EAAE,gBAAgB,C AAC,CAAC;GACxD,CAAC,OAAO,CAAC,EAAE;IACV,OAAO,CAAC,CAAC;GACV;CACF;;AAED,SAAS,qBAAqB,CAAC,OAAO,EAAE,QAAQ,EAAE,I AAI,EAAE;EACtD,IAAI,CAAC,UAAU,OAAO,EAAE;IACtB,IAAI,MAAM,GAAG,KAAK,CAAC;IACnB,IAAI,KAAK,GAAG,OAAO,CAAC,IAAI,EAAE,QA AQ,EAAE,UAAU,KAAK,EAAE;MACnD,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;MACd,IAAI,QAAQ,KAAK,KAAK,E AĂĖ;QACtBC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAĂC;OACZB,MAAM;QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OACZB;KAC E,MAAM,CAAC,CAAC;KAC2B,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,KBAAKB,CAAC,CAAC;CAAC;;IAEXD,IAAI,CAAC,MAAM,IAAI, KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAAE,OAAO,CAAC,CAAC ;CACb;;AAED,SAAS,IBAAIB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACC,CAAC,OAAO,CAAC,OAAO, EAAE,QAAQ,CAAC,OAAO,CAAC,CAAC;GACPC,MAAM,IAAI,QAAQ,CAAC,MAAM,KAAK,QAAQ,EAAE;IACVCA,OAAM,CAAC,OAAO,EAAE,QAAQ ,CAAC,OAAO,CAAC,CAAC;GACnC,MAAM;IACI,SAAS,CAAC,QAAQ,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;MAC9C,OAAOC,QAAO,CAAC,OAA O,EAAE,KAAK,CAAC,CAAC,KAChC,EAAE,UAAU,MAAM,EAAE;MACnB,OAAOD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KAChC,CAAC, ĊÁAĊ;ĠAĊJ;ĊÁĊF;;ÁAĖD,ŚAAŚ,mBAAmB,ĊAAĆ,OAAÓ,EAAĔ,aAAa,EAAEI,MÁAI,EAÁE;EAĆzD,IAÁI,aAAá,CAAĆ,WAAŴ,KAAK,OAAÓ,ĆAAĆ, WAAW,IAAIA,MAAI,KAAKD,IAAY,IAAI,aAAa,CAAC,WAAW,CAAC,OAAO,KAAKD,OAAe,EAAE;IACvI,iBAAiB,CAAC,OAAO,EAAE,aAAa,CAAC,CA AC;GAC3C,MAAM;IACL,IAAIE,MAAI,KAAK,cAAc,EAAE;MAC3BJ,OAAM,CAAC,OAAO,EAAE,cAAc,CAAC,KAAK,CAAC,CAAC;KACvC,MAAM,IA AII,MAAI,KAAK,SAAS,EAAE;MAC7B,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC,MAAM,IAAI,UAAU,CAACA,MAAI,CAAC,EAAE;MAC3 B,qBAAqB,CAAC,OAAO,EAAE,aAAa,EAAEA,MAAI,CAAC,CAAC;KACrD,MAAM;MACL,OAAO,CAAC,OAAO,EAAE,aAAa,CAAC,CAAC;KACjC;GA CF;CACF;;AAED,SAASH,QAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,KAAK,KAAK,EAAE;IACrBD,OAAM,CAAC,OAAO,EAAE,eA Ae,EAAE,CAAC,CAAC;GACpC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE;IACIC,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,OAAO,CAAC, KAAK,CAAC,CAAC,CAAC;GACrD,MAAM;IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GACzB;CACF;;AAED,SAAS,gBAAgB,CAAC,OAA E,MAAM,EAAE;EAC/B,JAAJ,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;JAC9B,OAAO;GACR;EACD,OAAO,CAAC,MAAM,GAAG,QAAQ,CAAC;EAC1 B,OAAO,CAAC,OAAO,GAAG,MAAM,CAAC;;EAEzB,IAAI,CAAC,gBAAgB,EAAE,OAAO,CAAC,CAAC;CACjC;;AAED,SAAS,SAAS,CAAC,MAAM,E AAE,KAAK,EAAE,aAAa,EAAE,WAAW,EAAE;EAC5D,IAAI,YAAY,GAAG,MAAM,CAAC,YAAY,CAAC;EACvC,IAAI,MAAM,GAAG,YAAY,CAAC,MAAM, CAAC;;EAEjC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC;;EAEvB,YAAY,CAAC,MAAM,CAAC,GAAG,KAAK,CAAC;EAC7B,YAAY,CAAC,MAAM,GAAG, SAAS, CAAC, GAAG, aAAa, CAAC, EACID, YAAY, CAAC, MAAM, GAAG, QAAQ, CAAC, GAAG, WAAW, CAAC; ;EAE9C, IAAI, MAAM, KAAK, CAAC, IAAI, MA AM,CÁAC,MÁAM,EÁAE;IÁCJC,IÁAI,CÁAC,OAAO,EAAE,MAÁM,CAÁC,CAÁC;GAĆVB;CÁCF;;AÁED,SAAS,OAAO,CÁAC,OAAO,EAAE;EACxB,IAA I,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACvC,IAAI,OAAO,GAAG,OAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,WAAW,CAAC,MAAM,KAAK,CAAC, EAAE;IAC5B,OAAO;GACR;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG,OAAO,CAAC,OAAO,CAAC;;EAE7 B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,WAAW,CAAC,MAAM,EAAE,CAAC,IAAI,CAAC,EAAE;IAC9C,KAAK,GAAG,WAAW,CAAC,C AAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,OAAO,CAAC,CAAC;;IAEpC,IAAI,KAAK,EAAE;MACT,cAAc,CAAC,OAAO,EA AE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;KACIB;GACF;;EAED,OAAO,CAAC,Y AAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACjC;;AAED,SAAS,WAAW,GAAG;EACrB,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC;CACnB;;AAED,IAAI,eAA e,GAAG,IAAI,WAAW,EAAE,CAAC;;AAExC,ŚAAS,QAAQ,CAAC,QAAQ,EAAE,MAAM,EAAE;EACIC,IAAI;IACF,OAAO,QAAQ,CAAC,MAAM,CAAC,C e,GAAG,IAAI,WAAW,EAAE,CAAC;;AAEX,SAAS,QAAQ,CAAC,QAAQ,EAAE,MAAM,EAAE;EACIC,IAAI;IACF,OAAO,QAAQ,CAAC,MAAM,CAAC,C AAC;GACZB,CAAC,OAAO,CAAC,EAAE;IACV,eAAe,CAAC,KAAK,GAAG,CAAC,CAAC;IAC1B,OAAO,eAAe,CAAC;GACXB;CACF;;AAED,SAAS,cA Ac,CAAC,OAAO,EAAE,OAO,EAAE,QAAQ,EAAE,MAAM,EAAE;EAC1D,IAAI,WAAW,GAAG,UAAU,CAAC,QAAQ,CAAC;MACIC,KAAK,GAAG,SAA S;MACJB,KAAK,GAAG,SAAS;MACJB,SAAS,GAAG,SAAS;MAC1B,MAAM,GAAG,SAAS,CAAC;;EAEVB,IAAI,WAAW,EAAE;IAC1,KAAK,GAAG,QAA Q,CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,IAAI,CAAC;MACd,KAAK,GAAG,KAAK, ČÁAC,KÁAK,CÁAC;MACpB,KAAK,GAAG,IÁAI,CAÁC;KÁCd,MAAM;MACL,SAAS,GAAG,IÁAI,CAÁC;KACIB;;IÁED,IÁAI,OAÁO,KAÁK,KAÁK,EAÁ E;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IACL,KAAK,GAAG,MAAM,CAAC;IACf,SAA S,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,WAAW,IAAI,SAAS,EAAE;MACICC,QAAO, CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,MAAM,EAAE;MACJBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAA M,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,MAAM,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/B A,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC,KACxB;CACJ;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI;IACF,QAAQ ,CAAC,SAAS,cAAC,CAAC,KAAK,EAAE;MACtCC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACzB,EAAE,SAAS,aAAa,CAAC,MAAM,EAAE; MAChĊD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC;GAAC;GACJ,CAAC,OAAO,CAAC,EAAE;IACVA,OAAM,CAAC,OAAO,EA AE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GAAG;EAChB,OAAO,EAAE,EAAE,CAAC;CA Cb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,CAAC;EAC3B,OAAO,CAAC,MAAM,GAAG,S AAS,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,CAAC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CA AC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;GAC3B;;EAED, IAAI,OAAO,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,CAAC,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,GAAG,IAAI,KAAK,CAAC,IAAI,CAAC,CAAC;KACrC,MAAM; MACL,IAAI,CAAC,MAAM,GAAG,IAAI,CAAC,MAAM,IAAI,CAAC,CAAC;MAC/B,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;KACrC,MAAM; K,CAAC,EAAE;QACzB,OAAO,CAAC,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC;OAC;CAC;MACH; A AAI,CAAC,OAAO,EAAE,eAAe,EAAE,CAAC,CAAC;GACZC;CACF;;AAED,SAAS,eAAe,GAAG;EACZB,OAAO,IAAI,KAAK,CAAC,yCAAyC,CAAC,CA AC;CAC7D,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,YAAY;EAC5C,IAAI,MAAM,GAAG,IAAI,CAAC,MAAM,CAAC;EACZB,IAAI,MAAM, GAAG,IAAI,CAAC,MAAM,CAAC;;EAE2B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,IAAI,CAAC,MAAM,KAAK,OAAO,IAAI,CAAC,GAAG,MAAM,EAAE, AC,SÁAS,CÁAC,UÁAU,GÁAG,ÚAAU,KAAK,ÉAAE,ĆAAC,ÉAAE;EACpD,ÍAAI,CÁAC,GÁAG,IÁAI,CAÁC,oBÁAoB,CÁAC;EACIC,IÁAIC,SÁAO,GAA G,CAAC,CAAC,OAAO,CAAC;;EAExB,IAAIA,SAAO,KAAKC,OAAe,EAAE;IAC/B,IAAI,KAAK,GAAG,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,KAA K,CAAC,OAAÓ,CAAC,CÁAC;KÁCjD,MAAM,IÁAI,OAÁO,KAÁK,KAÁK,UAÁU,EÁAE;MÁCtC,IÁAI,CAAC,UAÁU,EAAE,CAÁC;MAĆIB,IAÁI,CAAĆ,OA ΑΟ,**Ϲ**ΑΑϹ,ϹΑΑϹ,**ϹΑΑϹ,**GAAG,ΚΑΑΚ,ϹΑΑϹ;ΚΑ**Ϲ**ΖΒ,ΜΑΑΜ,ΙΑΑΙ,ϹΑΑϹ,ΚΑΑΚ,ΟΑΑΟ,ΕΑΑΕ;ΜΑ**Ϲ**ΧΒ,ΙΑΑΙ,ΟΑΑΟ,GAAG,ΙΑΑΙ,CAAC,CAAC,ΙΑΑΙ,C AAC,CAAC;MAC1B,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,KAAK,CAAC,CAAC;MAC3C,IAAI,CAAC,aAAa,CAAC,OAAO,EAAE,CAAC,CAAC, CAAC;KAChC,MAAM;MACL,IAAI,CAAC,aAAa,CAAC,IAAI,CAAC,CAAC,UAAUF,SAAO,EAAE;QAC1C,OAAOA,SAAO,CAAC,KAAK,CAAC,CAAC; OACvB,CAAC,EAAE,CAAC,CAAC,CAAC;KACR;GACF,MAAM;IACL,IAAI,CAAC,aAAa,CAACA,SAAO,CAAC,KAAK,CAAC,EAAE,CAAC,CAAC,CA AC;GACvC;CACF,CAAC;;AAEF,UAAU,CAAC,SAAS,CAAC,UAAU,GAAG,UAAU,KAAK,EAAE,CAAC,EAAE,KAAK,EAAE;EAC3D,IAAI,OAAO,GAA G,IAAI,CAAC,OAAO,CAAC;;EAE3B,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;IAC9B,IAAI,CAAC,UAAU,EAAE,CAAC;;IAEIB,IAAI,KAAK,KAA K,QAAQ,EAAE;MACtBD,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB,MAAM;MACL,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,GAAG,KA AK,CAAC;KACzB;GACF;;EAED,IAAI,IAAI,CAAC,UAAU,KAAK,CAAC,EAAE;IACzB,OAAO,CAAC,OAAO,EAAE,IAAI,CAAC,OAAO,CAAC,CAAC, AChC;CACF,CAAC;:AAEF,UAAU,CAAC,SAAS,CAAC,aAAa,GAAG,UAAU,OAAO,EAAE,CAAC,EAAE;EACzD,IAAI,UAAU,GAAG,IAAI,CAAC;:EAEt B,SAAS,CAAC,OAAO,EAAE,SAAS,EAAE,UAAU,KAAK,EAAE;IAC7C,OAAO,UAAU,CAAC,UAAU,CAAC,SAAS,EAAE,CAAC,EAAE,KAAK,CAAC,C AAC;GACnD,EAAE,UAAU,MAAM,EAAE;IACnB,OAAO,UAAU,CAAC,UAAU,CAAC,QAAQ,EAAE,CAAC,EAAE,MAAM,CAAC,CAAC;GACnD,CAAC, W,GAAG,IAAI,CAAC;;EAEvB,IAAI,CAAC,OAAO,CAAC,OAAO,CAAC,EAAE;IACrB,OAAO,IAAI,WAAW,CAAC,UAAU,CAAC,EAAE,MAAM,EAAE;M AC1C,OÁAO,MAAM,ĆAAC,IAAI,SAAS,CÁAC,IĆAAIC,ĆAAC,ĆAAC,ĆAAC;KACJE,ĆAAC;GACJ,MAAM;IACL,ÓAAO,ÍAAI,WAAW,ĆAAC,ÚAA U,OAÁO,EAÁE,MAÁM,EAÁE;MÁChD,ÍAAI,MÁAM,GAÁG,OÁAO,CÁAC,MÁAM,ČÁAC;MÁC5B,KAAK,IÁAI,CAÁC,GÁAG,CÁAC,ÉAAE,ĆAAC,GAAG AAC,CAAC;OACvD;KACF,CAAC,CAAC;GACJ;;;AChFH;;;;;;;; AAG,IAAI,CAAC;EACvB,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CAAC,CAAC;EACpC,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;E AO, CAAC, MAAM, GAAGC, MAAM, CAAC; AACXB, OAAO, CAAC, aAAa, GAAG, YAAY, CAAC; AACC, OAAO, CAAC, OAAO, GAAG, OAAO, CAAC; AAC3B

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 };Inexport { isMaybeThenable };In\nfunction objectOrFunction(x) {In return typeof x strict;\ninexport { objectOrFunction };\nexport { IsFunction };\nexport { IsMaybe Thenable };\ninfunction objectOrFunction(x) { in return typeof x === 'function || typeof x === 'object' && x !== null;\n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isMaybeThenable(x) { in return typeof x === 'object' && x !== null;\n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isFunction(x) { in return typeof x === 'function'; n}\ninfunction isFunction(x) { in return Object.prototype.toString.call(x) === 'fobject Array]'; n}; n} else { n\_isArray = undefined; ninfunction sarray = \_isArray; nexport { isArray }; ", "use strict'; ninexport { setScheduler }; nexport { setAsap }; nvar len = 0; nvar vertxNext = undefined; nvar customSchedulerFn = undefined; ninfunction asap(callback, arg) { n queue[len] = callback; n 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.In // 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) {In customSchedulerFn(flush);In } else {In scheduleFlush();In }In \ln\:\n\nexport { asap }:\n\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 () {\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);\n var node = document.createTextNode(");\n observer.observe(node, { characterData: true });\n\n return function () {\n node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {\n var channel = new 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 by/n // other code modifying setTimeout (like sinon.useFakeTimeout() {II // Store set Timeout Teterence so eso-profinse with the unanected by II // other code modifying set Timeout (intersection of the sinon.useFakeTimeout()) in store set Timeout = setTimeout; in return function () {In return globalSetTimeout(flush, 1); in }; in}in) nvar 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) callback(arg); in in queue[i] = undefined; in queue[i + 1] = undefined; in } in len = 0; in}infunction 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] nn vertx = return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in } in] nn vertx = return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in } in] nn vertx = return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in } in] nn vertx = return useVertxTimer(); in } catch (e) {In return useSetTimeout(); in } in] nn vertx = return useVertxTimer(); in } catch (e) {In return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in } in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer(); in] nn vertx = return useVertxTimer( 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();\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, 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:lnln ``javascript\n let promise = Promise.resolve(1);lnln promise.then(function(value){\n // value === 1\n });\n ```\nln @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) {\n return object;\n }\n\n var promise = new Constructor(noop);(n\_resolve(promise, object);)n return promise;(n)","use strict';(n)nimport { objectOrFunction } 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);In\nexport { PROMISE\_ID };Infunction noop() {}InInvar PENDING = void 0;Invar 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; in return GET\_THEN\_ERROR; In }in/jin/tunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {In try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n/nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n return;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise\_label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable.\_state = FULFILLED) {\n fulfill(promise, thenable.\_result);\n } else if (thenable.\_state === REJECTED) {\n reject(promise, thenable.\_result);\n } else {In subscribe(thenable, undefined, function (value) {In return resolve(promise, value);in }, function (reason) {In return reject(promise, reason);\n }); n }\n hn/infunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable, onstructor.resolve === originalResolve) {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);In } else {In fulfill(promise, maybeThenable);In } In }In }In Infunction resolve(promise, value) {In if (promise === value) {In reject(promise, selfFulfillment());In } else if (objectOrFunction(value)) {in handleMaybeThenable(promise, value, getThen(value));\n } else {in fulfill(promise, value);\n ininfunction 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\nfunction reject(promise, reason) {In if (promise.\_state !== PENDING) {In return;In }In promise.\_state = RÉJECTED;In promise.\_result = reason;InIn 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) {\n asap(publish, parent);\n }\n\nfunction \_subscribers[i]ength + REJECTIED] = onRejection; inin if (length === 0 && parent\_state) {in asap(publish, parent); in {injinitrunction publish(promise) {in var subscribers = promise.\_subscribers; in var settled = promise.\_state; inin if (subscribers.length === 0) {in return; in }in/in var child = undefined, in callback = undefined, in detail = promise.\_result; inin for (var i = 0; i < subscribers.length; i += 3) {in child = subscribers[i]; in callback = subscribers[i + settled]; inin if (child) {in invokeCallback(settled, child, callback, detail); in } else {in callback(detail); in }in promise.\_subscribers.length = 0; injininfunction ErrorObject() {in this.error = null; injininfunction tryCATCH\_ERROR = new ErrorObject(); ininfunction tryCatch(callback, detail) {in try {in return callback(detail); in } catch (e) {in TRY\_CATCH\_ERROR.error = e; in return TRY\_CATCH\_ERROR; in }injininfunction invokeCallback(settled, promise, callback, detail) {in var hasCallback = isFunction(callback), in value = undefined, in error = undefined, in succeeded = undefined, in failed = undefined; inin if (hasCallback) {in value = tryCatch(callback), in value = ryCatch(callback) {in succeeded = undefined, in failed = undefined; in in if (hasCallback) {in value = tryCatch(callback), in value = ryCatch(callback) {in value = trycath error = value error value or return in block = null; in } error = null; in }in if (hasCallback) {in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback) {in value = tryCatch(callback), in value = tryCatch(callback), in if (hasCallback) {in value = tryCatch(callback), in error = value error value error value error in value error = null; in } in if (hasCallback) {in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in value = tryCatch(callback), in the tryce error = tryce error = trothe detail);In\n if (value === TRY\_CATCH\_ERROR) {In failed = true;In error = value.error;In value = null;In } else {In succeeded = true;In }In\n if (promise === value) {\n reject(promise, cannotReturnOwn());In return;\n }\n } else {\n value = detail;\n succeeded = true;In }\n\n if

(promise.\_state !== PENDING) {In // noop\n } 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 } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === REJECTED) {In reject(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === REJECTED) {In reject(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In reject(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED) {In fulfill(promise, value);In } else if (settled === RUFILLED)

}, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextld() {\n return id++;\n}\n\nfunction makePromise(promise) {In promise[PROMISE\_ID] = id++;\n promise.\_state = undefined;\n promise.\_result = undefined; in promise.\_subscribers = []; In}In\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };", "'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { 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; in this\_remaining = input.length; in the this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length = input.length; in this.length; in this.length = input.length; in this.length; in this.length = input.len this\_result);\n }\n }\n } lese {In reject(this.promise, validationError();\n }\n }\n\nfunction validationError() {In return new Error('Array Methods must be provided an Array');\n}:\n\nEnumerator.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++) {In this\_eachEntry(\_input[], i); In }In;InInEnumerator.prototype.eachEntry function (entry, i) {\n var c = this\_instanceConstructor;\n var resolve = c.resolve;In\n if (resolve === originalResolve) {\n var \_then = getThen(entry); Inln if (\_then === originalThen && entry.\_state !== PENDING) {In this.\_settledAt(entry.\_state, i, entry.\_result); In } 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) {\n return resolve(entry);\n }), i);\n }\n } else {\n this.\_willSettleAt(resolve(entry), i);\n }\n};\n\nEnumerator.prototype.\_settledAt = function (state, i, value) {In var promise = this.promise;InIn if (promise\_state === PENDING) {In this.\_remaining--;InIn if (state === REJ value);In } else {In this.\_result[i] = value;In }In f(this.\_remaining === 0) {In fulfill(promise, this.\_result);In == PENDING) {\n this.\_remaining--;\n\n if (state === REJECTED) {\n reject(promise, }In};In\nEnumerator.prototype.\_willSettleAt = function (promise, i) {In var enumerator = this;InIn 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 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 promise3 = reject(new Error(\"3\"));In let promises = [ promise1, promise2, promise3 ];InIn Promise.all(promises).then(function(array){In // 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 In @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\n fulfilled, or rejected if any of them become rejected.\n @static\n\*/\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(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){in // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });in `\n\n Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n promises` array argument are resolved, but the first settled promise has he 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'));in }, 100);in });in\n Promise.race([promise1, promise2]).then(function(result){\n // 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 @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/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) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n 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){In reject(new Error('WHOOPS'));In });InIn promise.then(function(value){In // Code here doesn't run because the promise is rejected!In }, function(reason){In // reason.message === 'WHOOPS'In });In ````InIn Instead of writing the above, your code now simply becomes the following:InIn ```javascriptIn let promise = Promise.reject(new Error('WHOOPS'));InIn promise.then(function(value){In // Code here doesn't run because the promise is rejected!In }, function(reason){In // 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.\n @refurn {Promise} a promise rejected with the given `reason`.\n\*/Infunction reject(reason) {\n /\*jshint validthis:true \*/\n var Constructor = this;\n var promise a new Constructor(noop);\n \_reject(promise, reason);\n return promise;\n\",'''use strict';\n\newport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { no\_p, 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 -InIn - `promise` is an object or function with a `then` method whose behavior conforms to this specification.In - `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) \n - `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\n A promise can be in one of three states: pending, fulfilled, or rejected.In\n Promises that are fulfilled have a fulfillment value and are in the fulfilled in state. Promises that are rejected have a rejection reason and are in the in rejected state. A fulfillment value is never a thenable.InIn Promises can also be said to \*resolve\* a value. If this value is also aIn 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 }InIn getJSON('posts.json').then(function(json) {In // on fulfillmentIn }, function(reason) {In // on rejectionIn });In ```InIn Unlike callbacks, promises are great composable primitives.lnIn ```jsIn Promise.all([In getJSON('posts'),In getJSON('comments')In ]).then(function(values){In values[0] // => postsJSONIn values[1] // => commentsJSONInIn return values;In });In ```InIn @class PromiseIn @param {function} resolverIn Useful for tooling.\n @constructor\n\*/Infunction 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\nPromise.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.in \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 re ----\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 In ``jsin findUser().then(function (user) {\n return user.name; in }, 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 findUser().then(function (user) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user, but still unhappy'); n }, function (reason) {\n throw new Error('Found user), but still unhappy'); n }, function (reason) {\n throw new Error('Found user), but still unhappy'); n }, function (reason) {\n throw new Error('Found user), but still unhappy'); n }, function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), function (reason) {\n throw new Error('Found user), func throw new Error("findUser" rejected and we're unhappy");\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser`

failure(reason) {In In Jin In findAuthor(function(author, err){In if (err) {In failure(err); In // failure(err); In // failure(reason) {In findBoooksByAuthor(author, function(books, err) {In failure(err); In Jin Jin Jin }); In } catch(erence) {In failure(err); In Jin // successin Jin ]); In ```In In Promise Example; In In ```javascriptin findAuthor().In then(findBooksByAuthor).In then(function(books){In // found booksIn J); In ```In In Promise Example; In In ``javascriptin findAuthor().In then(findBooksByAuthor).In then(function(books){In // found booksIn J); actch(function(reason){In // something went wrongIn J); In ```In In @method thenIn @param {Function} onFulfilledIn @param {Function} onRejectedIn Useful for tooling.In @return {Promise}In \*/In then: then,InIn /\*\*In `catch` is simply sugar for `then(undefined, onRejection)` which makes it the sameIn as the catch block of a try/catch statement.In In ```jsIn function findAuthor(); In throw new Error('couldn't find that author'); In In In // synchronousIn try {In findAuthor(); In } catch(reason) {In // something went wrongIn }); In ```In In @method catchIn @naram {Function} In @return {Promise}In \*/In something went wrongIn }); In ```In In @method catchIn @naram {Function} In @return {Promise}In \*/In findAuthor(); In } catch(reason) {In // something went wrongIn }); In ```In In @method catchIn @naram {Function} In @return {In findAuthor(); In } actch(reason) {In // something went wrongIn }); In ```In In @method catchIn @naram {Function} In @return {In findAuthor(); function [In @return {In findAuthor(); function]; In \*/In the method catchIn @naram {Function} In @return {In findAuthor(); function]; In \*/In the method catchIn @naram {Function} In @return {In findAuthor(); function]; In \*/In fun @return {Function} In @return function]; In \*/In fun [In @return {Function} In @return function]; In \*/In fun @return function]; In \*/In fun @return function]; In \*/In fun @return function]; In \*/In fun @return function]; In \*/In fun @return function]; In \*/In function]; @param {Function} onRejection/n Useful for tooling.ln @return {Promise}in \*/n 'catch': function \_catch(onRejection) {\n return this.then(null, onRejection); in }in;", "/\*global self\*/in'use strict'; ininexport default polyfill; inimport Promise from './promise'; infunction polyfill() {In var local = undefined; in if (typeof global !== 'undefined') {In local = global; in } else if (typeof self !== 'undefined') {In local = self; in } else {In try {In local = Function('return this')(); in } catch (e) {In throw new Error('polyfill failed because global object is unavailable in this environment'); in }in }in in ... var P = local.Promise;\n\n if (P) {in var 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\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 = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names" ÄÄC;CAČVE;;AÄED,SÄAS,UAAU,CAAC,CAAC,EAAE;EACrB,OAAO,OAAO,CAAC,KAAK,UAAU,CAAC;CAChC;;AAED,AAIA,IAAI,QAAQ,GAAG,S AAS,CAAC;ÁACzB,ÍAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EACIB,QAAQ,GAAG,UAAU,CAAC,EAAE;IACtB,OAAO,MAAM,CAAC,SAAS,ČAAC,QA AQ,CAAC,IAAI,CAAC,CAAC,CAAC,KAAK,gBAAgB,CAAC;GAC/D,CAAC;CACH,MAAM;EACL,QAAQ,GAAG,KAAK,CAAC,OAAO,CAAC;CAC1B;; AĂĖD,IAAI,OAAO,GAAG,QAAQ,CAAC,AAČvB;;ĂCxBA,IAAI,GAAG,GAAG,CAAC,CAAC;AACZ,IAAI,SAAS,ĠAAG,SAAS,ĊAAC;AAC1B,IAAI,IBAA , IAID, IAAN, GAAC, GAAC, GAAC, GAAC, GAAC, GAAC, CAAC, CAAC, CAAC, CAAC, IAA, GAAC, CAAC, CAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, CAAC, IAA, GAAC, IAAC, IAA, GAAC, IAAC Í,EAAE,CAAC;AACxĆ,IAAI,uBAÁuB,GÁAG,aÁAa,CÁAC,gBÁAgB,IÁAI,aAAa,CAÁC,sBAÁsB,CÁAC;AÁCrG,IÁAI,MAÁM,GÁAG,ÓAAO,IÁAI,KÁAK ,WAAW,IAAI,OAAO,OAAO,KAAK,WAAW,IAAI,CAAC,EAAE,CAAC,CAAC,QAAQ,CAAC,IAAI,CAAC,OAAO,CAAC,KAAK,kBAAkB,CAAC;;;AAGjI,IA AI,QAAQ,GAAG,OAAO,IBAAIB,KAAK,WAAW,IAAI,OAAO,aAAa,KAAK,WAAW,IAAI,OAAO,cAAc,KAAK,WAAW,CAAC;;;AAGzI,SAAS,WAAW,GAA G;;;EAGrB,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC;GAChC,CAAC;CACH;;;AAGD,SAAS,aAAa,GAAG;EACvB, ŎĂĂŎ,YAĂY;IĂĊjĖ,SAĂŚ,ĊĂĂĊ,KAĂK,ĊĂĂĊ,ĊĂĂĊ;ĠĂĊĬĠ,ĊĂĂĊ;ĊĂĊĤ;;ĂĂĖĎ,SĂĂŚ,mBĂĂmB,ĠĂĂĠ;ĔĂĊ7B,IĂĂI,UĂĂU,ĠĂĂĠ,ĊĂĂĊ,ĊĂĂ C;EACnB,IAAI,QAAQ,GAAG,IAAI,uBAAuB,CAAC,KAAK,CAAC,CAAC;EACID,IAAI,IAAI,GAAG,QAAQ,CAAC,CAAC,CAAC,EAAE,CAAC,CAAC;EA CvC,QAAQ,CAAC,OAAO,CAAC,IAAI,EAAE,EAAE,aAAa,EAAE,IAAI,EAAE,CAAC,CAAC;;EAEhD,OAAO,YAAY;IACjB,IAAI,CAAC,IAAI,GAAG,UAA U,GAAG,EAAE,UAAU,GAAG,CAAC,CAAC;GAC3C,CAAC;CACH;;;AAGD,SAAS,iBAAiB,GAAG;EAC3B,IAAI,OAAO,GAAG,IAAI,cAAc,EAAE,CAA Ċ;EACnĊ,OAAO,CAAC,KAAK,CAAĊ,SAAŚ,GAAG,KAAK,CAAC;EAChC,OAAO,YAAY;IACjB,OAAO,OAAO,CAAC,KAAK,CAAC,WAAW,CAAC,CA ŔĊ,ĊĂĂĊ,ĊĂĂĊ;ĠĂĊŗĊ,ĊĂĂĊ;ĊĂĊĹ;;ĂĂĖĎ,ŚĂĂŚ,ġĂĂġ,ĠĂĂġ;;;ĔĂĞŶB,ĬĂĂĴ,ġBĂĂġB,ĠĂĂĠ,IJĂĂU,ĊĂĂĊ;ĔĂĊĬĊ,ŎĂĂŎ,ŶĂĂŶ;ĬĂĆĴB,ŎĂĂŎ, ġBĂĂġB,ĊĂĂĊ,KĂĂK,ĔĂĂĔ,ĊĂĂĊ,ĊĂĂĊ,ĊĂĂĊ;ĠĂĊſ,ĊĂĂĊ;ĊĂĊĹ;;ĂĂĔĎ,ĬĂĂĬ,KĂĂK,ĠĂĂĠ,IĂĂI,KĂĂK,ĊĂĂĊ,IĂĂI,ĊĂĂĊ,ĊĂĂĊ;ĠĂĊ ĂAS,KĂAK,GAAG;EAĊf,KAAK,IAAI,CAAĊ,GAAG,CAAC,ĖAAE,ĊAAC,ĠAAG,ĠAAG,ĒAAE,CAAC,IAAI,ĊAAC,ĒAAE;IAC/B,IAAI,QAAQ,ĠAAG,KA C;;IAEd,KAAK,CAAC,CAAC,CAAC,GAAG,SAAS,CAAC;IACrB,KAAK,CAAC,CAAC,GAAG,CAAC,CAAC,GAAG,SAAS,CAAC;GAC1B;;EAED,GAA ,KÁAK,CÁAC,UÁAU,CAÁC,KÁAK,SÁAS,EAAE;IÁCnC,WÁAW,CÁAC,KAAK,CAAC,CAAC;GÁCpB;;ÉAED,IÁAI,MAÁM,GAAG,MAAM,ĆAAC,MAAM ,CAAC;;EAE3B,IAAI,MAAM,EAAE;IACV,CAAC,YAAY;MACX,IAAI,QAAQ,GAAG,UAAU,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;MACtC,IAAI,CAA Ċ,YAAÝ;QACf,ÓAAÓ,cAAC,ĆAAC,MAAM,EAAÉ,KAAK,EAAÉ,QAÁQ,EĂAE,MAÁM,CAAC,OAÁO,CAAC,CAAC;OAChE,CAAC;CAAC;KACJ,CAAC, EAAE,CĂAC;GACN,MAAM;IACL,SAAS,CAAC,MAAM,EAAE,KĂAK,ĔAAE,aAAa,EAAE,WAAW,CAAC,CAAC;GACtD;;EAED,OAAO,KAAK,CAAC;;; ;;;;AA+BA,SAAS,OAAO,CAAC,MAAM,EAAE;;EAEvB,İAAI,WAAW,GAAG,IAAI,CAAC;;EAEvB,IAAI,MAAM,IAAI,OAAO,M ACzBf;: AAM,KAAK,QAAQ,IAAI,MAAM,CAAC,WAAW,KAAK,WAAW,EAAE;IAC9E,OAAO,MAAM,CAAC;GACf;;EAED,IAAI,OAAO,GAAG,IAAI,WAAW,CAAC AO,GAAG,KAAK,CAAC,CAAC;AACrB,IAAI,SAAS,GAAG,CAAC,CAAC;AACIB,IAAI,QAAQ,GAAG,CAAC,CAAC;;AAEjB,IAAI,cAAc,GAAG,IAAI,WA AW,EAAE,CAAC;;AAEvC,SAAS,eAAe,GAAG;EACzB,OAAO,IAAI,SAAS,CAAC,0CAA0C,CAAC,CAAC;CACE;;AAED,SAAS,eAAe,GAAG;EACzB,O AW, EAAE, CAAC, SAAS, EAAE, GAAG, EACZE, OAAO, IAAI, SAAS, CAAC, UCAAUC, CAAC, CAAC, CAAC, CAAC, SAAS, EAAE, GAAG, EAAC, EAAC, EAAC, EAAC, SAAS, EAAE, BAAG, EAACZE, O AAO, IAAI, SAAS, CAAC, SDAASD, CAAC, CAAC, CCACE, ;; AAED, SAAS, OAAO, CAAC, OAAO, EAAE; EACXB, IAAI; IACF, OAAO, CAAC, CAAC, CAAC C; GACTB, CAAC, OAAO, KAAK, EAAE; IACC, cAAC, CAAC, KAAK, GAAG, KAAK, CAAC; IAC7B, OAAO, cAAC, CAAC; GACVB; CACF; JAAED, 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; GACV; CACC; ;; AAED, SAAS, QBAAGB, CAAC, OAAO, CAAC, CAAC, CAAC; GACVB, CAAC, CAAC, GAC, GACVB, CACC, CAAC; GACVB, CAAC, CAAC, CAAC, GAAC, CAAC, GACC, CAAC; GACVB, CAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GACVB, CAAC, CAAC, GACVB, CAAC, CAAC, GACVB, CAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, CAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, CAAC, GAAC, GAAC, GAAC, CAAC, GAAC AQ,EAAE,UAAU,KAAK,EAAE;MACnD,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;MACd,IAAI,QAAQ,KAAK,KAAK,E ΑΑΈ;QACίΒC,QAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OAC2B,MAAM;QACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;OAC2B;KAC F,EAAE,UAAU,MAAM,EAAE;MACnB,IAAI,MAAM,EAAE;QACV,OAAO;OACR;MACD,MAAM,GAAG,IAAI,CAAC;;MAEdD,OAAM,CAAC,OAAO,EAA E,MAAM,CAAC,CAAC,KACzB,EAAE,UAAU,GAAG,CAAC,OAAO,CAAC,MAAM,IAAI,kBAAKB,CAAC,CAAC,CAAC;;IAExD,IAAI,CAAC,MAAM,IAAI, KAAK,EAAE;MACpB,MAAM,GAAG,IAAI,CAAC;MACdA,OAAM,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACxB;GACF,EAAE,OAAO,CAAC,CAAC ;CACb;;AAED,SAAS,iBAAiB,CAAC,OAAO,EAAE,QAAQ,EAAE;EAC5C,IAAI,QAAQ,CAAC,MAAM,KAAK,SAAS,EAAE;IACjC,OAAO,CAAC,OAAO, ΕΑΑΕ,QΑΑQ,CΑΑC,OAAO,CAAC,CAAC;GACpC,MAAM,IAAI,QAAQ,CAAC,MAAM,KAAK,QAAQ,EAAE;IACvCA,OAAM,CAAC,OAAO,EAAE,QAAQ ,CAAĊ,OAAŎ,CAAĊ,CAAĊ;GACńC,MAAM;IAĊL,SAAS,ĊAAĊ,QAAŎ,EAAÉ,SAAS,EAAE,ŬAAŬ,KAAK,EAAE;MAC9C,ÒAAOĆ,QAAÓ,CAAĆ,ŎAA O,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,WAAW,KAAK,OAAO,CAAC, Ae,EAAE,CAAC,CAAC,GACpC,MAAM,IAAI,gBAAgB,CAAC,KAAK,CAAC,EAAE,IACIC,mBAAmB,CAAC,OAAO,EAAE,KAAK,EAAE,OAAO,CAAC,

KAAK,CAAC,CAAC,CAAC;GACrD,MAAM;IACL,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;GACzB;CACF;;AAED,SAAS,gBAAgB,CAAC,OAA C,OAAO,CAAC,CAAC;CACIB;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE,KAAK,EAAE;EAC/B,IAAI,OAAO,CAAC,MAAM,KAAK,ÖAAO,EAAE;IAC9B ,OAAO;GACR;;EAED,OAAO,CAAC,OAAO,GAAG,KAAK,CAAC;EACxB,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;;EAE3B,IAAI,OAAO,CAAC,YAA Ý, CAAĆ, MAAM, KAAK, CAAĆ, EAAE; IACrĆ, IAAI, CÁAC, OÁAO, EÁAE, OÁAO, CÁAC, CÁAC; GAĆXB; CÁCF;; AÁED, SÁASA, OÁAM, CAAC, ÓAAO, EAA E, MAAM, EAAE; EAC/B, IAAI, OAAO, CAAC, MAAM, KAAK, OAAO, EAAE; IAC9B, OAAO; GACR; EACD, OAAO, CAAC, MAAM, GAAG, QAAQ, CAAC; EAC1 I,WAAW,GAAG,OAAO,CAAC,YAAY,CAAC;EACVC,IAAI,ÓAAO,GAAG,ÓAAO,ĆAAC,MAAM,CAAC;;EAE7B,IAAI,WAAW,CAAC,MAAM,KAAK,CAAC, ÉAAE;IÁC5B,OAAO;GACR;;ÉAED,IAAI,KÁAK,GÁAG,SAAS;MACJB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG,OAAO,CAAC,OAAO,CAAC;;ÉAE7 B,KAAK,IAAI,CAAC,GAAG,CAAC,EAAÉ,CAAĆ,GAAG,WAAW,CAAĆ,MAAM,EAAÉ,CAAĆ,IAAI,CAAC,EAAE;IAĆ9C,KAAK,GAAG,WAAW,CAAC,C AAC,CAAC,CAAC;IACvB,QAAQ,GAAG,WAAW,CAAC,CAAC,GAAG,ÓAAO,ĆAAC,CAAC;;IAEpC,IAAI,KAAK,EAAE;MACT,cAAc,CAAC,ÓAAO,EA AE,KAAK,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC;KACID,MAAM;MACL,QAAQ,CAAC,MAAM,CAAC,CAAC;KACIB;GACF;;EAED,OAAO,CAAC,Y AAY,CAAC,MAAM,GAAG,CAAC,CAAC;CACjC;;AAED,SAAS,WAAW,GAAG;EACrB,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC;CACnB;;AAED,IAAI,eAA e,GAAG,IAAI,WAAW,EAAE,CAAC;;AAExC,SAAS,QAAQ,CAAC,QAAQ,EAAE,MAAM,EAAE;EACIC,IAAI;IACF,OAAO,QAAQ,CAAC,MAAM,CAAC,C AAC;GACzB,CAAC,OAAO,CAAC,EAAE;IACV,eAAe,CAAC,KAAK,GAAG,CAAC,CAAC;IAC1B,OAAO,eAAe,CAAC;GACxB;CACF;;AAED,SAAS,cA Ac,CAAC,OAAO,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,ÉAAE;ÉAC1D,IAAI,WAAW,ĠAAG,UAAU,CAAC,QAAQ,CAAC;MACIC,KAAK,GAAG,SAA S;MACjB,KAAK,GAAG,SAAS;MACjB,SAAS,GAAG,SAAS;MACrB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI,WAAW,EAAE;IACf,KAAK,GAAG,QAA <u></u>),CAAC,QAAQ,EAAE,MAAM,CAAC,CAAC;;IAEnC,IAAI,KAAK,KAAK,eAAe,EAAE;MAC7B,MAAM,GAAG,IAAI,CAAC;MACd,KAAK,GAAG,KAAK, ČÁAC,KĂĂK,ČÁAC;MACpB,KAAK,ĠAAG,ĺÁAI,CAÁC;KÁCd,MAAM;MACL,ŚAAS,ĠAAG,IÁAI,CAÁC;KAĆIB;;IÁED,IÁAI,OAÁO,KAÁK,KAÁK,EAÁ E;MACrBA,OAAM,CAAC,OAAO,EAAE,eAAE,EAAE,CAAC,CAAC,CAAC;MACnC,OAAO;KACR;GACF,MAAM;IACL,KAAK,GAAG,MAAM,CAAC;IACI,SAA S,GAAG,IAAI,CAAC;GACIB;;EAED,IAAI,OAAO,CAAC,MAAM,KAAK,OAAO,EAAE;;GAE/B,MAAM,IAAI,WAAW,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,MAA M,IAAI,OAAO,KAAK,SAAS,EAAE;MAChC,OAAO,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;KACZB,MAAM,IAAI,OAAO,KAAK,QAAQ,EAAE;MAC/B A, OAAM, CAAC, OAAO, EAAE, KAAK, CAAC, CAAC; KACxB; CACJ;; AAED, SAAS, IBAGAC, OAAO, EAAE, QAAQ, EAAE; AC5C, IAAI; IACF, QAAQ, CAAC, SAAS, IBAGAC, OAAO, EAAE, CAAC, IAAI; IACF, QAAQ, CAAC, MAAM, EAAE; CACC, CAAC, CAC, CAAC AE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GAAG;EAChB,OAAO,EAAE,EAAE,CAAC;CA Ċb;;AAED,SAAS,WAAW,CAAC,ÓAAO,ÉAAE;ÉAC5B,OAÁO,CAÁC,UAÁU,CAÁC,GAÁG,EAÁE,EAAE,CAAĆ;EAC3B,OAAÓ,CAAĆ,MAÁM,GAÁG,S AAS,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,CAAC,OAAO,GAAG,IAAI,WAAW,CAAC,IAAI,CA AC,CAAC;;EAErC,IAAI,CAAC,IAAI,CAAC,OAAO,CAAC,UAAU,CAAC,EAAE;IAC7B,WAAW,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;GAC3B;;EAED IAAI,OAAÖ,CAAC,KAAK,CAAC,EAAE;IACIB,IAAI,CAAC,MAAM,GAAG,KAAK,CAAC;IACpB,IAAI,CAAC,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; 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